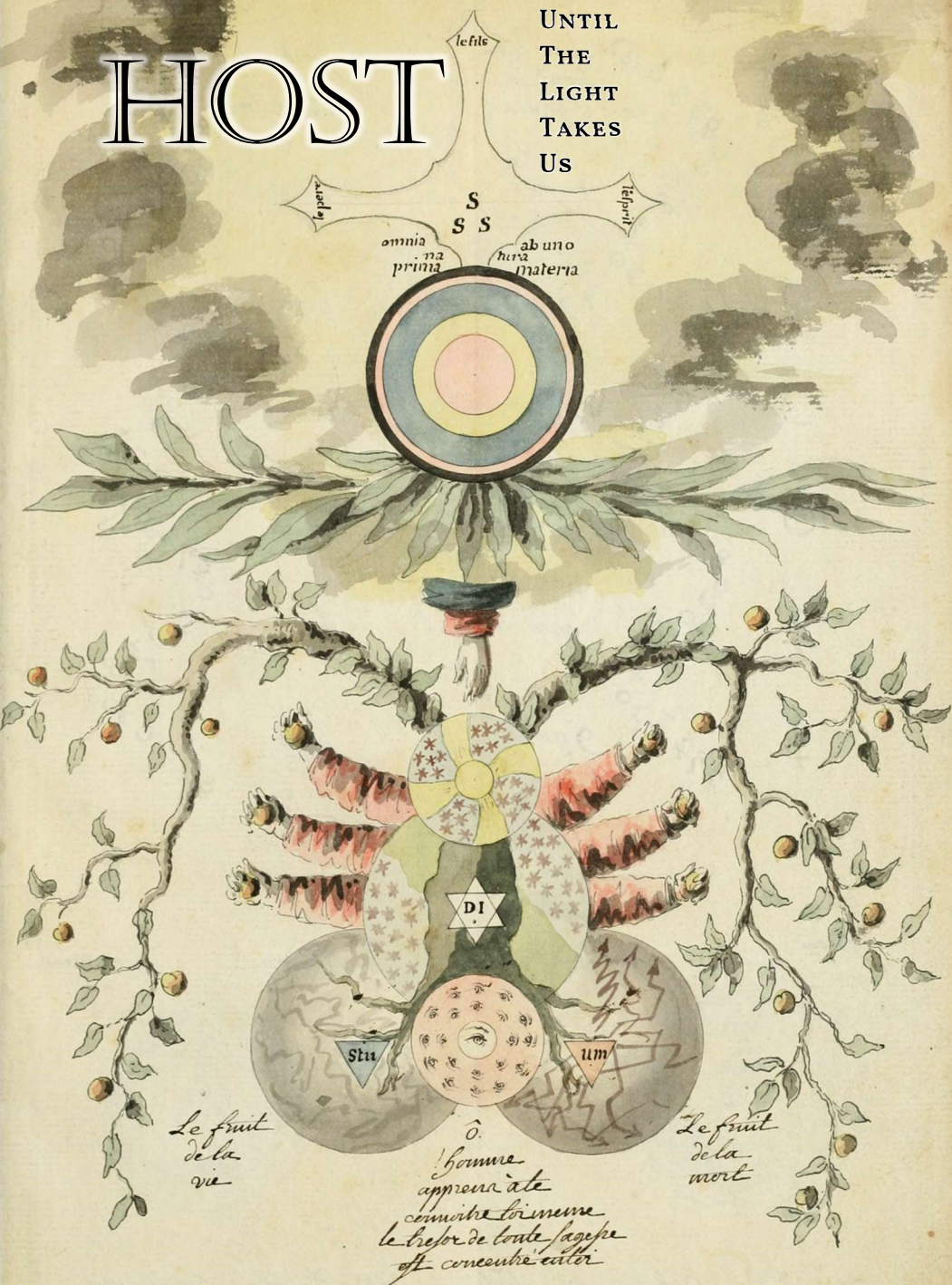


HOST

UNTIL
THE
LIGHT
TAKES
US



le fils
S S
le pere
le spirit
omnia
na
prima
ab uno
hura
materna

Le fruit
de la
vie

ô.
l'homme
apprend à se
connaître lui-même
le trésor de toute sagesse
est concubine d'ador

Le fruit
de la
mort

HOST

UNTIL THE LIGHT TAKES US

A solo journaling game of world ending revelations.

