

Don’t fear the unknown.

Attack it.

Beginnings

You're not entirely sure what happened. You were just minding your own business, likely doing a bit of sightseeing or preparing for your next jump, and then all of a sudden… something hit you. The memories were blank, but it was almost like… you died? It's hard to make out. Vision blurred, you open your eyes, and look around. You're lying on an interstate, and a better look at your surroundings shows you somehow ended up in Shibuya Crossing.

A bit more concerningly, it also looks like you were caught in a traffic accident.

Still, you don't feel hurt or injured at all. A quick look at your body, however, as well as checking your reflection in one of the intact side mirrors will show something much more concerning. Not just the fact that any wounds on your body are now emitting black mist, but your body… is mortal. Not the vessel you created from your time in the chain, but your body as it was before that.

You have been reduced to your bodymod.

A couple of Shibuya youth approach you, justifiably concerned and asking if you're alright. One of them tries to call for an ambulance, but mutters something about no service. If your wounds happen to be glaringly obvious they will be admittedly freaked out by your appearance. But there's no time to linger on that, as a voice suddenly enters your head.

"Shit, you're still here?"

What? Who said that?

"Come on, wake up. I need this body *now*."

Need your body? What is he talking about? And who the hell is he?

Well, once again, answers will have to wait. The sound of screams alerts you again, and when you look in their direction, you see people running in your direction in a panic. Chasing after them at a much faster rate is a dense fog that quickly engulfs them, causing their bodies to vanish entirely and leaving behind only clothes and personal belongings.

Only seconds after, the fog engulfs you as well. However, to your surprise, you don't vanish like the people you just saw.

"Gotta spell it out for you, I guess." *The voice replies irritatedly.* "Long as I'm in here, you're tougher than that. Now come on!"

More dense fog appears in the distance, but instead of engulfing people, it starts spitting out odd looking figures. Some are holding umbrellas, others look like headless students. All of which are approaching Shibuya Crossing. Following the commands of the spirit, you hide behind one of the nearby cars from the accident, and watch from there.

And as if only to bring up even more questions to this already bloated list, every screen in Shibuya starts glitching, changing to a broadcast of a man wearing a Hannya mask.

"O vagrant souls! Heed my call."

"I will be your salvation. Your sole redemption."

"Your souls shall be purified, and form the foundation of the world to come. A suitable vessel has been readied in anticipation for your arrival."

"Now.. Gather forth!"

On his command, souls rise from the inanimate remains of the people caught by the fog. They all lift into the air, where strange metal cubes form around them and seal themselves shut, before vanishing. If you ask about them, the voice in your head just explains that those souls are being sent to the underworld, or probably just to feed the demons that reside there.

"Let's move!"

And on cue, your body starts moving on its own. You of course try to fight against it, but the voice once again tells you to back off and let it take over. If you try to resist, you both get into a minor feud, this voice seeming to try and take control of your arm to strangle you into submission.

"Listen here. I'M the one in control. If you're not going to cooperate, I'll just find another body and you'll be dead for good!"

However, as you are quick to point out, your body is also the ONLY body left in Shibuya.

“Hmph. Alright, smartass.” *You regain control of your arm.* “I’ll play along for now. But just remember, your life is in my hands. Now let’s go.”

Quite the situation you’ve been strapped into, jumper. Well, fortunately it seems this being is lenient and willing to let you keep control, despite the initially hostile nature. But this is going to be a difficult journey, so if you’re going to survive, you’ll need this.

+0CP

Erm… I said you’ll need this.

+0CP

Oh dear…

Drawbacks

It appears that whatever is restricting you is also restricting your usual access to your powers. However, as a surefire loophole, you are capable of gaining some extra points in order to give yourself an edge against the Visitors. However, such powers will come at a price.

Choose wisely.

Desynchronized (+100CP): *Long story short, it seems the specter you've been saddled with is not a very agreeable one. They'll still let you take the lead and play along for now, but you'll likely be dealing with a lot of sass in your head.*

Dog Lover (+100CP): *There's liking dogs as much as anyone, and then there's liking dogs to the point of obsession, and then there's you. You like dogs. You REALLY like dogs. You are the kind of person who would buy 40 cans of dog food from a nekomata shopkeeper just to feed dogs, even when you could be spending that money on something more useful like nether food or talismans or katashiro.*

Haunting Visions (+100CP): *As will be further explained later on, the affinity is not without its consequences. When exposed to high amounts of spiritual energy, you're going to experience some of the side effects that come with such, including headaches when transferring large amounts of souls and experiencing hallucinations of spiritual influence in certain locations.*

Daikyo (+100CP): Generally put, you're not a very lucky person. Not in the sense of combat, but in everyday life. Money can be hard to come by, hiding spots never seem to work out for long, and even trying to do certain favors for others can be very tricky when something unfortunate comes up.

