

MES Accord Universal Appendix: Citadel Guide

In Accord, multiple supernatural types work together in order to defend reality from the Truth. In the new World of Darkness, each supernatural type has its own type of 'house,' often shareable, that is the crux of its safety when away from its allies (or living with them) and away from the day-to-day activities of the supernatural community in which they live. These safe places are areas devoted to security, research, and a vast array of other resources necessary for player-character survival. As many of these "house merits" are signature only to their respective supernatural type, cross-venue chronicles are naturally deficient in rules that might account for shared living space among different supernatural creatures.

In the Accord universe, cells have developed cohabitation policies that help out its members. For the purpose of our chronicle and for the rest of this document, we'll call the Accord specific housing merit Citadel. For the purposes of our chronicle, any character type that receives a discount price on housing (such as Carthians or Crassus ghouls) receives that also for the Citadel merit. Any template that receives free dots for the purpose of housing (such as via Shadow Initiation, Compact/Conspiracy status, or others) can apply them to their shared Citadel. If said bonus dots are defined for specific categories, simply add them to the point-buy totals as generic dots.

The Citadel merit completely replaces template specific housing merits unless otherwise noted in the addenda. Supplementary merits like Armory, Shadowless Chambers, and others are also replaced by the merit options below.

Citadel is a merit unlike other standard merits. While each aspect can only go to 5 dots (example: Security 5, Size 5, Library 5, etc.), a single character may purchase as many dots as they desire for 2 xp each. These dots are not defined as anything other than "Citadel", and are used to purchase aspects of the Citadel on a 1:1 ratio. For a shared Citadel, all of the total dots are added up and then the players purchase the aspects. This allows Citadel dots to be rather fluid to account for new characters joining in or character death/retirement.

Citadel Aspect dot point buys need to be logged with the VST overseeing the location of the Citadel. This can be done with the [Citadel Point Buy Form](#). Characters are free to opt into as many Citadels as they wish, within and outside their VSS. They should note each individual Citadel on their sheet (Joe's merits list Cell Citadel 4 (shared 15), Private Citadel 10, and Division Citadel 4 (shared 36).

If a PC revokes their dots from the Citadel, be it willingly or through PC death, and there is no longer a PC that fulfills the requirement for a specific aspect, the dots in that aspect are removed and must be distributed among other aspects.

Also, merits and effects that can be added to a normal venue "house merit" can be added to the Citadel as extras, such as Ritual Crypt, the vampire Tomb, mage Demesne, or Roving Hut Cruac (which only adds to Size, Security, Library, and Location). **Each aspect of the Citadel is considered a source for Single Source Modifiers, unless otherwise noted.**

Citadel (●+; Special)

The Accord long ago realized that their agents might need to share resources and housing. To that end they began a common culture of cell-based housing, to be shared by their agents. This merit has multiple aspects that can be shared by anyone with at least Accord Status 1. These merits are accessible only by characters who have "bought in" on the merit. If all of the dots have been satisfied, a character can spend 2 xp in order to share in the resources. The aspects of the Citadel merit are:

Basic Aspects

Size: A Citadel's size is important for storage and living space. Some other aspects of the merit cannot be larger than the Citadel's size. This aspect can be added by any character.

- A small apartment or underground chamber, 2-4 rooms
- A large apartment or small family home, 5-10 rooms
- A warehouse, church, or large home, 12-20 rooms, or large enclosure
- An abandoned mansion or network of subway tunnels, equivalent of 25-40 rooms or chambers
- A sprawling estate or vast network of tunnels, 50-75 rooms or chambers

Brig/Vault: A Citadel can be outfitted with a prison, vault, or holding cell. Dots in this aspect represent a secure location inside of the Citadel that can be used to hold prisoners or store dangerous items. For every dot in this aspect levies a -2 penalty to Larceny or other attempts to break in or out, on top of normal Citadel Security. **This penalty goes beyond the Single Source Modifier.**

Defense Aspects

Occultation: A Citadel can be mystically hidden, typically by the sheer force of will provided by Accord agents, but also by clever tricks that come with particular powers and abilities. For every dot of this aspect, people trying to find the Citadel suffer a -1 to their draws. Eyes just pass over the building, not aware of its existence. This does not affect those who have dots in the Citadel, but even visitors will not be able to find their way back easily. This aspect can be purchased as long as there is at least one of the following templates or character types providing dots to the Citadel: Mage, Purified, Changelings, or Vampires.