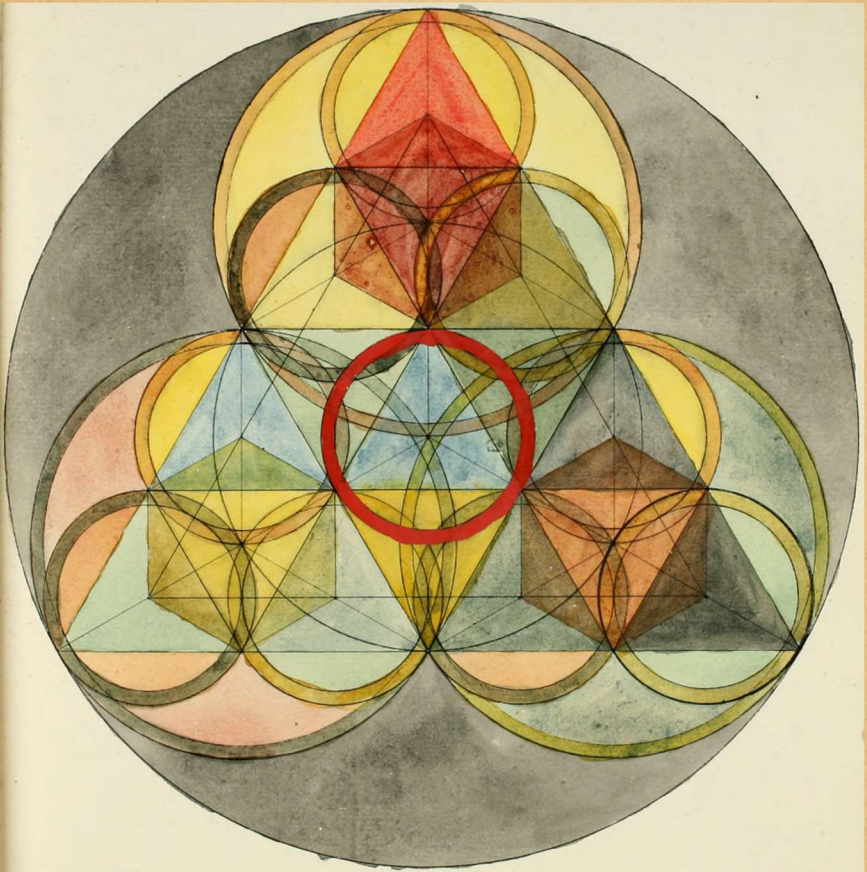
By
James Boychuk
&
Dylan Richardson









Version 1.0

This game is licensed under CC BY-SA 4.0
(<https://creativecommons.org/licenses/by-sa/4.0/>).

TABLE OF CONTENTS

<u>Quick Reference</u>	<u>1</u>
<u>Rules</u>	<u>2</u>
<u>First Events</u>	<u>5</u>
<u>Second Events</u>	<u>7</u>
<u>Final Events</u>	<u>9</u>
<u>A Warning</u>	<u>12</u>
<u>A Second Warning</u>	<u>28</u>



CHECK	SYMBOL
<input type="checkbox"/>	Ψ
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	\leftrightarrow
<input type="checkbox"/>	
<input type="checkbox"/>	Ω

Once all symbols are marked, please refer to page 28.

QUICK REFERENCE

0) (optional) Create a character (or use yourself)

1) First Event -> Draw a card

2) Journal entry

3) Time until Second Event -> Draw a card

4) (optional) Journal entry

5) Second Event -> Draw a card

6) Journal entry

7) Time until Final Event -> Draw a card

8) (optional) Journal entry

9) Second Event -> Draw a card

10) Journal entry

CARD VALUE	LENGTH OF TIME
A-2	One day
3-4	One week
5-6	Two weeks
7-8	One month
9-10	Three months
J-Q	Six months
K	One year

First Events: pg 5

Second Events: pg 7

Final Events: pg 9

THE BASICS OF HOST

Host is a solo journaling game, played with a standard deck of 52 cards (no jokers needed), and a tool to record your character's experience (pen and paper is always recommended, but digital documents are just as capable). Over the course of the game, time will pass and the world (or at least your character) will experience fantastic events. You write journal entries as your character detailing just how their world is coming apart.

THE STEPS OF THE JOURNEY

STEP 0 (OPTIONAL): Establish a character. If you like, you can create a fictional character to journal as. If you do, it may be useful to jot down some quick notes about them - especially friends, relatives, and religion.

If you'd prefer, you can just play as yourself - no prep necessary.

STEP 1: Draw a card to determine the First Event. Once you draw the card, consult the First Event List on page 5 to determine what happens to your character. The value of the card corresponds to the Event on the list that takes place.

STEP 2: Create a journal entry (or multiple, if you like) explaining what happened and how it impacted your character. Be as detailed as you care to.

STEP 3: Draw a card to determine the length of time between the First and Second Events. The value of the card corresponds to the length of time between Events.

CARD VALUE	LENGTH OF TIME
A-2	One day
3-4	One week
5-6	Two weeks
7-8	One month
9-10	Three months
J-Q	Six months
K	One year

STEP 4 (OPTIONAL): Create a journal entry (or multiple, if you like) reviewing what has happened since the First Event took place.

STEP 5: Draw a card to determine the Second Event. Once you draw the card, consult the Second Event List on page 7 to determine what happens to your character.

STEP 6: Create a journal entry (or multiple, if you like) explaining what happened, how it may or may not relate to the First Event, and how it impacted your character. Be as detailed as you care to.

STEP 7: Draw a card to determine the length of time between the Second and Final Events. See the chart at Step 3 for the card value to time conversion.

STEP 8 (OPTIONAL): Create a journal entry (or multiple, if you like) reviewing what has happened since the Second Event took place.

STEP 9: Draw a card to determine the Final Event. Once you draw the card, consult the Final Event List on page 9 to determine what happens to your character.

STEP 10: Create a journal entry (or multiple, if you like) explaining what happened, how it may or may not relate to the First and Second Events, and how it impacted your character. Be as detailed as you care to. Stop when you've reached a satisfying conclusion.

SOME NOTES BEFORE YOU BEGIN

- ✧ If you've already experienced a specific Event (from any of the three lists), feel free to skip to the next one on the list that you haven't seen, or to draw again. There are checkmarks on each of the lists to help you track which ones you've already drawn.
- ✧ The sections of this book after the Event Lists are intended to only be viewed when prompted by specific Event entries. Please don't read ahead past the Event Lists if you don't want to spoil things for yourself.
- ✧ All of the rules in this book are suggestions - please use what is here however you see fit to have the best time possible.



FIRST EVENTS

A □

A HOLE OPENS IN THE SKY

A great gaping hole appears in the sky above you. Through it, you see something you don't recognize - shapes and colors you've never seen before.

2 □

A RIVER RUNS RED WITH BLOOD

A large local river has suddenly turned a deep, thick red. Scientists dismiss it as pollution or an algae bloom, until they test it: the river is running red with blood.

3 □

A BOOM HEARD EVERYWHERE

You feel it before you hear it. Your surroundings shake like an earthquake, but it's only the precursor to a massive audible BOOM. Everywhere across the world hears the same, with no clear source.

