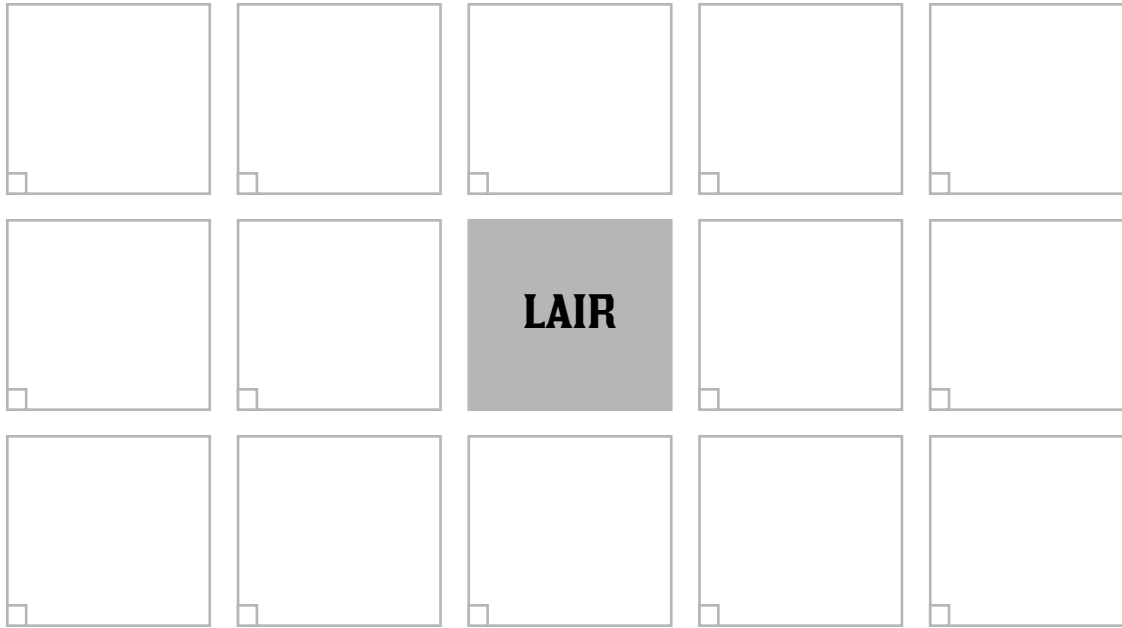
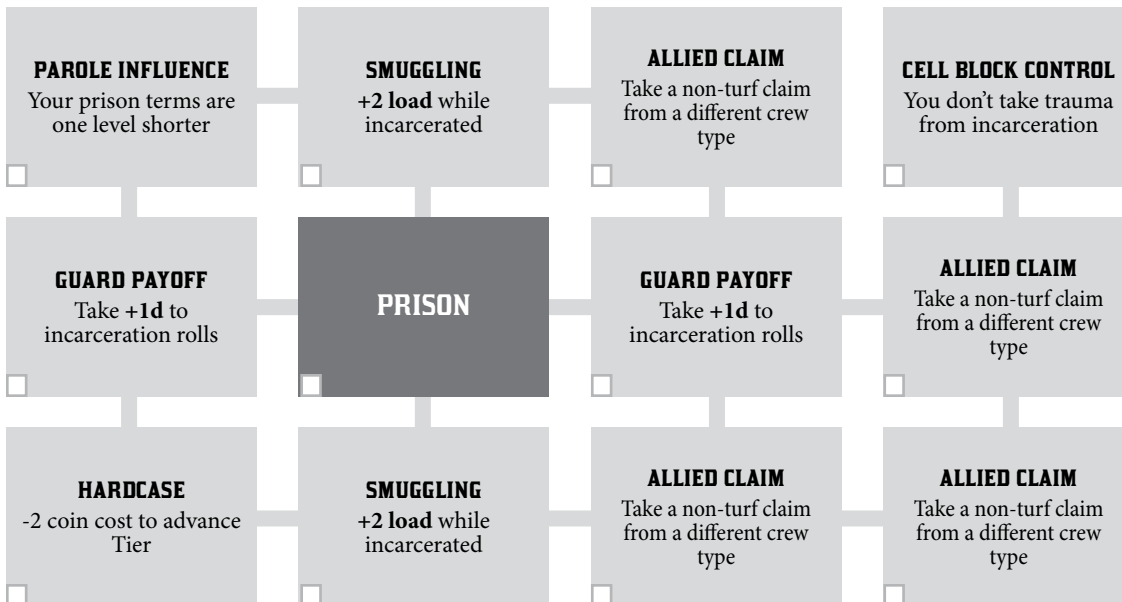


BLADES IN THE DARK

CREW:



PRISON CLAIMS



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.