



WEREWOLF THE APOCALYPSE

Bone Gnawers Setting Document

*"I never wanted life to be like this.
The life of not knowing how to feel bliss.
You can help save people like me.
Go make a difference in the world, you'll see."
- Sheliza*

INTRODUCTION

You know that friend? The one whose car is always on its last leg, who's forever down on his luck? The one who asks if you're hungry when your friends are all going out, and when you say you're broke says, "I didn't ask if you had money, I asked if you're hungry." That guy? He's a Bone Gnawer. That kid in the Pokemon shirt who saw you putting some groceries back because you underestimated your food budget and then paid for your groceries when all she was buying was ramen and toilet paper? Yep, her too. The mechanic with the run down shop who told you, "Don't worry about it" that one time, or someone who left a note on your car with the plate number of the rich asshole that backed into you? That one time you were stranded, your phone was dead, and a lady with a car full of kids stopped and lent you her phone? You're getting the idea now! Bone Gnawers are at their best in urban environments, fitting in almost better with humans than with the Garou Nation. They make do and thrive in a world of pop culture references and mundane life.

Once, the Bone Gnawers were content to be the omegas of the nation, mostly because they were too busy getting things done to look around long enough to care. Now though, things are changing. The Bone Gnawers fight back against any notion of that old prejudice, often stepping up and speaking; no longer willing to be silenced.

The Bone Gnawers take care of the "common man" just trying to make a living from day to day, helping them with simple things like getting your groceries home on the bus, or pointing you to the food pantry without a judgemental bone in their body. If you're down and out, sleeping under a bridge, and a ratty-looking oversized dog is watching you from a ways off, it's likely a Bone Gnawer.

With the Age of Apocalypse upon the world, the Bone Gnawers, now more than ever, are needed in the cracks of society: picking people up, being the good samaritan, and walking a few steps behind you to keep sentry. So, when you hear that random muffled sound in an alley like someone just got dragged into it from behind you? It's okay; just keep walking. The Bone Gnawers have your back. Don't bother saying "thank you." Just pay it forward.





Leadership and Organization

Bone Gnawers are generally a democratic Tribe with deference given to the most experienced in the topic or task at hand (not necessarily highest of Rank). With that being the case, leadership roles may shift with the situation at hand. An experienced Ahroun is more likely to lead a battle planning session than a higher-ranked Theurge, although the general stance of the Tribe as of late has been that the leaders of the Camps are considered the most qualified at any given task. Otherwise, there is no formal structure. The representative for the Tribal Council, along with their Second, is chosen by the Tribe as a whole.

Camps

The Swarm - Led by Tyler *"Walk It Off"* Kline

The Hood - Led by Marjorie *"Sister Mary Clarence"* Lawton

Road Warders - Led by 4ontheFloor

Notable Tribal NPCs

- ❖ **Gabriel "He's Behind Me, Isn't He?" Domingues**, Elder Homid Ragabash, He/Him
 - Tribal Councilor for the Bone Gnawers
 - Leader of the Sept of the Forgotten Waters
 - Gabriel has always been jovial despite the horrors of his youth. Before his First Change, he knew the weight of what it was to be homeless on the streets of Detroit, just surviving. His father was killed in a drive-by shooting. Of his mother, he'll only say her death caused his First Change. These days, he's a father figure to the youth of the Tribe. Called "Gramps" by some, he is also the Den Parent of the Great Caern and under his stewardship Forgotten Waters has become a fortified and defended citadel rivaling other Great Caerns, while remaining a sanctuary. Some whisper that he's too old, too slow, too nice until he taps you on the shoulder and sets you to Caern chores. Because, of course, he happened to be behind you.
- ❖ **Tyler "Walk It Off" Kline**, Athro Homid Ahroun, He/Him
 - Leader of the Swarm
 - Tyler was an up and coming high school football player in Iowa, scouted by many of the nation's top universities as a blue chip offensive line prospect. Life was, as he'd say, "darn swell." He was well-liked, had a great guy, decent grades, life on course, living the dream. Until the night of prom when his boyfriend died in an accident on the way back from an afterparty. He had even offered to drive him home. The autopsy found heroin in his system, but Tyler never knew if it was one time, or if he had somehow missed that there was a problem. Now, Tyler works day and night to prepare the tribe for wars they'll never see coming while hunting down drug dealers in his spare time.
- ❖ **4ontheFloor**, Athro Metis Philodox, She/Her
 - Leader of the Road Warders
 - 4ontheFloor was a mechanic for most of her youth, working on anything that had a motor, and a lot of things she added one to. Born of Glass Walker kin, she found she was more into the grease than motherboards; and, after her Rite of Passage, she joined the Bone Gnawers which shocked absolutely no one. She's spent most of her adult life doing much of the same, traveling from city to city, helping local Septs out with their gear or projects for a few weeks,



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and then moving on. They say she has a schedule she keeps and is fairly regular on when she comes by, give or take a few months.

- ❖ **Marjorie “Sister Mary Clarence” Lawton**, Athro Homid Galliard, She/Her
 - Leader of the Hood
 - Marjie was, is, and will forever be dedicated to her community. Frankly, she is dedicated to any community which needs a helping hand. She’s happy to show up, bake some cookies for the charity bake sale, guest-solo with the local church choir, and lend an ear to anyone who needs it. She’s just as happy running a shell corporation, employing well-qualified individuals who are placed in positions in the households of people of particular influence and wealth. If her people also happen to be kinfolk willing to help redistribute the wealth of their contracted employers? Well, who can really complain? It’s hard to find good help.