4 □

THE EARTH SWELLS

As you walk, you begin to feel off balance and can't seem to right yourself. You fall over and look up in time to see the ground itself swell, then appear to pop like a blister, and a strange liquid begins to seep out.

5 □

A LAKE DISAPPEARS

The nearest lake dries up. In moments, the entire lake simply vanishes, perhaps soaking deep down into the earth. Seconds after it's dry, the entire lake bed is bone dry as well.

6 □

THE GROUND FLAKES AND PEELS

In all places, the ground begins to flake and peel. Every surface that makes up the ground is equally affected - the asphalt of roads, dirt and grass in open fields, tile in buildings.

7 □**EVERY PERSON IS WRACKED WITH PAIN**

Without warning, you feel a burning up your spine that reaches into your brain and lights it up in absolute agony. A minute later, the pain ceases, but an ache lingers. As the days go by, you learn that everyone on earth experienced the same pain in the same minute.

8 □**THE STARS GO OUT**

Bit by bit, you notice the night sky getting even darker, and one by one, the stars go out. To even the most advanced technology, it appears that the stars are now simply gone.

9 □**YOUR MIRROR SELF ESCAPES**

For just a moment, your reflection doesn't match your own expression. As you look back, everything seems normal. You step away from the mirror, but when you blink, your reflection is gone. You manage to catch a glimpse of you, leaving the room.

10 □**DIVINE DOORS TO NOWHERE**

Anyone who enters into the doors of a church vanishes for a day. If you enter, you're unable to recall anything you experience while missing.

J □**NEAR DEATH EXPERIENCE**

You die. Well, for a moment. The doctors tell you that you were technically dead for over a minute. Somehow, that's less interesting than what you saw on the other side.

Go to [[1]] page 14.

Q □**GROUNDHOG DAY**

You wake up and it's yesterday again. Events play out exactly as they did previously, with the only difference being your actions. Eventually, the loop breaks, and the calendar continues to advance.

K □**AN INFERNAL VISITOR**

A well-dressed creature approaches you for a chat. As it talks and as you look closer, more and more features come into focus, making it clear that this is some demonic beast.

Go to [[2]] page 15.

SECOND EVENTS

A □

THE SUN GOES OUT

The sun goes out in the middle of the day and a permanent night falls across the world.

2 □

A MEMBER OF THE HOST

You hear a voice behind you say, "Be not afraid." You see an incomprehensible being that tells you secrets of the world.

Go to [[3]] page 16.

3 □

EVERYONE OLDER VANISHES

Everyone on Earth that's older than you, even by just a day, vanishes into thin air.

4 □

GIANTS COME DOWN FROM THE MOUNTAINS

It starts with a rumbling felt within miles of any mountain, as though every one is a dormant volcano about to erupt. All across the world colossal giants wander down from the mountaintops.

5 □

YOU FIND A SACRED TOME

You find a tome, inlaid with gold and perfumed, that contains within impossible revelations.

Go to [[4]] page 17.

6 □

A PLAGUE OF FROGS

It's raining frogs. This isn't unheard of, as tornados and hurricanes have picked up and thrown frogs around before, but it is especially odd on a clear, still day like today.

7 □

THE TOWER OF BABEL MANIFESTS

A massive tower, far larger than any skyscraper, appears in a major city. No one knows where it came from. Written on the surface in a language you've never seen before but can read all the same, are the words "Tower Babel"

8 □

YOU FIND A PROFANE TOME

You find a tome, adorned with twisted obsidian and silver and smelling of brimstone, that reveals to you truths better left hidden.

Go to [[5]] page 18.

9 □

EVERYONE YOUNGER VANISHES

Everyone on Earth that's younger than you, even by just a day, vanishes into thin air.

10 □

GOLDEN STATUES APPEAR

Golden statues of humans appear all over the earth. A few at first, but eventually they crowd everywhere. Most interestingly, one in your neighborhood looks exactly like you.

Go to [[6]] page 19.

J □

NON-HUMAN FAUNA VANISHES

It happened suddenly, but it took a while to notice. No birds singing. No dogs barking. Everywhere, all non-human animals have disappeared without a trace.

Q □

EVERY HOME BUT YOURS CRUMBLES

You wake up in the morning to the sound of silence. When you get outside, you see that every house and building has been leveled to the ground, with the sole exception of yours.

K □

ALL ILLNESSES ARE CURED

It's a miracle, everyone says. People bound to wheelchairs their entire lives can stand and walk. The blind can see. Terminal diseases evaporate. All diseases across the world are cured.

FINAL EVENTS

A □

TRUE BELIEVERS TURN TO SALT

In a flash of light, every true believer of every faith in the world is turned into a pillar of salt.

2 □

THE MIRROR WORLD

You reach out to clean a smudge off a reflective surface, but the instant your hand makes contact, it goes through and your entire self is drawn in.

Go to [[7]] page 20.

3 □

PEOPLE BEGIN TO TRANSFORM

The transformation for each person takes a few days, and the features they adopt can be everything from the demonic to the cosmic to the just simply strange. This only impacts a few at first, but as time goes on, more and more seem to be changing.

4 □

THE OCEAN DRAINS AWAY

At the end of low tide, the sea level fails to rise again. The ocean keeps getting lower and lower until all the seas drain away, leaving a barren desert behind.

5 □

HEAVEN VERSUS HELL

In the skies above the world, angels and demons pour out from realms unseen and do battle in open war. None are safe.

Go to [[8]] page 21.

6 □

BEASTS FROM THE DEEP

Horrific monsters crawl out of the ocean. Their forms are reflective of their environment; massive tentacles, impervious carapaces. They march inland, some making meals of the humans they find, others crushing them accidentally - unconcerned with the insignificant creatures in their paths.

7 □

ARRIVAL OF THE ANTICHRIST

The seventh seal opens and the son of perdition arrives on Earth. All the wicked and evildoers follow them.

