BLADES IN THE DARK

CREW:

		LAIR		

PRISON CLAIMS

PAROLE INFLUENCE Your prison terms are one level shorter	**SMUGGLING** **+2 load** while incarcerated	**ALLIED CLAIM** Take a non-turf claim from a different crew type	**CELL BLOCK CONTROL** You don't take trauma from incarceration
GUARD PAYOFF Take **+1d** to incarceration rolls	**PRISON**	**GUARD PAYOFF** Take **+1d** to incarceration rolls	**ALLIED CLAIM** Take a non-turf claim from a different crew type
HARDCASE -2 coin cost to advance Tier	**SMUGGLING** **+2 load** while incarcerated	**ALLIED CLAIM** Take a non-turf claim from a different crew type	**ALLIED CLAIM** Take a non-turf claim from a different crew type

Every time a member of your crew goes to prison, you have a chance to gain a prison claim. See **Incarceration**, page 148.

ALLIED CLAIM
One of your allies on the inside arranges for their faction to grant you a boon. Take a claim for your crew from a different crew type. You can't take turf with this claim.

CELL BLOCK CONTROL
Your crew has a cell block under their total control—guards and all. You never take trauma from incarceration.

GUARD PAYOFF
You claim several Ironhook prison guards on your payroll. Take +1d to your Tier roll when a member of your crew is incarcerated.

HARDCASE
Your reputation as a tough inmate bolsters your crew's image in Duskwall. When your crew advances Tier, it costs 2 fewer coins than it normally would.

PAROLE INFLUENCE
Political pressures of various sorts can be applied to the magistrates and warden who oversee sentences for crimes. With this claim, you're always able to arrange for a shorter prison stay—as if your **wanted level** was 1 lower. So, if your wanted level was 3 when you went in, you'd spend only several months behind bars (equivalent to level 2) instead of a full year.

SMUGGLING
You arrange smuggling channels inside. You have **+2 load** while incarcerated, (starting from zero as a prisoner). If you take this claim twice, you'll have 4 load while you're serving time in Ironhook. Also, you may choose to have 1 coin in place of a load item for purposes of bribes or acquiring assets while in prison. You may reset your prison load whenever your crew has downtime.