Perspectives on the Litany

- ❖ **Garou Shall Not Mate With Garou**
 - The tribe has a rather extreme view of sex with our own kind: the only real crime is getting caught.
- ❖ **Combat the Wyrms Wherever It Dwells and Whenever It Breeds**
 - Surviving often depends on choosing your battles carefully. Bone Gnawers often see little honor (or sense) in charging into a battle against impossible odds. Some call it cowardice. We call it common sense.
- ❖ **Respect the Territory of Another**
 - Don’t stir up trouble in someone else’s home. Don’t threaten the Veil where someone else lives. Don’t shit where you eat.
- ❖ **Accept an Honorable Surrender**
 - We push this to its limit and are the masters of groveling to get out of a fight if needed.
- ❖ **Submission to Those of Higher Station**
 - Being the omega tribe has its advantages. This isn’t one of them.
- ❖ **Respect Those of Lower Station, for All Are of Gaia**
 - This is in the Litany? Hadn’t noticed.
- ❖ **The First Share of the Kill for Greatest in Station**
 - We’re called the Bone Gnawers for a reason.
- ❖ **Ye Shall Not Eat the Flesh of Humans**
 - Remain ever vigilant against the Man-Eaters. Never again.
- ❖ **The Veil Shall Not Be Lifted**
 - We can only do the work we do because we can blend into the rhythm and music of the city. Don’t blow it for us because you needed to overplay your cow bell.
- ❖ **Do Not Suffer Thy People to Tend Thy Sickness**
 - This is a really broad stroke here. We know suffering and, to lazy people, sickness may look a lot like needing help. So, slow your roll and help first and, if you find yourself in need, ask for help.
- ❖ **The Leader May Be Challenged at Any Time During Peace**
 - If it’s important to be in charge, do it when we’re not knee deep in Wyrms viscera, please.
- ❖ **The Leader May Not Be Challenged During Wartime**
 - Look, we’re not this stupid, I hope; but, when we’re actually at war, there are lives literally on the line every minute. If you haven’t sorted your shit by now, that’s on you.





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❖ Ye Shall Take No Action That Causes a Caern to Be Violated

- We barely have any of these left and if you're the reason we have one less? It won't end well, kid.

The Last Decade

- **Arrival of the Telos - 1/1/2011**
 - The newly-minted leader of the Road Warders, 4ontheFloor, is belligerently loud in support of accepting the returned and redeemed Telos. The rest aren't nearly so quick to open their arms.
- **The Caern Plague - 2/1/2012**
 - Benny "Ear to the Ground" Reed, Tribal Councilor for the Bone Gnawers, dies in defense of the Sept of Forgotten Waters. His Second, Gabriel "He's Behind Me, Isn't He?" Domingues, challenges for leadership and beats Tyler "Walk It Off" Kline (leader of The Swarm) in a Challenge of Gamecraft.
- **Bearer of Good Fortune - 4/13/2012**
 - Good news, eh? Well, \$7.95 will get you the sesame chicken combo and the fortune cookie the "good fortune" came in.
- **First Shard Seed Planting - 6/12/12**
 - Once something has been accomplished for the first time, we know that it can be done again. This is the real hope at the end of the Darth Vader murder hallway.
- **The Kinfolk Incident - 7/4/2012**
 - Bone Gnawers aren't terribly careful about where they have kids or with whom. This wasn't a problem until now. Now, kinfolk are few and far between, as these city-dwellers almost all hear the call of the Weaver and disappear.
- **Glass Walker Tech Crash - 7/5/12**
 - Something, something, hubris? The self-professed "Masters of the Weaver" got nailed by this. What chance do the rest of us have? You don't need Tik-Tok that badly. Ditch the cell phones already.
- **Kitsune Leave the Beast Courts - 7/9/12**
 - We're not going to tell them no. We can always use the help. But, will the rest of the Nation accept that help?
- **Kinfolk Officially brought into the Nation - 9/1/12**
 - They're us. They can become us at any time. Why this hadn't happened sooner, is beyond me.
- **Jade Curtain Goes Up (Year of the Serpent) - 2/12/13**
 - I mean, do you blame them?
- **Ahadi Alliance Reclamation Period Begins Access to their lands Denied - 10/1/14**
 - Did you ever get the feeling like . . . I don't know . . . like you're not really wanted?
- **Kitsune Introduce Rite of Harmonious Journey to the Nation and the Fera - 12/12/17**
 - It concerns me slightly, our kin being members of packs. But also, our kin know when to get when getting is good. Other tribes? I foresee the Fenrir's kin population experiencing a sharp decline.
- **Formation of the Gaian Alliance - 9/22/19**
 - One Nation under . . . Gaia? Indivisible. If there's one thing that can potentially save us all, this just might be it.
- **Red Talon Exodus - 10/1/2019**
 - Frankly, and I don't think I'm alone here, I was really tired of their, "Two legs bad, four legs good" shit. Assholes.
- **Current Day 1/1/2021**





Changes from the BNS Canon

- Tribal Councilor