Go to [[9]] page 23.

8 □

A HOLE TO HELL OPENS UP

A sinkhole opens in the middle of the city. That would be cause for alarm on its own, but after a few minutes, screams, wails and sounds of agony and fear can be heard echoing ceaselessly from the depths.

9 □

AN ALIEN SHIP LANDS

A craft from beyond the stars arrives on earth and lands. The pilot emerges with black feathered wings, the legs and head of a goat, and a reptilian tail. They promise salvation for all of the humans willing to follow their orders without question.

10 □

THE MESSIAH RETURNS

Rejoice, for the savior has returned to the world.

Go to [[10]] page 24.

J □

THE RESTLESS DEAD

Hell is full and the dead walk the earth. The reanimated dead walk the earth with naught but hunger in their eyes.

Go to [[11]] page 25.

Q □

THE DOME OF LIGHT

A dome of light appears over Shingo, Aomori, Japan. When humans touch it, they instantly vanish, no trace of them left behind. As time goes on, the dome begins to expand - sometimes slowly, sometimes miles in an instant. It's clear that eventually it will cover the entire earth.

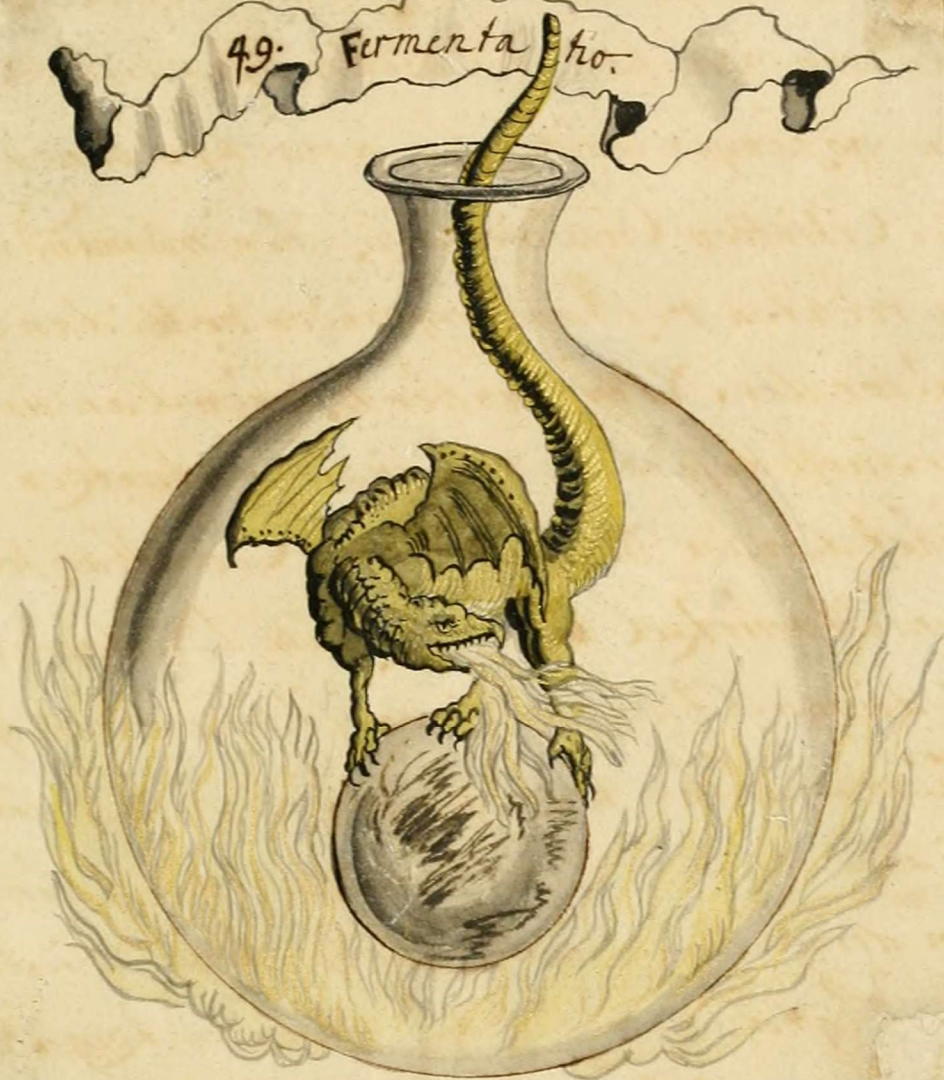
K □

THE FLOOD

The rains begin slowly, but steadily, getting heavier over days. A week later, the downpour hasn't stopped. Coastal cities vanish under the waters and even inland cities are flooded by several feet. The rain just keeps getting heavier.

Go to [[12]] page 26.

49. Fermentatio.



STOP

Please be aware, the following section contains information that is meant to be discovered while playing through the game. The intention of Host is to reveal pieces of the overall story/setting bit by bit as they are encountered in Events. To proceed past this page and read them without experiencing them organically in gameplay will significantly alter the way you experience the game. If that's what you would prefer, go ahead and turn the page - please play this game in the way you'll enjoy it the most.

If you would prefer to experience the game as designed, use the page numbers/Event numbers to carefully select which entry to read and avoid looking at the others. The Event numbers (listed in the prior lists with a [[double bracket]] around them) are printed large on the right side of the page to make it easier to locate the correct page without a glimpse of ones you shouldn't see.



