#### IZACK'S WORLD -- COMPREHENSIVE HISTORY

### PRIMORDIAL EPOCH

Before time had structure, magic existed as raw potential--untamed, unformed, alive. It surged like a dream made real, shaped only by intention and emotion. From this chaotic sea emerged the first beings: the Primordials, entities of thought and force who whispered the first languages of power. Their names are lost, but their echoes formed the earliest runes etched into reality itself.

# AGE OF FIRST CIVILIZATIONS

Dragons were the first to mold this primal force into willful art. The Skybrood channeled the heavens into flight and breath. The Auridani, ground-bound but brilliant, began formalizing magical research. From their collaboration emerged the earliest magical traditions--runic binding, elemental weaves, soul-tempered forges.

The Demonfolk, born not from hatred but from necessary violence, emerged from magical overflows.

Their contracts became a biological pact, a survival mechanism. Misunderstood by mortals, they forged brutal, honor-bound societies in the Infernal Layers.

# THE SUNDering

A catastrophe of dimension-shifting arrogance. The Nine Arcanums--then-masters of magic--attempted to unify all dimensional languages into one, fracturing reality. This act split the realms: Mortal, Demon, and the still-unreachable Divine. Interstitial regions formed, like Avalon's founding node. Magic fragmented. Traditions went to war.

Some knowledge was erased--not lost, but hidden by pact, sacrifice, and silence.

### THE ERA OF ISOLATION

Elves sealed themselves in Time-Buffered Groves. Humans erected boundary castles--Ravencrest among them. Demons retreated, their kingdoms collapsing under the weight of magical exile. Magic became territorial, political, and feared.

The Ravencrest line emerged in this time: diplomats of boundary, keepers of passage and silence. Eldrin Ravencrest's title, "Keeper of Twilight Boundaries," reflected the house's role in maintaining the peace between mortal nations and magical eruptions.

### PRESENT ERA -- THE RETURN OF NEGOTIATION

Izack's birth marked a change. Dimensional storage became his first language. Magic, to him, was never command--it was invitation. In the Cave of Dimensional Resonance, he awoke the concept that magic was not fixed but alive.

He met Aria, a political and magical heir, and Zara, the impossible child of three lineages--Skybrood, Auridani, and something Third.

His innovations include:

- Living magical robes that hold demiplanes
- A Chronological Nexus Staff, which interfaces with time as text
- The creation of Avalon Academy, where instruction is replaced by interaction
- A political-mystical dynasty through his son Alexander

Now the Great Unraveling looms: a return of fractured realities seeking reintegration. Some see it as healing. Others see it as apocalypse. Izack sees it as a negotiation long overdue.

### KEY MYSTERIES REMAIN

- What is the Third Thread? Is it Divine, Demon, or forgotten?

- Who silenced the first magical languages?
- What lies beyond the Divine veil?
- What will Alexander become, born of three traditions and raised in a world remembering itself?

Izack's legacy is not domination. It is remembrance.