

# PILLARS OF SANITY (REVISED)

## Types of Pillar of Sanity

There are now four types of *Pillar of Sanity*:

- a *Moral Stance*
- a *Treasured Symbol*
- a *Person of Solace*
- a *Place of Safety*

A *Moral Stance* is a core belief of the investigator. It is an abstract concept and is identical to the type of *Pillar of Sanity* as defined in the Trail of Cthulhu Rulebook. An example would be "The purity of my bloodline."

A *Treasured Symbol* is a physical object that inspires or gives hope to the investigator. Examples could be the flag of the country of origin of the investigator, a photograph of their family or an object gifted by a close friend.

A *Person of Solace* is a living non-player character that is dear to the investigator (this is identical to a *Source of Stability* as defined in the Trail of Cthulhu Rulebook and therefore the game construct of *Sources of Stability* is deprecated under this rule revision). Examples could be a best friend, a close work colleague or a family member.

A *Place of Safety* is a specific location where the investigator feels comfortable and secure when they visit it. Examples could be their place of work, their parents' house or the site where they first realised they had fallen in love.

## Choosing Pillars of Sanity

When a player is creating their investigator they should define one *Pillar of Sanity* for each partial set of 3 **rating points** of *Sanity* their investigator has.

Thus for 1-3 **rating points** of *Sanity* they should define 1 *Pillar*, for 4-6 **rating points** they should define 2 and for 7 upwards they should define 3. Three *Pillars of Sanity* is the maximum number allowed for an investigator.

An investigator can only have one *Place of Safety* and one *Moral Stance* as *Pillars of Sanity* at any one time. An investigator does not have to have any particular type of *Pillar* if they so wish. Thus a player could choose three *Treasured Symbols* if they so desired.

If an investigator's *Sanity rating* falls such that it no longer supports the number of *Pillars* the investigator currently has, then the excess number of *Pillars* will "crumble" (player's choice). The player should explain why each crumbled *Pillar* no longer has any value to their investigator. There is no further *Sanity* or *Stability* penalty for crumbling a *Pillar*.

Investigators with no remaining *Pillars of Sanity* suffer a +1 difficulty penalty to *Stability* tests as per the standard Trail of Cthulhu Rulebook rule.

## Regaining Lost Stability Pool Points via Pillars of Sanity

*Pillars of Sanity* can now be used to regain *Stability pool points*.

Each of the investigator's *Pillars* can be used once per game session to do this but they can only use one *Pillar* of each type in the same session.

To use their *Moral Stance* or a *Treasured Symbol* the investigator must be in a place of relative calm and safety and must spend a few minutes contemplating their core values or handling or viewing their *Symbol*. They will regain 1 (*Symbol*) or 2 (*Stance*) *Stability pool points*.

If an investigator can spend at least 6 hours visiting with, talking to or otherwise engaging in normal

Type of Pillar of Sanity	Mental Damage Through Loss					Stability Benefit	
	Mythos not involved		via the Mythos			time required	pool points regained
	Stability rating	Stability pool points	Sanity pool points	Stability rating	pool		
Moral Stance ( e.g. family honour, truth of scientific knowledge )	•	•	3	3	5	minutes	2
Treasured Symbol ( e.g. a religious icon, a letter from a loved one )	1	1	2	1	3	minutes	1
Person of Solace ( e.g. a war comrade, a childhood friend )	2	3	2	2	6	6 hours	2
Place of Safety ( e.g. the family homestead, a favoured holiday spot )	2	2	2	2	4	24 hours	3

human interaction with their *Person of Solace*, without being under threat or placing their *Person of Solace* in danger, they may regain 2 lost **pool points** of *Stability*.

If an investigator can spend at least 24 hours at their *Place of Safety* without being under threat or drawing the Mythos to it they may regain 3 lost **pool points** of *Stability*.

An investigator can not regain *Stability* through their *Pillars of Sanity* if they are in a *mind blasted* state (*Stability pool points* of -6 or less).

## Pillars of Sanity and Psychoanalysis

The processes of *Psychological Triage* and *Ongoing Psychoanalysis* are now affected by *Pillars of Sanity*.

The difficulty level for these tests is now [ 6 minus the number of *Pillars of Sanity* the patient possesses ] instead of the standard test difficulty of 4.

## Loss of Pillars of Sanity and Mental Damage

*Pillars of Sanity* can be lost in two ways: via Mythos corruption or in a mundane (non-Mythos related) manner.

## Mundane Loss

A *Moral Stance*, because it is an abstract belief, is unlikely to be lost in this manner.

A *Treasured Symbol* could be misplaced or physically destroyed.

A *Person of Solace* could die of natural causes or turn against the investigator.

An investigator could be evicted from their *Place of Safety* or it could be demolished or become inaccessible.

Losing a *Pillar of Sanity* without the Mythos being involved causes the investigator to suffer *Stability rating* and **pool point** loss as per the amounts in the table above appropriate to the type of lost *Pillar*.

## Loss involving the Mythos

If the investigator knows that the Mythos is involved in the loss of a *Pillar* (e.g. new Mythos knowledge proves a *Moral Stance* meaningless; a Mythos creature destroys a *Treasured Symbol*; the Mythos drives a *Person of Solace* insane or cultists desecrate a *Place of Safety*) then the investigator suffers *Sanity* and *Stability rating* and **pool point** loss appropriate to the lost *Pillar* type as shown in the table above under loss via the Mythos.

## Pillars of Sanity and the Cthulhu Mythos Ability

Use of the *Cthulhu Mythos* ability is now not certain to cause loss of *Stability* and *Sanity pool points*.

The more *Pillars of Sanity* an investigator has, the greater a chance of protection against losing *Stability* and *Sanity* they have.

Upon use of the *Cthulhu Mythos* ability a test is made against difficulty 5 (the standard Mythos test difficulty). If the test is failed, the investigator loses **pool points** of *Sanity* and *Stability* depending on the difference between the test die result and the target difficulty according to the table below.

## Difference:

- 1 - lose 1 *Sanity pool point*
- 2 - lose 1 *Sanity* and 1 *Stability*
- 3 - lose 2 *Sanity* and 1 *Stability*
- 4 - lose 2 *Sanity* and 2 *Stability*

A player may (Pulp) / must (Purist) risk some or all of their investigator's *Pillars of Sanity* as a bonus to the test die roll.

For each *Pillar* they offer they receive a +1 bonus to the test die roll. Players must state which *Pillars* they are offering before rolling the test die.

If a test that has *Pillars of Sanity* backing it fails then the backing *Pillars* have been corrupted by the revelation the investigator has just received using the *Cthulhu Mythos* ability.

The *Pillars* are lost and the investigator suffers *Sanity* and *Stability rating* and **pool point** loss as per the amounts in the table above for loss of each *Pillar* via the Mythos. The player should offer an explanation for how the revelation has shattered each *Pillar*. Apply this *Sanity* and *Stability* loss instead of the **pool point** loss from the difference of the failed test die roll.