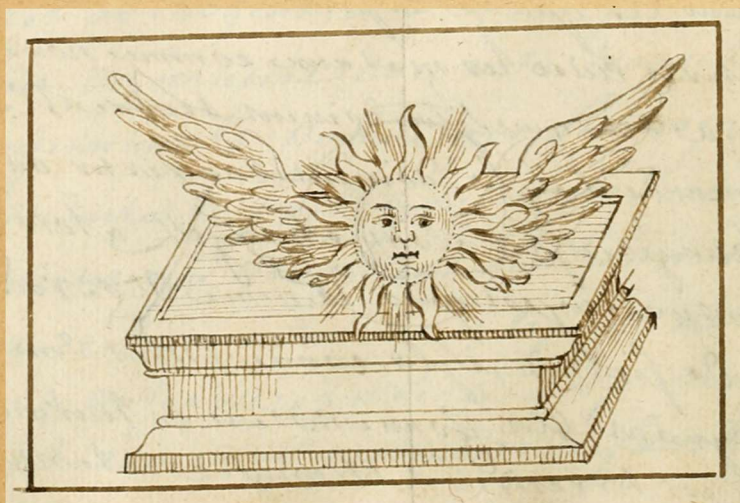
1 - NEAR DEATH EXPERIENCE

During your experience, you find yourself in a bizarre, twisted landscape. Everything from a dark reflection of the real world to a horrible landscape composed of flesh is equally viable, the details of the experience are up to you.

After wandering for some time, an Angel appears, a being of many wings and eyes (but little else), and explains this is a corrupted memory of God, and you will be returned to from this strange half memory/half nightmare to your normal world. It whisks you back to your life as though nothing has happened and no time has passed.

Mark the Ψ symbol.

1



2 - AN INFERNAL VISITOR

The Demon explains that you are trapped in a dying Host, a diseased God that is slowly wasting away. The only way to ensure your survival is to make a pact with it, in the hopes that your unique nature and its abilities will make it possible to continue to live once the Host succumbs to their decay. You can choose to enter a contract or not.

Should you choose to enter a contract, keep it in mind as the other events play out. The Demon is a powerful ally that can offer you aid when needed in the hopes that both of you may survive.

Mark the ☒ symbol.

2

3 - A MEMBER OF THE HOST

The Angel informs you that the Host is ill and struggling. Only by banding together with them and conforming to the will of God can they be healed. The misdeeds of humans make it only more difficult for them to recover. In working to keep normalcy and morality, the world can be maintained by allowing God to sleep and heal. They command you to be a paragon of virtue, that your deeds might improve the state of things.

You can choose to obey or not, but continued sin now that you are no longer ignorant of the situation is likely to attract their ire.


Mark the ☉ symbol.

3



4 - YOU FIND A SACRED TOME

The tome details that the Angels are agents of God, working to keep the system functioning and striving to keep things as desired. They function to both remove corrupt or problematic elements and to repair any existing damage. As elements of the Host, they reflect its true state/appearance - hence the burning wheels, half dozen wings covered in eyes, etc. The Host is a strange and otherworldly being, and its Angelic Choir keeps it healthy as well as they can.

Mark the  symbol.

4

5 - YOU FIND A PROFANE TOME

The tome details the history of humankind and their descent into sin. When the Host first went to sleep, Angels were created to maintain them as they rested and recovered. As the Host continued in their deep slumber, random events began to stack up and take on a life beyond their plans, making it possible for entities to exist that are able to act of their own will. Seeing this development, and succumbing to the corruption, a portion of the Angels rebelled and became Demons, looking to end the Host and bring about a new age where freedom reigns instead of duty.

Mark the \triangle symbol.

5



6 - GOLDEN STATUES APPEAR

Every single golden statue is a person that will still be alive in a few months' time. A few weeks after appearing, some of the statues begin to move. Many are mindless monsters, attacking everything and everyone around them. Some still have their wits about them to some degree, and through broken and strange tales from several of them, it's possible to determine that a dome of light appeared in Japan. It covered a city at first, but began to spread over the entire earth. Anyone that touched it or was encased by it vanished, lurched back in time and transformed into a statue of gold.

At this point, you can choose to continue on to a specific Final Event, or roll for which takes place next.

- ✧ If rolling, return to page 9.
- ✧ If following the Event that connects directly to this one, please reference Final Event [[Q]] on page 10. When the light touches a person, they vanish as the statues described. But when the light touches a statue, they shatter, becoming a golden dust that blows away on the wind. When the light reaches you, you're launched back in time as a statue. Whether you are able to maintain your mind and how the earlier you reacts are entirely up to you. Either way, there is only so much time before the light appears again and your journey is over.

6

Mark the ⊕ symbol.

7 - THE MIRROR WORLD

Within the mirror world, you can see back to your world through the mirror. Everything is flipped, and things that appear within sight of a mirror are immutable - they change as they do in the reflection, but you cannot change them. Still objects cannot be moved, and moving objects cannot be slowed or stopped. If you wander out of sight from mirrors, things are once again subject to your influence - things can be moved or affected. As you get farther from any mirrors, you notice things that are not simply a flip of the world you left - strange paths and passageways are everywhere.

As you wander out further into the strange realm, you find a small village in the surreal landscape. Living within it are several creatures that clearly look like Demons, as well as a singular human. The human explains that like you, they fell through the mirror. The Demons informed them that the world on the other side of the mirror is dying, but here it is safe and possible to continue to survive. They encourage you to head back and bring others here, that they too might survive the end of the world.

Should you head back across the threshold of the mirror that drew you in, everything goes blank, and your journey is over.

Mark the  symbol.

7

8 - HEAVEN VERSUS HELL

Dozens of tears open up in the world, and from them pour Angels and Demons, already locked in battle. The destruction is wild at first, but after a bit the skirmishes slow and the armies begin to amass in separate groups. Neither is hostile to humans, and if you choose, you can join a side and fight among them.

- ✧ Should you join the Angels: They explain that the time has come. God must finally recover from the illnesses that plague him, and that is embodied in the corrupt forms of the Demons and the wicked sinners that side with them. With your aid, they claim to be able to push back the corruption, heal God, and guarantee you a place in Heaven when the war is over and the world has been purged.
- ✧ Should you join the Demons: They explain that their hand has finally been forced. They've been looking for a way to escape from this dying existence, but the Angels have turned this into a direct war. It's explained that Heaven is a lie - those that join with the Angels will ultimately go back to what they once were: will-less cogs in the body and mind of God. By siding with them, there is a chance you can help hold back the Choir long enough for them to find a way out.