Separated (+200CP): "Funny thing I should mention, in order for me to actually give you all the fancy abilities you'll need to survive, I actually need to be connected to you. If I get separated from you for any reason, you won't be able to use any spirit powers." *Which becomes a glaring issue now that it seems enemies that are capable of severing your connection are now much more common.*

Ether Hog (+200CP): *A mild issue with the ether powers is that rather than restoring itself naturally, ether is absorbed from the environment around you via clusters of ether crystals or by ripping it out of Visitors when they perish. And boy do you burn through your ammo quickly. You're going to be looking for ammo at every opportunity with how*

trigger happy you seem to be with your powers, and more always seems like not enough.

Visiting Hours (+200CP): *If you were planning on trying to stealth your way around, that's gonna become a lot harder. It seems like Visitors have a sixth sense for your presence, often turning around at the most inopportune moments purely for the purpose of finding you trying to quick purge them.*

Echoes of the Past (+200CP): *Something happened in your past. Something that's left you with lingering regrets, negative energy that will haunt you throughout the gauntlet. Ranging from estrangement from a loved one to being unable to move on from death, you'll occasionally see visions that remind you of this. Be strong, jumper. Don't look away.*

Call me JJ (+400CP): *Well, isn't this a pickle? It seems that instead of being the host to the mysterious spirit giving you your powers, you are the spirit inhabiting the vessel. While you're still able to use all your ethereal weaving powers and you can with some work convince your host to let you take control over the body, any techniques that involve separation will now instead rip you from that body, and as a disembodied spirit, you'll be immobile and defenseless until your now powerless host can absorb you again.*

Voided (+400CP): *Seems like the Visitors just won't leave you alone, will they? It seems like Visitors have become much more numerous, and that means that the streets are much less safe than they were before. You'll find Visitors appearing in large clusters, and if confronted you'll be sucked into their personal void in the spirit world where the only way out is to fight for it.*

Not a Fighter (+400CP): *Powered by the Affinity you may be, but that doesn't change the fact that you're just a regular human in the heat of combat. Your skillset has taken a hard nosedive, now similar to that of a regular civilian rather than a highly experienced policeman, which means that fighting the Visitors is going to take some serious getting used to in order to get back your groove. Until then, just backpedal, strafe, and shoot.*

Tatari (+800): "Is it just me, or do these guys look more angry than usual?"
Well, this is hard mode for you. In this difficulty, the Visitors will be much more powerful, much more aggressive, and much more apparent. Every split second decision can be the difference between life and death, and they'll make sure you know that. Your time in this gauntlet will be a figurative hell.

The salvation of All (+800CP): *While you will be rewarded with cash and xp for doing so, saving all the spirits isn't usually a priority. Once Hannya is defeated, all the remaining spirits will return to their bodies naturally. Now, however, you don't get a choice in the matter. You now have to recover all 244,000 spirits in Shibuya, which also includes helping spirits pass on in order to reveal the spirits they inadvertently hid due to being unable to pass into the afterlife, as well as the spirits that the Visitors have gotten notice of and are trapping inside boxes to send into the underworld, and manually cleansing every single Torii gate to actually get to where the spirits are without having to worry about getting dissolved by the dense fog.*

Perks

"Well, while I can't give you any of the usual options without some aid from those complications up there, there is one thing I can give you."

The Affinity (free and mandatory): "Yep, hate to drop the ball on you, but you're gonna need this if you want a chance of not dying. You now possess what's known as 'The Affinity'. It's a basic term to describe those who have an innate connection with the underworld, and manifests as being able to see spirits and spiritual influences. This will also allow you to use ethereal weaving so long as I'm connected to you."