Security: A Citadel's security measures are a combination of advanced warning and good locks. While extra security measures are possible, a Citadel's security dots have a number of beneficial effects. For every dot of security, those inside the Citadel enjoy a +1 to initiative, one round of warning before an open attack, and those outside get -1 per dot to attempts to break into the Citadel. This is done through tech such as alarms, cameras, sophisticated locks and security systems.

Wards: The Citadel is mystically defended against intrusion. Any attempt at scrying into the Citadel receives a -1 per dot of this aspect. Attempts by ephemeral or twilight entities or projections are similarly penalized. This aspect can be purchased as long as there is at least one player character providing dots to the Citadel that has knowledge of warding powers or has at least Occult 4+ with an appropriate specialty (magical defenses or wards, etc.).

Equipment Aspects

Armory: A Citadel's armory is a stash of weapons found in the Citadel for emergencies. Every dot of armory provides 5 points of armor and weapons that can easily be obtained with mundane resources. The number of dots placed into this aspect is limited by the Size rating of the Citadel. No particular item obtained from the Armory may have a dot rating higher than the dot rating of the Armory.

Cache: A Citadel's cache is a collection of mundane equipment and armor found in the Citadel for emergencies. Every dot of cache provides 5 points of equipment that can be easily obtained with mundane resources. The number of dots placed into this aspect is limited by the Size rating of the Citadel. No particular item obtained from the Cache may have a dot rating higher than the dot rating of the Cache.

Fuel Aspects

Hallow: The Citadel can also serve as a gate to the supernal via hallow dots that provide +1 to starting mana or starting mana draws per dot. The resonance of the Hallow must be defined upon purchase. While not limited to the Size rating of the Citadel, dots purchased in excess of the Size rating lie outside the Citadel, which means it is not easily defensible. Dots in Hallow can only be added if a mage or proximity is providing dots to the Citadel.

Haunt: The Citadel has a weak spot to the Underworld, perhaps an Avernian Gateway that can be utilized by some in the members of the cell. For every dot, appropriate Accord agents get a +1 to starting plasm or starting plasm draws per dot. It can also be used to provide ghostly essence. While not limited to the Size rating of the Citadel, dots purchased in excess of the Size rating lie outside the Citadel, which means it is not easily defensible. Dots in Haunt can only be added if a Sin-Eater, Purified, Death mage or ghost themed/Ordo Dracul vampire is providing dots to the Citadel.

Location: A Citadel's location determines how close it is to human businesses and gathering places. Purchasable only by vampires and changelings, this aspect adds a +1 per dot to starting fuel or starting fuel draws for vitae and glamour. When hunting/harvesting, the location and type of humans 'fed' on determines the resonance of the fuel, determined by VST discretion (clubs can be lust or passion, bars can be gluttony or depression, sports events can be anger or excitement, etc.). For vampires, this can include sources of animal blood.

Locus: The Citadel has its own source of essence as the Gauntlet is thin in this location. For every dot of locus,

appropriate Accord agents receive +1 to their starting essence pool or starting essence draws. The resonance of the Locus must be defined upon purchase. While not limited to the Size rating of the Citadel, dots purchased in excess of the Size rating lie outside the Citadel, which means it is not easily defendable. Dots in Locus can only be added if a Purified, mage, Werewolf, or Changing Breed is providing dots to the Citadel.

Skill Action Aspects

Archive: A Citadel's Archive is a repository of rare occult knowledge. Each dot represents a single specialty stored within. Topics can include anything from demonology to spirits to alchemy, but is considered outsider information, good only for basic research. The topics must be chosen when the dot is purchased. The time required to research that topic inside the Citadel is halved. The Truth and related things may not be chosen as a topic.

Library: A Citadel's library determines its available resources with regards to academic and esoteric knowledge. Studying or researching in this library is a great boon, and this aspect adds a +1 per dot to any Academics, Occult, or Science based research draws.

Medical Bay: A Citadel's medbay is a clean, sterile environment stocked with standard mundane medicines and equipment. The quality of equipment is dependent on the size dots of the Citadel (scanning machines, operating rooms, and recuperation wards take up space) and the Resource dots available to members of the Citadel. The medbay counts as an advanced facility for the purpose of natural healing times per MET, as well as adding a +1 modifier per dot to appropriate Medicine rolls performed within (first aid, surgery, diagnosis, etc.).

Torture Suite: Sometimes, you need to get information the hard way. Some Accord agents set aside a room or area (large industrial fridge, back room, basement, wood shed, or warehouse, etc.) in order to interrogate Servants and other potential enemies. Each dot in this aspect provides a +1 to Intimidation or Social-skill related acts of interrogation, brainwashing, deprogramming, or torture. Dots in this aspect can be added to the Citadel by any appropriate character, but options include vampires, hunters, Possessed, and Seers of the Throne especially.