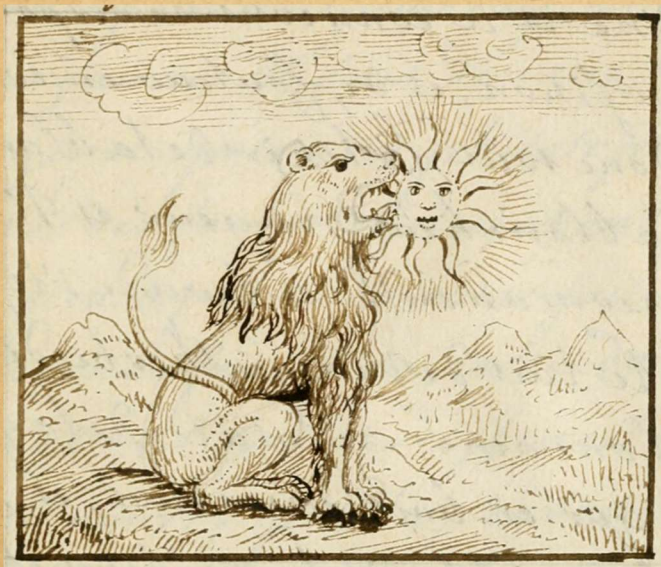


- ✱ Should you side with neither: There is no escape from the destruction. Entire cities are torn asunder in moments as the fighting goes on. While neither side seems to target you intentionally, the sweeping damage caused by the Angelic and Demonic forces spreads far and wide, and you can only avoid it for so long.

No matter who you side with, it is only a matter of time before you become just another casualty of combat in the war between Heaven and Hell.

Mark the ☉ symbol.

8



9 - ARRIVAL OF THE ANTICHRIST

A person appears one day, no prior record of their existence. They claim to be the Antichrist, and this would be absurd if not for the machine they have with them. A hulking monstrosity of pipes and furnaces, it makes an unholy noise when running. They activate it, and holes tear open in the sky, showing shapes and colors unlike anything you've seen on the other side. The earth all around it begins to crack and peel, like wasting flesh. They explain that they have come to put this world to its death - it was not to last much longer, and they want to hasten the process.

They promise an escape from the destruction their machine is causing, if you are willing to follow them into a new world. Their promises are nothing but lies, and as the terrible machine continues to run, the rot around it keeps spreading. Should you survive long enough, eventually the world shudders, shakes, and falls to pieces. As the bits crumble and the holes in the sky suck the debris away, dozens of incomprehensible creatures appear and rush the machine. You are unable to see what they do to it as the light fades from the world.

9

Mark the  symbol.

10 - THE MESSIAH RETURNS

A savior appears from humble origins. Each person perceives them differently, seeing them as their personal Platonic ideal. The Messiah sets about doing what one would expect - preaching of salvation through following them, healing the ill, and punishing the truly corrupt and irredeemable.

Once a bit of time passes, it's noticed that those they have healed slowly turn to gold. They are still able to move, speak, and behave as normal, but their flesh turns to metal and they are obviously transfigured into golden beings.

As yet more time passes, cracks begin to form on their surface. Once the cracks become plentiful enough, they burst apart, hatching into new Angels. These beings of flame, wheels, wings, and eyes ascend into the sky and vanish from view. If asked about them, the Messiah will only explain that they are saving people by making them truly part of the Host.

Mark the ↔ symbol.

1
0

11 - THE RESTLESS DEAD

No matter your efforts, eventually you are bitten by one of the undead. As the effect takes hold and you become one of them, you find that you are able to witness both Angels and Demons. They walk among the warring factions of living and dead, each of them subtly influencing events.

The Angels are actively working to aid the undead, hurrying along the eradication of the living humans. The Demons are exerting their influence to try to save as many humans as possible, helping them survive and hold out where they can.

Eventually, before you transform completely, an Angel becomes aware that you are observing them. They destroy you quickly and without opportunity to plead your case.

Mark the ❖ symbol.

The next time you play, one of the undead that you saw destroyed by Demons during this Event is a person you can remember, but they no longer seem to exist. You recall that they were someone you knew, and that they experienced some terrible fate, but no one else is able to recall them. As the Events play out, this additional piece of knowledge weighs on your mind.

1

1

12 - THE FLOOD

The Flood claims every inch of land before much time passes. Even the tallest of mountains vanish beneath the waves, and the entire globe is buried beneath the unending rain. For all the destruction, though, people scratch out ways to survive. Boats float just fine whether there is land or not, and all the myriad of floating things makes it possible to put together rafts, structures, even small communities.

Should you manage to last 150 days, a messenger of God arrives. The creature at a glance is a simple dove, but every aspect of your being tells you it is something else, some horrible being pushing at the bounds of reality and all that pokes through happens to be shaped like a dove (as long as you only look at it from the right direction). The dove-Angel explains that this was all a terrible mistake, and there was no intention by God to repeat the Flood as happened so many cycles ago. You'll be made to forget this terrible incident, and everything will be set right.

Mark the Ω symbol.

The next time you play, in addition to the First Event that takes place, everyone in the world is instantly drenched. Their skin and clothing; completely soaked without clear explanation or cause.