Boundless Spirit (100CP): *In spite of spirits getting ripped from their bodies, monsters and malevolent spirits born from the corruption of the people running rampant, and your life being stuck in the hands of a cynical spirit who really hates Hannya, you still manage to keep up the optimism and friendly spirit through it all. This provides the benefit of allowing friendly spirits to open up to you, and coming to more friendly terms in spite of the harrowing situation at hand.*

Shibuya Is My Backyard (100CP): *Along the course of your journey, you're going to be walking all across Shibuya. Fortunately, you happen to know Shibuya like the back of your hand, and always know the fastest way to get from A to B. You even know how to use the various Tengu grapples in order to take shortcuts across rooftops.*

Animal Lover (100CP): *You happen to have a certain charm that lets animals like you. You could easily create an entire cat shelter all by yourself if you wanted, and dogs always seem happy to let you pet them. This does help out the morale in the current situation, since the fog only seems to make humans vanish, and the animals are more than happy to chat and even help you out provided some compensation. This even extends to various yokai like the nekomata shopkeepers and the tanuki.*

It's All Thanks to Yokai (200CP): "Heh, no surprise there. Even with Visitors running rampant, yokai are still as lively as ever. What's worth mentioning, though, is that the Visitors have been looking around for yokai in order to take their magatamas, presumably to power up Hannya's forces."
Why should they be the only ones to benefit from this? You now have the ability to absorb the magatama, or spiritual power, of various yokai you come across, the methods to do so ranging from having them offer it willingly to taking it from them by surprise. Doing so will increase the growth of your own powers, increasing your potential of growth and potentially offering new ways for your abilities to evolve.

Silent Kill (200CP): *Simply put, you've got a knack for stealth. You know how to move quickly and quietly in order to maneuver your way around hostile entities such as the Visitors without them even knowing you're there, to the point you could sneak right behind them with little issue. This ties into the second part of this perk, in which you can then use this sneaking behind the enemy in order to quickly and brutally purge them.*

Problem Solver (200CP): *Throughout Shibuya, you're going to come across a lot of spirits who need help passing on. Lucky for you, you have a knack for knowing when someone needs help. When they explain the situation to you, you'll always either know or come across the knowledge of what you need to do to solve their problem, and where it needs to be done. These acts of goodwill always happen to offer you some kind of benefit, whether it be revealing lost spirits or simply providing a boost to your spiritual powers.*

Technical Spirit (400CP): *Similar to that of hunters Rinko and Ed, you have an innate understanding of how spiritual energies work, as well as the knowledge on how to create machines that can interact with this energy. The ability to create machines that can transfer souls, track the location of corrupted Torii gates, and vehicles that can resist the influence of the fog are within your grasp.*

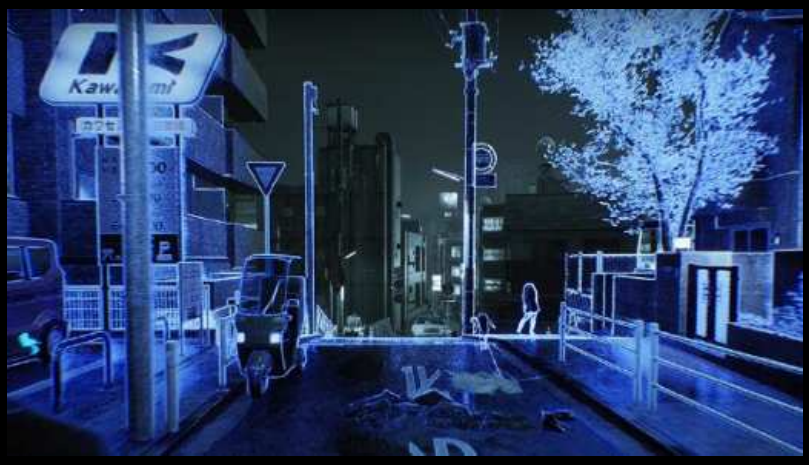
Soul Breaker (400CP): "Have you done this before?"
With this perk, you might as well have. You now have about ten years worth of experience in supernatural investigation, making you a true veteran at traversing spiritual realms and dealing with situations that involve spirit entities. Most importantly, you have expert skill at fighting off hordes of Visitors, ruthlessly blasting them with shots while dodging theirs and mercilessly ripping out their cores left and right.
Needless to say, Hannya's gonna need a lot more than a lot of ghosts with suits and umbrellas to take you out of the picture.