Workshop: For each dot of a Citadel's workshop, you designate a single Craft role or other appropriate action (subject to VST approval, like Computers) as the focus of that Workshop area. While working in the workshop, users receive a +1 modifier to that action and halve the time required to take the actions. This only applies to the crafting of magical/special property items if the crafting of the item uses a mundane crafting method. The number of dots placed into this aspect is limited by the Size rating of the Citadel.

Mystical Aspects

Doors, Citadel: Each dot in Citadel Doors creates a door from the Citadel to any other door on the same VSS, to a maximum of 5. This allows for instantaneous travel to and from the Citadel. Doors may only cross into areas in the mortal world and require xp investment in the Citadel to utilize in either direction. Doors may not be locked but may only be used by people with dots in the Citadel. Doors may not be tied between Citadels. For Cell Citadels, the Cell Leader is responsible for choosing door locations. For personal Citadels, the primary owner is responsible for choosing door locations.

Geomantic Nexus: Certain Accord agents can align geomantic principles within a Citadel in order to improve the skills of the Accord agents living within, as long as they are within the Citadel. Appropriate occult knowledge or skill (such as the Geomancer merit) are required for this, but generally it can be done by Ordo Dracul, some Purified, some mages, and Mummies. For every dot in this merit, the characters within receive a +1 to a specific attribute's (chosen when the merit is purchased, though it can be changed if the merit is lost until the first of the next month and downtimes are spent equal to the dots in the Nexus) draw pools (as a modifier).

Rooms, Hedge: This Aspect represents rooms in the Hedge that are attached to the Citadel via a specific Hollow door. This aspect replaces the Hollow merit available to Lost and Fae-touched. Non-fae Accord agents may usually spend time there safely, but no more than an hour total during a 24-hour period. Each dot of this Aspect provides

about 400 square feet of space (the size of the average up-scale hotel room). Workshops for Lost-specific crafting may be placed in these rooms (Hedgecrafting, Token-making, Goblin-fruit farming, etc.). Changelings or fae-touched must be providing dots in the Citadel for this Aspect to be added. Ratings in Wards, Occultation and other Citadel aspects protect these rooms, but as it is an alien realm it is never completely secure.

Rooms, Shadow: This Aspect represents rooms in the Shadow that are attached to the Citadel via a Locus. The Locus aspect is required for this Aspect, and it is assumed that characters who can cross the Gauntlet may make use of them. Said characters can take others across in the usual ways. This aspect replaces the Shadow Sanctum merit available to Purified. Accord agents may usually spend time there safely, but as it is an alien realm it is never completely secure. Each dot of this Aspect provides about 400 square feet of space (the size of the average up-scale hotel room). A character who can naturally enter the Shadow must be providing dots in the Citadel for this Aspect to be added. Ratings in Wards, Occultation and other Citadel aspects protect these rooms.

Rooms, Underworld: This Aspect represents rooms in the Underworld that are attached to the Citadel via an Avernian Gateway. The Haunt aspect is required for this Aspect, and it is assumed that characters who can enter the Underworld may make use of them. Said characters can take others across in the usual ways. Accord agents may usually spend time there safely, as it is part of the Autochthonous Depths (it is not located in a Dominion and is not subject to Old Laws). Each dot of this Aspect provides about 400 square feet of space (the size of the average up-scale hotel room). A character who can enter the Underworld must be provided dots in the Citadel for this Aspect to be added. Ratings in Wards, Occultation and other Citadel aspects protect these rooms, but such an alien realm is never completely secure.

Mummy Only Aspects (Tomb)

All Arisen require a Tomb. Thus, to accommodate the Arisen PCs via this housing guide, the following Tomb aspects are available to Arisen characters ***only***. **A Citadel purchased by an Arisen character with a Tomb aspect is private to that character and cannot be shared, but may make use of any of the appropriate aspects listed above save for Hedge Rooms, Shadow Rooms, Loci, Location and Hallows. Besides those aspects listed below, no other aspect from *Mummy the Curse* is sanctioned for PC use. Peril is replaced by Wards and Security, and Obscure is replaced by Occultation.**

Size: Use the aspect above, but replace the size descriptions per dot with the Geometry description from *Mummy the Curse* pg. 82.

Geometry: This aspect works exactly as described on *Mummy the Curse* pg. 81-82, save it does not determine Tomb size. Size is purchased as normal above. The dots contributed to Geometry are capped by the dots in Size. If the Mummy has at least Geometry 3+, they can purchase the **Radiant Tomb** merit, which is detailed on pg. 83 of *Mummy the Curse*.