1
2

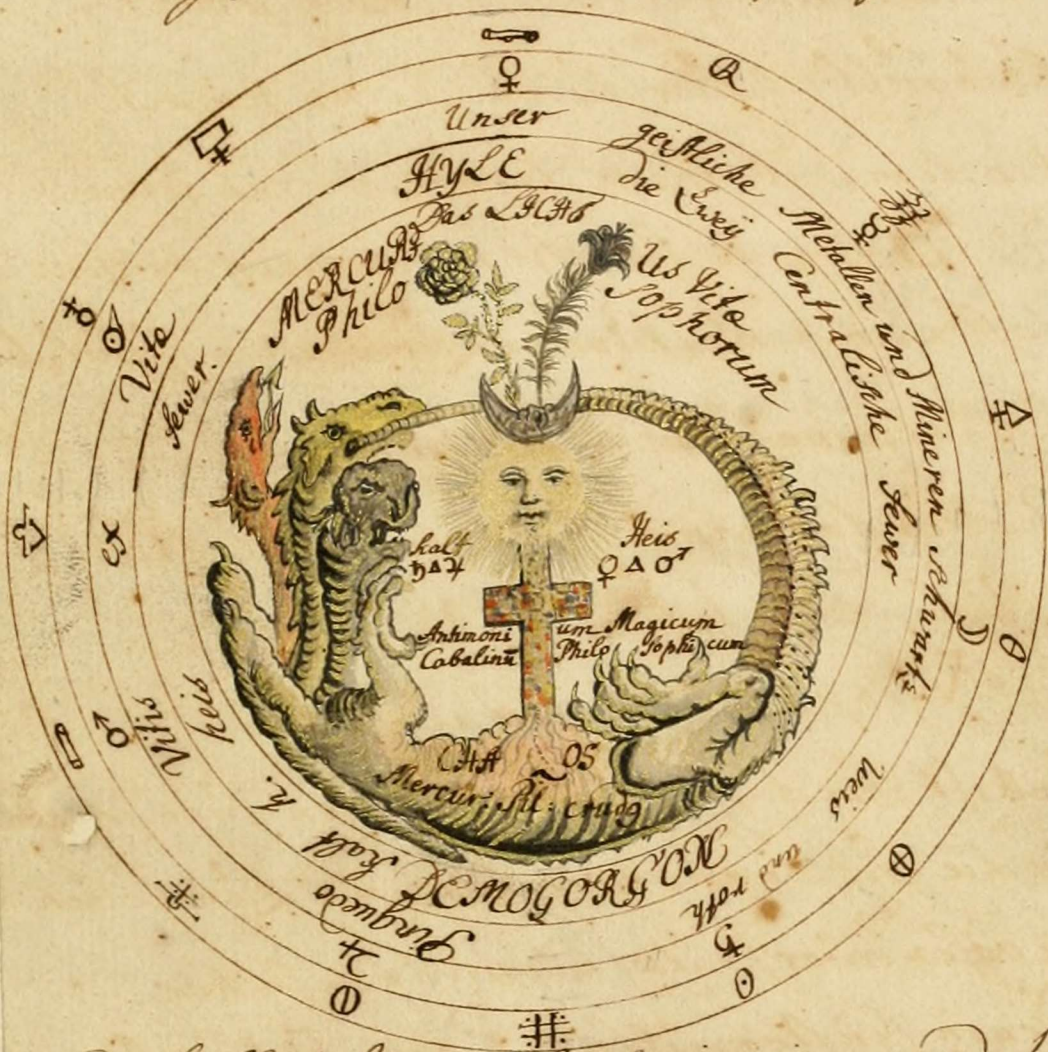


STOP

If you have marked all of the symbols at the start of the book, proceed to the next pages so that you can finally begin.

If you have not marked all of the symbols, please note that beyond this page is intended to only be seen once you have experienced all of the Events tied to symbols. If you like to, you can read on, but if you are looking to play the game as intended, please stop here and avoid spoiling yourself on information that is intended for later.

Das Jungfrauen Kind der natur überwindet, u tritt
der schlangen auff den kopf.
Des frauen sich alle Adepti
Die geistliche Venus ist eine Ewige Jungfrau.



Die leibliche Venus aber ist eine immerwährende kur
von kuren hindern kompt nimmer was guttes da
suchen die Sophisten wol, derohalben mögen
sich dieselben wol betrüben.

AT THE END OF ALL THINGS

At this point, you, the player, have experienced all of the possible Lore Events. It may be worth reviewing your prior playthroughs, or at least skimming the events that led you to unlocking this final section. Suddenly, your character (it could be the one you were just playing as, a prior one you particularly enjoyed, or even a brand new one) is back at the day the first event takes place. But unlike previous iterations, they remember it all. They remember being other people (if you used more than one character), they remember how the world fell apart over and over again, and they remember every strange and fantastic thing they learned about the nature of reality as the bizarre events played out.

The world is a sleeping Host, slowly dying, waking for a moment in pain, then falling back asleep, resuming its dream from the moments before it woke up. The very nature of this arrangement is more fluid and vague than that statement makes it sound - this Host exists in a vastly different world, and as such what this means for your character(s) is complicated to determine. All of this has been a journey of discovery, slowly finding out the true nature of things. Now, the discovery is over, and it's time to take action.

There are many options for how to continue from here:

- ✧ Perhaps it is all truly a dream. Your character is but the stuff of imagination, and as the dream ends (for better or worse), so will they. How do they confirm this? How do they feel about it?

- ✧ In all likelihood, the answer is more complicated than “it was just a dream.” The Host is a bizarre being, and its dreams and reality can overlap in fascinating ways. The intersection of the two may well be how your character is able to continue existing, no matter what happens to the Host. Is your character able to continue beyond the end of the dream? What does that entail?
- ✧ Maybe the physical world is genuine, and the Host/God is really just that - a being that exists both beyond and within it. As the creator, it’s tied to the very fabric of the universe, so it may make sense to have your character use their knowledge gained from how the world is breaking down to interact with this deity. Maybe they can heal it. Maybe they can simply be there for it in its final moments, before all things return to dust.