Face the Unknown (400CP): *The world is at stake, your loved ones are going to die for it, and hordes of demons stand in your way. It all seems like an ultimately hopeless situation, but even then, there's always hope. If you still find the resolve to push through even the worst odds, fate will seem to provide you with some form of aid in order to help you continue your journey. Choosing to finally work together with a spirit will enhance your powers. Learning to overcome your negative feelings will allow you to destroy your inner demons. And maybe, just maybe, if you can find the will to live on even when it hurts most, you can save the world from the monsters who fell to the pains of life.*
Don't fear the unknown, jumper. Attack it.

Ethereal Weaving

“Yeah, I know what you’re thinking. “Finally, time to get to the good stuff.” Well, you’re in luck. For now, I’ll be able to offer you access to the basic utility powers and a single form of attack. If you want more, you’ll have to work for it. That, or I’ve been told you could use the CP stuff to get it right off the bat instead.”

Spectral Vision (free): “Well, generally it uses the same wire aesthetic, but it’s really its own ability, so I’m counting it as a separate one. By dropping a wire into the ground like you would a drop of water, your power will emit a radius that will quickly spread out around you, allowing you to expose hidden spirits, track the location of Visitors, find ether deposits, reveal the spiritual footprints if their energy is identified, point you in the direction of your objective, and surprisingly allow you to talk to animals.
All in all, pretty versatile.”



Hand Seals (free): “By performing the right hand gestures, you can build up spiritual energy to be released in a concentrated burst that can cleanse corruption in objects and banish malevolent spirits who have been turned into specters. Whenever you wish to do so, you’ll see a faint light that will trace out the shape you need to create in order to perform the cleanse, so you’ll never be stopped by not knowing what you're doing.”



Grapple (free): “Or I suppose you could say the titular Ghostwire, if you’re really insistent on being so on the nose. It’s a simple effect, but quite useful. You have the power to extend gold-colored strings from your fingertips. These strings can be used as grapples in order to pull you to high up places, grab objects to throw around, swing across buildings like freaking Spider-man, and all the other cool jazz.”

-Tengu Grapple (200CP): “And this is where I start asking about the limitations of these powers myself. With this upgrade, you have the power to summon a tengu in any spot within your line of sight, then use your grapple ability to grapple to its location. Strange, but a useful ability if you’re not afraid of heights.

Core Grab (free): “Once you’ve managed to expose the core of a Visitor, you can then use the wires to grab the exposed core from a distance and forcibly pull it out given a brief second or two of yanking. You can even do it to multiple Visitors at once if their cores are exposed.”



-Melee Core Grab (100CP): “Or you could just forget the wires entirely and yank it out with your bare hands. Doing so can destroy the core in about half the time it would take to do it by wire, though you do have to get up close and personal with the enemy, which can cause some problems of its own. Still, good to have the option, right?”

-Quick Purge (100CP): “Now I know what you’re probably thinking. ‘Why do I have to pay for this? Couldn’t I do this without any upgrades?’ Well, yes, but if you choose to buy this, you get the full package. With this, if you manage to catch a Visitor in a vulnerable state, either by catching them from behind or if they’re on the ground, you can whip out a purge talisman and use it to core grab them immediately without going through the hassle of wearing them out in a fight. Interestingly, this is also a power you can use without ethereal weaving.”

-Core Grab HP restoration (100CP): “Who says you can't make use of an enemy's remains? With this ability, ripping cores out will now allow you to steal some energy from the spirit to heal your wounds. You aren’t going to be recovering as much HP as you would quickly chowing down on some food, but every bit counts. Especially when you’ve got a lot of enemies to plow through.”

Wind Weaving (free): “The most basic, the easiest to use, and the most readily available. Focusing the energy into your fingertips, you can fire off a relatively weak but very fast firing and good ranged bullet of wind ether at your target. Simple, but reliable.”

-Speed Boost (100CP): “As you can tell, this basically increases the firing rate at which you can fire off wind bullets. Given wind ether is the most generous when it comes to ammo and is relatively weak as a single attack, this could prove useful.”



Water Weaving (100CP): “At the cost of having a pretty short range, water weaving allows you to fire off a wide blade of water ether at your opponents, making it useful for crowd control provided you can get up close and personal.”

-More shots (100CP): “Increases the number of waves you shoot per shot, up to four blades with one shot of ether, though it’ll cap off at four waves per shot. Probably for the best, you don't need 50 waves flying out every time you shoot.”



Fire Weaving (100CP): “Ah, now we’re getting into the heavy hitters. Fire weaving is, as to be expected, a powerful elemental attack that allows you to fire bolts of flame that packs a huge punch, taking out regular visitors in only a single shot. This does come at the cost of being the most ether hungry, though.”

