

It has been said that from behind the screens of the Kindred's societies that the Elders guide their pawns across a multitude of chessboards. That their power is undeniable. What happens when the pawn flees the chessboard? For times endless the Cliath's of the Garou Nation have been indoctrinated in the individual beliefs of their Tribes. But when those teachings fail what choices will they make and what will the consequences be?

At HexaCon 2002 you will have the chance to test these ideals. This story centers on the schemes of an Elder and the orders of a Sept Leader. Both desire the same goal, which is locked away inside a bank vault, but how to get them? Should they work with the Wyrms to gain a grater prize? Or should they slay each other and to the victor goes the spoils?

This tournament, put on by [The Wrecking Crew](#) a White Wolf Demo Team, will be held on both Friday and Saturday. Pregens will be provided with the opportunity to customize. Prizes will be awarded on both Friday and Saturday.

For answers contact David Martin at

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