But how does it all finally end? Really, that’s up to you. There are a few considerations for how it can all play out:

- ✧ The Host may heal and wake up. How this happens (was your character involved, or is it simply something that plays out on its own?) is not set in stone, and what happens as a result is highly variable.
- ✧ The Host could enter a permanent sleep. This could result in a return to the status quo, with only your character recalling the cycles of near-waking that took place. Or it is possible that everyone remembers, and the world is forever impacted by it - humans now plotting how they can take advantage of or interact with the even wider reality that they are now aware of.

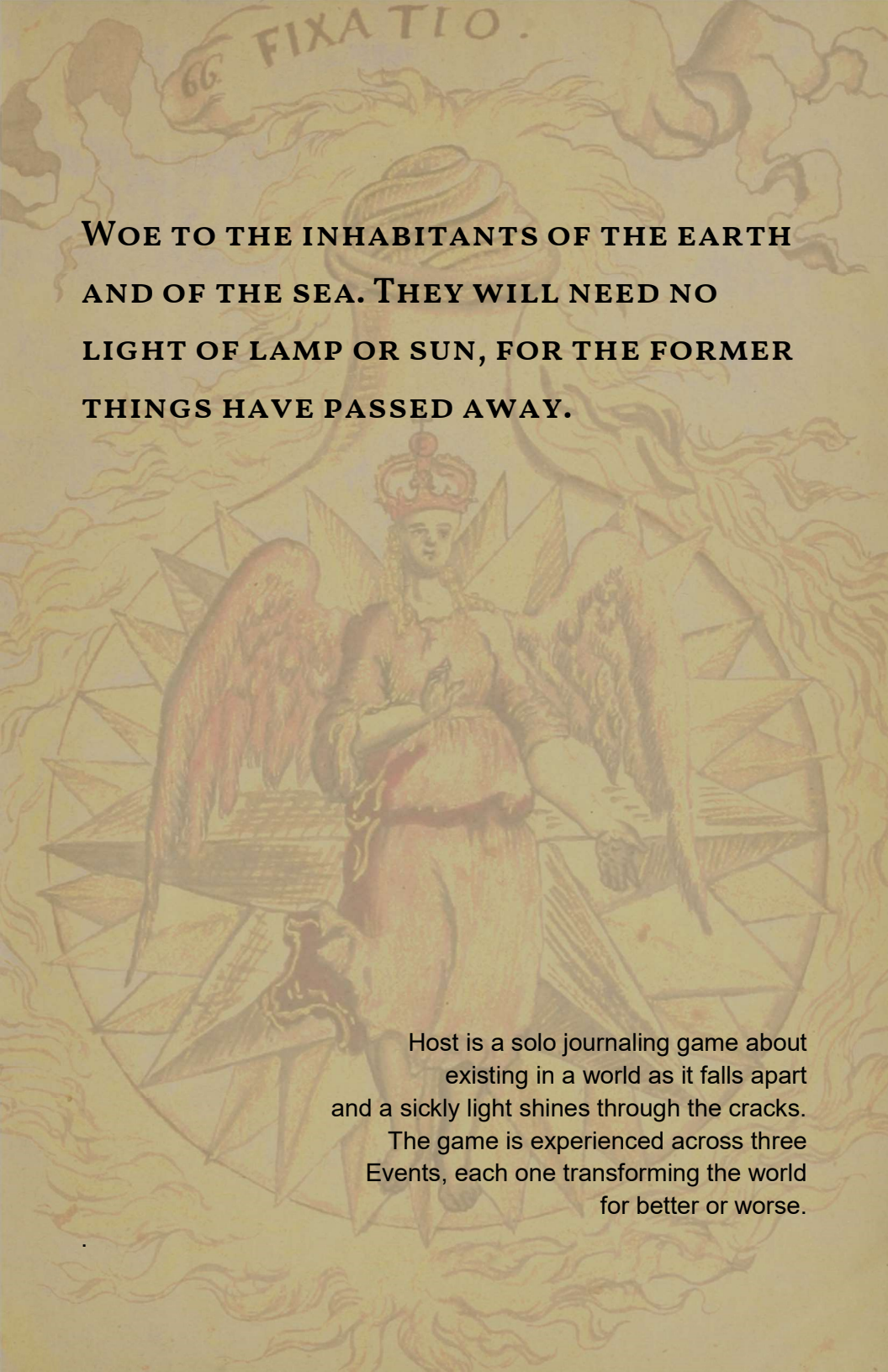
- ✧ The Host could also die, likely taking everything with them. How fast or slow this degeneration takes place is for you to decide, and what your character (and the rest of the world) does in response could be as variable as every possible event up to this point. Do they degenerate with the world? Crumble to dust in an instant? Become something new as a result?
- ✧ By no means does your character need to be trapped. The Host healing/waking/dying/sleeping doesn't need to matter - your character is aware of the reality beyond the world they have lived in, and they may be able to find a way to it. The aid of an Angel or Demon could make it possible to find existence beyond the Host, as an independent creature in a bizarre new place. The details on this are intentionally left out here - this is something that needs to be informed by all of your journeys up to now.

So, what is to be done when it's all truly over? You can always end it again - play it out a bit differently this time, or with a different character. You can even go back to the start, unchecking every Event and symbol and starting fresh (albeit with the knowledge of one of the places it could wind up heading).

Whatever you choose to do, take a moment to simply be here, at the end of all things, and savor the end of the adventure.

66. FIXA TIO.

**WOE TO THE INHABITANTS OF THE EARTH
AND OF THE SEA. THEY WILL NEED NO
LIGHT OF LAMP OR SUN, FOR THE FORMER
THINGS HAVE PASSED AWAY.**



Host is a solo journaling game about
existing in a world as it falls apart
and a sickly light shines through the cracks.
The game is experienced across three
Events, each one transforming the world
for better or worse.