-Piercing (100CP): “This gives your fire shots the ability to pierce through enemies, which while not making it any more powerful, does allow you to hit multiple Visitors with one shot.”



Charge Attack (200CP): “What, regular attacks aren’t enough for you? Alright, how about we put a little more effort into it? By charging up your attack before firing, your shot will gain an enhanced power, which makes it hit harder and better. More specifically:”

-Wind: “Charging up the attack will allow you to fire anywhere from two to four enhanced orbs of wind ether. You can also throw them in curveball maneuvers that home in where you aimed them as well.”

-Water: “By charging up the water attack, you have the ability to create a stronger blade of water that can pierce through Visitors and knock them back. It’s also really useful for cutting through those pesky umbrellas some of them use to bounce off wind and fire attacks. With more skill and power, you could likely shoot off multiple blades at once.”

-Fire: “What’s better than a piercing bolt of fire? How about a bolt of fire that explodes! By charging up the fire weaving shot, you can unleash a charged bolt that will explode on contact, visitor or solid surface. This explosion will also cause splash damage, which makes it useful for mowing down a cluster of enemies.”

Perfect Block (200CP): “Consider this an upgrade to guard. By managing to block an attack at just the right moment, you can instead parry the attack and cause the offender to be knocked backward, allowing you an opportunity to gain distance or attack in retaliation. You can also do this to projectiles fired at you, which either causes them to detonate with no damage done to you, or if they happen to be objects thrown at you, sent straight back to sender.”

Ether shakedown (200CP): “Ether can be pretty hard to come by, especially when you're in the middle of a fight. In order to help you avoid bolting away to find a deposit so often, this ability will allow you to absorb ether energy from foes you've defeated. You also manage to find more ether from deposits in general as a boost.”

Wire In (400CP): “Now this, this is some real power. It’s pretty hard to pull off, but the results are more than worth it. By fully synchronizing with me, you’ll gain an immense boost in all your ethereal weaving powers. Your attacks will hit harder and faster, charges take much less time, and even core grabs become laughably easy. This synchronizing will also cause a burst of ether energy that can quickly knock down weaker visitors and leave them with their cores exposed if they haven’t already vanished, as well as giving you a full ether refill so you can actually put this power to use. Show ‘em what we’re made of”



Faceless (400CP): “Uh… what? This… this shouldn’t be possible, not with our condition. The only one who can actually do this kinda crap is Hannya…”

Perhaps I can explain that.

“Oh, of course it’s you. Alright, spill.”

Indeed. Hannya is the one capable of performing a ritual in which he may allow spiritless vessels, meaning the bodies of the perished, to be possessed by demons from the underworld. These demons may absorb power by feasting on the negative energies created by the original owner’s despair and suffering in their lifetime.
Normally, such options would be unavailable to you, as it would prove counterproductive towards the quest, and cause great harm to a mortal vessel. However, due to your… unique nature, I feel we can come to a compromise.
Similar to the techniques shown by Yaseotoko and very briefly by Hannya himself, you have the power to use your own negative energy to enhance your ethereal weaving powers. This can be seen through a darker aura covering your shots, as well as them being larger and hitting much harder as a result. With enough power, you could turn your average wind bolts into miniature tornadoes, water shots into raging torrents, and exploding fire into… well bigger explosions that could cause shockwaves.

“Doesn’t this seem way too good to be true?”

Yes. This is a very powerful technique, but you should tread this path with caution. Negative energy is not a toy, and a very manipulative and corrupting influence if left to boil for too long. If you aren't careful, your inner demons may try to take complete control over your body, eating at your mind and corrupting your body until you're just as much a madman as Hannya, both mentally and physically.

“And there’s the catch. I won’t stop you if you want to take this ability, but for the sake of both of us, I really hope you know what you’re doing.”

Items

A cool outfit (free): “Well, it’s entirely cosmetic, but I see no reason to run around killing evil spirits in average clothing when you can instead run around killing spirits in a cool ninja costume! Or if you’re not into that kind of thing, you can instead vouch to have KK’s clothes. Or something else at your discretion.”

Katashiro (100CP, first purchase free): “Well, can’t let those spirits stay floating alone and vulnerable. For now, I do have something that could help. What we have here are 10 paper dolls that have the power to absorb lost spirits. Simply hold them up in proximity to a cluster of souls, and the katashiro will absorb all of them in a matter of moments, so we can keep them safe until they can be transferred.”
You can purchase this multiple times, but I’ll have to cap it off at 50 katashiro.

