

- The Charmtones worship the Dark Lady Shaskel
  - Shaskel only communicates via the Wikipedia Account Creation Page Captcha.
- Charmtone Empire is called Spanblood – formally: The Empire of Spanblood
- The Charmtone Order is ruled by the Council of Four GuideUrge
  - Council consists of four members chosen by predecessors
  - Currently consists of Openbest the Defector, Spanporch, Shanoxilt, and AriBBCP
- Charmtones can fall into the following categories
  - Charmtone Master
    - Any Charmtone who has taken an apprentice
    - Apprentice becomes Master once Apprentice defeats Master in duel
    - In addition to training Apprentice in the Charmtone way of life, Master instructs Apprentice in trade, Charmtones in centers of government are often able to become Charmtone Lords or – if lucky – a member of the Council of Four GuideUrge
  - Charmtone Lord
    - A Charmtone who rules over a portion of Spanblood
    - Usually very powerful Charmtones with vast knowledge of the Charmtone way of life
    - Never called “Dark Lord” or “Dark Lady” as that is reserved for the deities in the Inglipnomicon
    - Usually hereditary, unless Lord is childless, in which case Lord takes promising Apprentice
  - Charmtone Apprentice
    - A Charmtone over the age of 12 becomes fully inducted into the Order as an Apprentice
    - Assigned a Master, usually someone they know, who trains them until the Master believes the Apprentice is ready for final Duel
    - Duel is not always to the death, but often results in either the death of the Master or Apprentice – or both
    - Upon winning Duel, Apprentice becomes Charmtone Journeyman, and follows the path given him by old Master
  - Charmtone Marauder
    - Fierce warriors armed with bricks and Shaskel’s magic
    - Comparable in skill to Yadvan and Xadyind warriors
  - Charmtone Priest
    - Commune with the Dark Lady to provide guidance and instruction to local Charmtone villages
    - Any Charmtone can commune, but Priests often aid in interpreting Dark Lady’s word, as her language can prove

confusing

- Charmtone Acolyte
  - Special Apprentices working under Charmtone Priests
  - Act as Priests' servants – fetching texts and expediting contact with the Dark Lady
- Charmtone Assassin
  - Charmtones trained to locate high-ranking Gropaga, Yadvan, and Cestalt officials and kill them, along with Charmtone defectors
  - While effective, Assassins have proved unable to kill members of the Council of Eight Ofideyi, Sormayea, the Yadvu Council, or Prodlly
- Charmtone Spy
  - Charmtones trained in espionage against enemies
- Charmtone Hand
  - Charmtones used to enforce Shaskel's, the Council's, and Lords' laws and orders
  - Brutal and unforgiving, they embody the Charmtone way perfectly
  - Serve as judges in the Charmtone Order
- Charmtone Fist
  - Generals in the Charmtone Army
  - Experienced Marauders skilled in both combat and tactics
  - Often take Marauders as Apprentices
- Charmtone Tyro
  - Charmtones under the age of 12
  - Only taught the basics of Charmtone life
  - Taught not to love or be compassionate
- Charmtone Inquisitors
  - Find heretics amongst the Charmtones
  - Bring them to Hands for trial and punishment

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