



DARK PACK

Portions of the materials are the copyrights and trademarks of Paradox Interactive AB, and are used with permission. All rights reserved. For more information please visit worldofdarkness.com.

This material is not official White Wolf material and is intended solely for use in One World by Night.

2004. Written by the Changing Breeds Coordinator's office for One World by Night.



Bone Gnawer Genre Packet

Objective – The purpose of this packet is to create a baseline for the One World by Night Community and the Garou Genre. While some of the information found within will be summarized from Garou resources, our purpose is to apply that information to the larger organization as a whole. This packet is not intended to serve as house rules for gifts, rites, or chronicle oriented story. Instead, it is to define and provide a consistent environment for the Garou Nation.

Tribal history

The name of our tribe is one of the oldest words in the Garou language, only slightly newer than Urrah and Ikthya. Bone Gnawers. The greatest share of the kill went to the greatest in station and those that were spat upon or reviled had to be content to gnaw on the bones left by the others. From the beginning, we were made out to be the lowest.

We don't really have a lot of history, I've heard each tribe tell stories of the first Bone Gnawer back in their homeland, or the homeland of their enemies from the Striders lost land of Khem to the vast reaches of the Russian north. After the Concord, though, was when things really became solidified for the first time. After that only two tribes thought that living among the humans was the best way to protect them - ourselves and those we now call the glass walkers. Most of the other tribes weren't too happy with that hence the term Urrah. It means "tainted," but honestly we don't care that much. There are always stories of "our lost homeland" and people will tell you that it was just about anywhere in the world. Most likely, if it even ever existed, it was in northern Africa.

We have the largest gathering of Garou there for us and even if we didn't call ourselves a tribe there were plenty of us there to call it home. Anyway I'm off topic. Over the course of the last couple centuries things have not gone well for us.

I won't go into detail there are other times for that, suffice to say that Rat has given us one job and its a job we do very very well. Our job is to survive. at all costs. And we do. And we will.

**** DC

Tribal Structure and Leadership

The Bone Gnawers are a loosely organized tribe, placing more value on the concepts of family, compassion and generosity than rank. They are very egalitarian in their beliefs, and do the vast majority of their tribal decisions based on a democratic model. If someone volunteers to take upon themselves a position of honor or responsibility within the tribe, the majority of the local bone gnawers must vote on accepting him or her.

Bone Gnawers also use the concept of "elders." This does not mean a rank five Garou, but rather a Bone Gnawer who's been around the block a few times, and whom the rest of the Gnawers in an area look up to. They respect hard-earned experience and street wisdom more than fancy titles.

Where many tribes place tribal leadership based on rank, the Bone Gnawers place it on deeds.

There are three “titles,” of which, no rank is really assigned. Of course, trying to claim Grandfather of America while a cliath will just get you patted on the back and knowing smiles passed around.

Aunt/ Uncle – This is an informal title, sometimes given to other tribes who help the Bone Gnawers. When someone is named an aunt or uncle, they are being lauded by the tribe as someone who has gained the respect and trust of the other Bone Gnawers, but are not senior enough to be called Momma or Poppa.. There can be more than one Aunt or Uncle in a city, but these are expected to lead the tribe more so than the average Bone Gnawer.

Father/Mother – The title of Father / Mother is always bestowed upon the eldest Bone Gnawer in the city. This Bone Gnawer is usually an Elder by the Nation, but occasionally the tribe grants the title to a Bone Gnawer of rank who has done above and beyond what is needed in the city. This declaration is never done with a great amount of fanfare, but rather it just...happens. It happens by mutual agreement of the Bone Gnawer in the city, and Bone Gnawers assume if others are calling them this, they’ve earned it. A Momma/Poppa is expected to protect the other in the tribe, but the tribe then gives them the highest respect. There is only one Father or Mother per city.

In the words of a Grandpa:

“ When BoneGnawer elder has lived long enough, shown life of generosity to tribe, has shown compassion to humans and gained renown enough in tribe (not talking of spirit rank kind of renown), elder is honored by being named Tribal Mother or Tribal Father by other elders. Name is changed to be that title, followed by old name and then place of territory. I am GrandFather ShortBus of North America.

This titles is only given by elders to oldest Garou elder in city, only one in each city at a time. This mean, I, GrandFather ShortBus of North America and my sadly misguided Commie Red brother GrandFather Papa John of Russia (ha! I told you communism was not to last, PJ!) named Father Banyon ofKenosha/Chicago protecterate over three moons ago. He is Father. You are not.”

“Just because you bring home a bag of white castle once in a while does not make you father, it is not a position you challenge for, it is not one that you claim or take, it is one given unto you by the rest of the tribe and your family however large it may be.”

Grandfather – The title of Grandfather is reserved for the Eldest Bonegnawer of the Nation. This position is reserved for the tribal narrator NPC.