Magic Bow (100CP): “Pretty sweet, right? When you pull an arrow back on this bow, you can charge it up with ethereal energy the same way you’d charge up an ethereal weaving attack, then fire an ether-enhanced arrow that can destroy ether deposits and sealing stones, as well as harm Visitors. Best part is, you don’t need to have the affinity in order to use its charge ability.”

Offering Boxes (100CP): “Special boxes that are often found near shrines. People drop cash offerings into these boxes as prayers for good fortune, and lucky for you, these ones actually work more directly. By giving money to the box and praying for good luck on something specific, the box will then offer you what it is you wished for proportional to how much you offered. So if you wished to recover your ether reserves, it would create some ether deposits for you, while if you instead wanted to find something you were looking for, it would give you knowledge on where you need to go. It’s not a reality warping box that can grqnt every single impossible wish you have, though, so don’t be surprised if dumping your life savings into it fails to give you an instant endjump victory.”

40 cans of dog food (100CP): “Okay, okay, I know it sounds passive aggressive, but let me explain. Dogs are very friendly creatures, and often very helpful. The dogs hanging around Shibuya especially happen to be very generous provided they get treated nicely. If you feed a can of dog food to a dog, they’ll reward you in kind by showing you where you can find something useful, such as a secret money spot they know of or a fancy artifact that could benefit you like a Jizo statue. You gain, of course, 40 cans of dog food which will replenish each month. Not like you need that much dog food anyhow.”

Talismans (200CP): “Well, these are pretty self explanatory. These are paper slips that when thrown will create specific effects that can help us in battle, and like the bow can

be used by anyone even if they don't have the affinity. Again, you can find them around Shibuya without purchasing this, but buying it here ensures you find them much easier, you can find them lying around in other worlds, and post jump you'll find about ten of each in your inventory each day."

-Stun Talismans: "These talismans create electric fields that immobilize nearly Visitors within their range for a short period of time when thrown. However, certain powerful Visitors are immune to this effect, so be cautious when using them. The talisman stays on the ground for a period of time, making it a good zoning tool."

-Thicket Talismans: "These have the power to summon shrubs that obstruct a Visitor's line of sight when thrown, which makes them perfect hiding places to sneak around undetected. This is especially useful when trying to evade powerful Visitors or for setting up an ambush for a quick purge."

-Decoy Talismans: "The closest thing we have to diversion coins, these talismans when thrown will let out a dinging noise that draws the attention of visitors and tempts them to investigate. Pretty self explanatory, really."

-Exposure Talismans: "These talismans create a field that weakens a Visitors' defense, which makes it much easier to expose their cores for an easy kill. However, this is likewise a very pricey talisman, so try not to get too trigger happy with it."

Secret Base (200CP): "'Secret Base'? We're not kids here, this is just a safehouse. But if you really want details, it's an inconspicuous apartment located somewhere in Shibuya. It's got all the basic necessities needed for survival, as well as a means of connecting to the spirit realm, allowing allies with spirit powers to enter via the spirit world."

Prayer Beads (200CP): "Special wrist beads that of course contain special abilities. Wearing these beads on your wrist will enhance certain abilities, such as wind beads increasing your wind attack power or fire beads increasing your fire attack power. They seem to only allow the effects of three beads at a time, likely due to balance issues."

Spectral Food (200CP): "Hey, it's always a good idea to have some snacks handy. Especially these bad boys. By purchasing this, you'll be given a supply of spectral food, as well as the ability to find more around Shibuya and in any other world beyond this. They take the appearance of normal food, but oddly floating and with a weird glowy texture. Scarfing them down will not only heal your wounds, but also give you a temporary boost like increased attack power or durability."

Spirit Transfer Machines (400CP): *Taking the form of mostly inconspicuous payphones with a katashiro picture drawn on them, these are actually Ed's secret inventions, made to transfer collected souls to his location so he can return them to their bodies. You'll of*

course find these around for free, but purchasing them here will ensure you can find these machines post jump for your own use, as well as ensuring here that Ed will provide you a generous sum of xp and money proportional to how many spirits you transfer each time.

