

## Volcanic Culture

**Biome:** Permanent volcanic mountains

**Development Age:** Iron age

### SOCIETY

#### *Social Roles*

Like the Shifter cultures they spawned from, Volcanic villages rarely have set-in-stone roles for their inhabitants, as long as every job necessary for survival is completed. Volcanic villages place more value in shelter construction and hunting, and less value in farming than Shifter villages.

#### *Rule*

Like Shifter cultures, Volcanic villages are governed by village elders in the absence of any united ruling power. These elders are typically much more authoritative, however.

#### *Family*

Like Shifters, Volcanic villages value comradery above all else, however they treat all relationships like a militaristic brotherhood, valuing pushing others to always perform better than their best, and discouraging weakness.

#### *Religion*

Volcanic cultures worship Azrearda, but in a much more structured way, performing various rituals in addition to casual prayer. They view Azrearda as an omniscient god that is only sometimes benevolent, a viewpoint their extremely harsh environment caused them to believe.

#### *Economy & Currency*

Volcanic cultures have no currency, only trading amongst different villages of different cultures. They do have a more set in stone economy when trading amongst themselves however, as they share the same resources all the time.

#### *Education*

Education in Volcanic villages is less intensive than Shifter ones, as they only have one environment to learn how to live in. Education is also more limited, as children are expected to fight for their village's survival as soon as possible.

### RESOURCES

#### *Food*

Due to low levels of vegetation in the volcanic biomes, and patches of soil where plants can be grown being rare, Volcanic tribes instead hunt the strange, mutated creatures that inhabit Volcanic biomes and feed off of rock and lava.