Camps

To get into any camp a PC must be inducted by the eldest member of that camp in their area. If there are no members in an area, or the ST team does not have an NPC, contact the Bone Gnawer office, and an NPC can be sent.

Most Bone Gnawer camps, with the exception of the Swarm and Man-Eaters, have no leaders, only Elders or elders. PC’s may be the Eldest of a Camp but none may claim leadership, unless of course they want an ass-whooping from the rest of the tribe.

Rat Finks – Finks barter with one of the most precious commodities available: information. They usually have low paying, or pitiful jobs, but use this to their advantage to get into places normal

Garou could not. Fink are well known for keeping close ties with their kin, working hard to earn their “respect and assistance.” (p 43) This camp is famous for using exotic methods for transferring their secrets, such as drops, codes on matchbooks and notes pinned to children’s coats.

There are rumors that this camp also makes ties with other information brokers – such as Corax, nosferatu and Ratkin. As such, most Fink will refuse to reveal any of their sources.

This camp is appropriate for PCs of any level. It is suggested that any PC taking a low paying job also take the *Struggling* merit found on page 79 of the tribe book. You may wish to also visit the rules for bootstrapping, found on page 64.

Frankweilers – Originally, the Theater Lupine, this camp stakes out a portion of the town or city for themselves and protect it from corruption. They create areas where the common man can find art and education, such as urban galleries and local youth centers. Members of this camp value education. Libraries, churches, museums, temples, and even artsy movie theatres could be called “home” by a Frank. These gnawers are actually among some of the most renowned scholars and academics. Frankenweilers stress equal value on street learning and book learning. They're the knowledge banks of the tribe and pass it on as best as possible.

This camp is appropriate for PCs of any level. Linguistics and academics are suggested abilities.

The Hood - Based on the theory of Robin Hood, this camp takes from the rich and gives to the poor. Because the tribe is split on their support of this camp, the vast majority of this camp work outside of tribal policy. Elders will claim to have no knowledge of this camp, or its leaders.

This camp has three main goals: hunting down people known for their greed, using the “retrieved items” to help the exploited, and an ideal of protecting the homeless. Helping the exploited does NOT mean they will help those who will not help themselves. If a member of the hood gives you money for food, and you use it for booze or drugs, you will not receive help again.

This camp also protect those they are trying to help. Whether the person in question needs help from a loan shark, or a street gang – or even another Garou, the Hood takes its calling very seriously. They honestly care about the people they are working for.

This camp is appropriate for PCs of any level. Stealth, security and Street Influence are suggested abilities. The official Bone Gnawer line in OWbN is that the camp is “disbanded and broken up,” though members of the camp are still active.

Deserters - Explorers and pioneers to some and crazed whackjobs to others, this camp tired of the physical world's despair and turned to the umbra...This camp represents the explorers and pioneers of the tribe. They explore, and became experts on the umbral pathways, learning of short cuts, gateways and other secrets of the spirit world. They often undertake umbral quests to find a new realm or secret place heretofore undiscovered. Members of the deserters often spend more time in the umbra than virtually any other garou (and even some spirits).

The drawback to this is many of the eldest of the tribe are insane. They are recognized them by the

haunted look of fear in their eyes and their reluctance to go anywhere near the umbra. On the plus side those members of this camp who do return to the umbra tend to command powerful knowledge of the area and lore's of realms and shortcuts that only a fool of any tribe would turn down.

While this camp is open to anyone, it should be noted that Deserters do not belong to any Sept, and often avoid interaction with the physical world. As such, it is recommended that PCs not be allowed to be Deserters without some serious discussions with their storytelling team. Umbral and Spirit Lore would be appropriate abilities for this camp.

Road Warders - Road Warders hate to stay in one place too long. The journey is what's important, and hitchhiking is an art. Like Striders, they rarely settle in one place for too long, but unlike Striders, they focus on the journey – not the speed of it.

“Road Warders may not travel with the grace, style or speed of a Silent Strider, but they don't really seem to care where they're going, as long as they're on the move. Many have a fierce devotion to the Rat totem, and as part of this religion, maintain a fierce hatred of any werewolf who follows Owl. The thought of serving the Owl Totem, or even helping her children, fills them with rage.” (p 46 of tribebook)

Two important things about Warders: first they adamantly refuse to act as messengers, mailmen or diplomats in any way. They have withdrawn most of the way from garou society and only show up at random when they need something. Second, they adhere to the Code of the Road. The code of the Road basically says that when you're “out there” hitching or running or walking or whatever that you'll help any other traveler you come across.

While this camp is also open to anyone, Storytellers should take into account that members of this society travel frequently. This might be an appropriate camp for those players who only can make game every few months.