Rinko's Bike (400CP): "This motorbike is about exactly what it sounds like. Got great speed, easy handling, and looks really cool too. But of course, the reason it's so pricey is because it has anti-otherworld modifications, basically meaning it can generate a shield that protects the rider from otherworld influence such as the dense fog that's causing everyone's bodies to dissolve. It'll also serve as a nice shielding against stronger otherworldly influences of other types as well, I'd say."
If you have a motorcycle of your own you'd like to import, you're free to do so. However, they will lose all abilities barring that described above until the gauntlet is over.

Your own Shrine (400CP): "Uh… Okay? I suppose it's worth having around. You now own a personal shrine of your own, with a gate just like all the other shrines. This one is special in that spiritual energy is very high here, and when you will it, you can turn the gate into a portal to the spirit world. This makes collecting resources there much less of a hassle, if still requiring all the trouble that comes from being there at all.
It also contains special orbs that can hold ether crystals in them, allowing anyone with the affinity to use the ethereal weaving of that element. Not sure how that's useful, but I'm sure you'll find a way."

The Situation

“Alright, guess now that we’ve got a look at all the standard choices above, now would be a good time as any to talk about what’s actually going on.

So, as you probably remember when you came here, that Hannya mask guy has been spreading a dense fog that causes everyone captured by it to vanish, and their souls are then sent to the underworld while Visitors in turn are allowed to come over here. He’s planning on using a vessel in order to merge the living world and the spirit realm.”

Another important thing to note is that the ritual requires a sacrifice in order to initiate the merge. Coincidentally, perhaps as an additional incentive, this sacrifice that Hannya is planning on using is someone very important to you. This could be a companion, a family member or friend from jump’s past or your life before jumping, but the idea stays the same. Hannya has somehow gotten ahold of them, and deemed them a worthy sacrifice.

In order to stop the ritual, you and your new partner need to do some detective work in order to find out where he's hiding and how to stop him.

Not only will you have to get through numerous Visitors and yokai determined to stop you at every turn, but you'll also have to deal with three masked demons that work for Hannya. Demons who possessed the bodies of his deceased wife, his daughter Erika, and the original body of the specter that now resides within you.

Should you die at any point during your quest, your body will vanish, and you’ll wake up back in your warehouse, as if all of this was just a dream. In other words, you’ll fail the gauntlet.

One by one, you'll manage to take down these corrupted spirits and put them to rest as you approach the man in the mask, revealing themselves to be the corrupted spirits of Hannya's wife and daughter. Stricken by grief, Hannya was ultimately unable to come to terms with the death of his beloved, and started looking to the afterlife out of desperation to get her back.

This is what ultimately drove him to the twisted ideology he's adopted now, and the motive for this entire incident. He believes that by making the sacrifice using both the vessel and the souls he has gathered, he can merge the two realms together in order to reunite with the spirits of his lost family.

His attempts to bring forth the ritual will involve summoning large amounts of demons, and forcing the spirits he has collected to help him open the gates, merging the two worlds. It's here that you'll have to chase after him and stop the ritual for good.

Before you can finally confront Hannya himself, you will have to face your own inner demons. As a last resort, Hannya will attempt to break you emotionally by forcing you to relive a dark moment in your life. The moment where you have lost a loved one of your own, the moments of bitterness and despair you had with them in their life, and the consequences that came with their death.

You'll have to push through these harsh memories no matter how much they hurt if you want to get to Hannya and finally put an end to his insanity.

"Such a shame it is. Neither of you can appreciate the wonders of the journey that awaits your loved ones."

As he begins the ritual, Hannya will summon an army of Visitors to keep you at bay. No matter how hard you fight back, Hannya will ultimately succeed in opening the gate to the underworld. However, before he can complete the merge, something happens.

The sacrifice starts floating into the air, forming around themself a shield of light that bursts forth, causing all the Visitors to vanish. Your companion has enough will left to fight against the ritual. Hannya shoots at them in order to stop them from ruining the ritual, but the shot is deflected back at him, sending the masked man into the pit he had created.

You rush to catch your companion, and then fall into your arms. They're okay now, but the burst had taken the last of their strength, and they can no longer fight. At the very least, they're still alive, and your benefactor has just enough influence to take them to safety.

Good thing too, because the fight isn't over yet. Hannya emerges from the pit, his mask stained and broken, and the bodies of his wife and daughter clinging to him like zombies. They fuse into him, and as he rants about his plan coming to fruition, he transfers you and himself into an arena, and mutates into a horrid monstrosity of corruption. His new form is capable of swimming around, diving under the arena floors and emerging to try and attack you. His powers are all similar to his ethereal weaving, enhanced even beyond what Yaseotoko was capable of, and creating pale imitations of the Visitors when he dives under the arena.

