

The Great Factories

Since Maret first began constructing Walkers, mountains worth of resources were poured into their creation. They began designing buildings, towns, and other infrastructure around the factories themselves. Whole towns were dedicated to the creation of various parts of the Walkers while others were founded around the yards and warehouses that stored surplus and other goods for trading.

As Maret grew, so did its need for more Walkers and so the towns spread further. Forests were laid low and the beautiful rolling hills at the base of the mountains soon became covered in industry.

Now, the majority of Maret territory is covered by great stretches of rusting metal buildings. Thousands upon thousands of houses crammed into multi-layered shanty towns around the factories that belch black smoke into the air. Nomadic gangs roam the barren wastes between towns, riding on patched together vehicles and the large insect-like creatures that call these empty plains home.

Within the mountains, thousands of tunnels connect various underground mining towns, dedicated to procuring the resources Maret so desperately need.

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