Hillfolk The Hillfolk have decided to forgo the misery and pain of being poor in the big city and decided that they would survive out in the wild. They leave behind the trappings of the modern world like technology and biased education and instead rely on the legends and stories that their ancestors told them when they were little. People mistake their fondness for the past and the wilderness as “hillbilly” style and ignorance, but Hillfolk are as creative as any other tribe - if not more so. Unfortunately, rumors persist that they are so inbred that they hide whole packs of inbred Metis and mate with the same family of kinfolk for generations. Their most famous creation is the mystical and potent True Moonshine(see below). Only the eldest of the camp actually know how to make it.

There are whispered rumors about Hillfolk – and about how hunger drives people to desperation. The incident at the Dandelion Hill Sept in 1996 served to taint this camp's reputation. Some members of the tribe fear man-eaters hide within their ranks.

True Moonshine True Moonshine is the Hillfolk camp most potent and famous creation. Created under the full moon, Bone Gnawer “white lightning”(VERY potent alcohol) is infused with the

spirit of the wyld giving it mystical properties. Only Adren Gnawers of the Hillfolk camp who have at least tribal lore 2 may know how to make this potent brew. Storytellers are encouraged to make a house rule on what exactly happens when a human imbibes this brew. It is stated that the gift, Resist Toxin, will not work on it.

Hillfolk are appropriate to rural areas. You will not find Hillfolk in a major city.

The Swarm This camp is known as the “Rat’s Teeth.” Where other tribes have their own rules of engagement, Bone gnawers realize sometimes you just have to sink your teeth into the problem – just like Poppa Rat. Members of this camp are saboteur's, guerrilla warriors, and gang street fighters. They are warriors for Gaia who fight dirty, but get the job done. Their numbers aren't totally known as they tend to stay hidden and hide amongst the Rabble but they are always there and some say they will only mobilize when the judgment day hits, but when they do they will swarm out of the sewers and shelters like a army of rats and will kill all in their path. They carry the importance of their tribe as being far greater than the Garou nation itself.

It should be noted their view of the Rat is an unmerciful Rat God and they tend to be as subtle as a truck bomb

This camp is appropriate for PCs of any rank.

FAMOUS OWBN GAROU

1. Grandfather Short bus To Freedom

Russian by birth, Short bus went through his Rite of Passage in the heart of the cold war. He passed it but for some reason not widely known left directly afterwards for America and to follow The American Dream Totem. Though quite active in American politics of the Garou nation recently he has faded into the background some in order to study and do his own thing

2. Grandfather Macmillan

Full name, Arthur Macmillan, he is called by some “great” grandpa to reflect the wonders that he has accomplished, including the discovery of a new realm and his unusual closeness with city spirits. Eldest member of the Road Warders Camp, though he makes no big deal of this fact and most gnawers won't even know it's him who's eldest as he uses a different name for that. He's opened quite a few caerns and is always looking for more. There are rumors of Dark acts in his past, whole villages wiped out, and children murdered, but most believe these to be rumors started by members of other tribes who hate to see a bone gnawer as renowned as him

3. Father Banyan

Father of the mid-western United States, a lupus Philodox out of Chicago has earned renown for many deeds in his past but funny enough likes to stick to his little part of the country, Heavily involved in Garou politics, though most believe that's because he's packed with Baits-the-hook, an Elder Silver Fang

I-80 Caern

Walcott Iowa has been home to the I-80 sept for the past 25 years. This caern was founded by the Bone Gnawer elder Robert Smith, Owns the Hydrant and is devoted to American Dream. The sept is located in the largest truck stop in the United States.

It has never been a large caern, but a constant flux of packs have joined, stayed for a time and moved on. Most of the bone gnawer totems have had followers here at one time or another and many still have a presence (notably trash heap and rat). Currently two bone gnawer packs live here; Eye on 80 an American Dream pack and Hell on wheels, a General lee pack. Recently a glass walker pack, The bottom line dedicated to Easy Credit, has taken up residence at the sept. Several kinfolk work at the various shops, dealerships and restaurants that make up the complex.

The caern recently found itself in the middle of what seemed to be a war between three groups of leeches, fought mostly through underworld connections. The troubles were brought to a close and the sept is secure, but visitors are cautioned to avoid the gas stations in the area not part of the I-80 complex.

Every July the Sept holds a large celebration for the bone gnawers under the cover of the Trucker's Jamboree. Packs and individuals from around the nation are invited to visit.

The notable Garou at the sept are:

Robert Smith Owns the Hydrant, Bone Gnawer, Elder, Ahroun, Homid.

Harely Redgutter, Bone Gnawer, Athro, Philodox, Homid. currently the sept alpha.

Major Jack Ducan, Bone Gnawer, athro, Theurge, Homid, currently the sept beta.