

The Creepy-Crawlies Cockroach Corral

In the midst of town there is a Slaughter King named WRANGLER who has built a large corral outside of his house, which he plans to turn into an insect farm for breeding an easily accessible supply of food during the apocalypse.

Buildings:

Wrangler's house: Typical CHOTA housing, a large and enclosed adobe building to add a wall of separation from the corral would work nicely. Inside a few kennels house breeding and baby cockroaches.

Utilities:

The Corral: The corral connects to the side of WRANGLER'S house and is large but amateurishly constructed of wood planks, metal poles and wrapped with barbed wire, meant to house cockroaches primarily. There is no sectioning for controlled breeding or feeding, it's just a singular, circular penned area (which will later lead to troubles concerning over-breeding, resulting in WRANGLER'S farm becoming overrun).

The Fight Ring: A smaller corral on the opposite side of the house acts as a ring for scorpion and wing-clipped wasp fights (one scorpion against a swarm of wasps) which the player can place Chip bets on. This miniature blood sports would help siphon chips from the economy similarly to the Black Jack and Slots machines.

NPCs:

Wrangler: Commissions the player to capture and transport some cockroaches to start up his grand entrepreneurial endeavor. He figures he would need at least one male and a couple of females so I'd like to have at least a two-part chain of him telling the player to bring him a pair of roaches and then complaining "What am I gonna do with two males?" and sending the player to find a female which would be a more challenging/elusive hunt.

Later, he can request the player to kill off a large portion of the monsters in his farm as it has quickly become overrun.