His body is extremely powerful, all your ether attacks bouncing off his corrupted skin. However, his form has three faces, each one holding a core. You know the drill from here, aim for the faces, expose the cores, and rip them out.

Hannya will continue to fight back, still screaming in fear and rage as his body and mind slowly deteriorate. His inability to come to terms with death, and his insane schemes to try and defy that natural order, are what ultimately cause his downfall.

As the fight continues and the cores are ripped out, his screams change from a monster with deluded ideologies of the spirit world to a man desperate to have his family back, and then to a man fearing the inevitable death that he's brought upon himself. There's no way to restore him, and there's only one way this can end.

Finish him off, and the fight is over.

Conclusions

As you deal the killing blow on Hannya, the writhing of his monstrous form is accompanied by a flash of bright light engulfing the entire arena. As it fades, you return to the spot where he had attempted the ceremony, your companion safe on the colorless grass. The spirits Hannya had trapped begin to bloom from the flowers, free to return to their bodies, and a flash of light engulfs you once again.

When it returns, you find yourself still in the spirit world. This time, however, it's peaceful. A quiet forest, filled with color, and you are greeted by someone you may recognize. Though their faces are covered, there's no doubting who they are.

They're the ones who passed on. The people whose death you had to relive in the flashbacks to Hannya. Fully material, and here to offer you a final farewell.

You both take this chance to finally make peace with each other, freeing you of your turmoil. You feel warmth, the courage to finally live free of this weight, and the resolve to live a full life. They point to the shrine gate up the stairs, which will allow you to leave the spirit realm, one last time.

For your troubles, you gain the following rewards:

Live Again: *I guess if it has to be hammered in again, you've learned how to overcome your despair. You've learned what it truly means to live life to the fullest. Even if it hurts, even if it makes you feel weak, you understand the values of life, and have the resolve to push onwards in spite of it. You will see those you lost to the passage of time again, when you've lived a full, fulfilling life.*

Hero of Shibuya: *And of course, while you shouldn't do it for the recognition, you are recognized as the hero who saved Shibuya from the masked madman. As such, mortals and spirits alike will recognize you as a benevolent being. Alongside this is the willingness to never stop fighting until the end. Benevolent spirits will treat you in kind, similar to the nekomata shopkeepers and the yokai who willingly offer their magatama in exchange for your help.*

"Hey, you don't need to hog all the spotlight. I've got some gifts of my own."

Very well. I suppose they deserve it.

Full Affinity: “If you insist, I’ll fully awaken your affinity now. This means that you now have access to all the powers described in ethereal weaving, as well as the innate connection to the underworld, thankfully without the nasty side effects, unless you want to keep that for some reason. Along with that, your powers are now your own, meaning you no longer have to worry about losing them because you got the specter ripped out of you.”

A Second Chance: “Once per jump, you can do the same thing I did to you. Your body may perish, but you'll still be able to stick around as a specter and take over a recently deceased body, returning them from the grave and giving them access to the affinity and your ethereal weaving powers as long as you’re possessing them. Man, it feels pretty nostalgic, doesn’t it?”

“Me? Oh, you don’t need me anymore. My job’s all done, and now that you’ve got your own powers, I don’t have any reason to be here anymore.

… Well, if you really want to share your body with a voice in your head, I guess I could tag along. But if you don’t, I’ll be alright. Try not to get yourself possessed by any more specters, alright? Not all of ‘em are as friendly as I am.”

If you choose not to take him with you, you feel your mind suddenly become clear, and your body giving you absolute control once more. A relief, but… also somewhat empty. The black mist disappears, and you’re once again left alone.

With your duty in this world done, your just rewards earned, and a newfound resolve to live life to the fullest, you transcend the steps towards the gate, and leave for your next jump.

Notes

-When in doubt, fanwank it.

-If you wish, you can choose to import a companion of yours into the role of the specter/vessel, giving them similar abilities. I simply went with giving the specter narration for the sake of flavor text.

-And for those wondering, yes, you can choose to make them Akito/KK respectively.

-Unless you take the respective drawback, your ether reserves will replenish over time. However, you can get ether back through ether deposits or shakedowns as described above.