

The Old Kitsune

Doujin by Abubu

Jump by 9anon



In this 7-page doujin, a young human man has a fling with his kitsune fiancée's grandmother.

That's it. That's the whole story.

Even the time period is ambiguous due to the most detailed clothing depicted being the miko outfits worn by Izuna (the fiancée) and her grandmother. But while barely shown, the young man's outfit appears to be a modern shirt and shorts rather than historical clothing, so it's safe to assume that the story takes place on a modern Earth where things like Kitsune exist and intermingle with humans.

Location

The story presumably takes place somewhere in Japan, but you may start anywhere in the world that's reasonably accessible to civilians.

Background

You may freely choose your local history and demographics within reason, including dropping in if you'd like.

Species

Human: A regular old Homo Sapiens.

Kitsune: The local version of the Japanese Fox Spirit. They actually aren't that much different from humans in capabilities, aside from living much longer and being able to transform into foxes. They do have cute fox ears and tails as well, gaining more tails as they age - the grandmother's been around for longer than a century and have at least 5 tails.

Other: Only Kitsune and Humans are depicted in the doujin, but that doesn't mean this world only contains those two species. You may choose to become some other humanoid mythical species if you'd like, though any powers derived from that species will be quite minor - on the level of what you'd get as a Kitsune.

Perks

You receive 1 discount for each price tier.
Discounted 100cp perks are free.

Convenience [Free]: STDs and unwanted pregnancy simply never come up when you're involved, your intimate partners are guaranteed to be clean and groomed to your preferences, and they never think to be concerned about unprotected sex.

Youthful Energy [-100cp]: A part of what makes youthful partners so intoxicating to their elders is their seemingly boundless energy. Just being the target of that energy can make someone older feel decades younger, if only for the moment.

You have the confidence to take the initiative when it comes to sex and relationships. You've also got the innate sexual prowess to satisfy almost anyone you can bring to bed, plus the energy to make sure they're satisfied.

Branching Out [-100cp]: The reason for the central event of this doujin may simply be the young man's "warped preferences", but there is an implication that this isn't the grandmother's first time doing something like this, and you could speculate some long-term crush on the part of the young man.

The family members of your lovers are far more open to any potential flings or relationships than they'd normally be. So if you happen to find yourself alone with your fiancée's hot grandma, she'll be a lot more likely to accept your precocious advances despite the scandal of the situation.

Age Gaps [-200cp]: Most relationships are between people of relatively similar age, but that's not what you're here for.

You are significantly more attractive to those who are significantly younger and/or older than you, especially those you'd be interested in. Those affected are also much more open to your advances and, if you wish, are far more likely to make moves on their own.

You can adjust the effects of this perk as like on the fly. This includes whether it applies to absolute age, apparent age, or both. Though setting it to work on absolute age will have normal mortals you'd be interested in talking a whole lot about you being an "old soul".

Hag Magnet [-200cp]: Indeed, you aren't here for normal relationships with people around your own age!

Older women you encounter tend to be significantly more attractive while still showing their age, and you are far less likely to hurt them during intimate relations despite how fragile their age may make them. Also, any appreciation for your advances they might have is greatly magnified.

If you prefer the company of men, this may apply to any older person you'd be interested in, rather than just women.

Male: Cheating [-400cp]: While the doujin isn't long enough to depict any of the fallout of the tryst between the young man and his fiancée's grandmother, the fiancée is shown to suspect that

her grandmother is up to something. So here's something to help with that situation if you find yourself in it.

You have a much easier time getting away with infidelity. Even if your lovers suspect something is up, they'll stop worrying before long, though this protection doesn't hold up if your infidelity is a regular occurrence. Alternatively, your lover is more likely to actually be into it, especially if they get to join in.

Old Fox [-400cp]: Izuna's grandmother is hot. And if you'd like, you can share in her finely aged beauty.

You age like a fine wine. The years still show, but only enhance your beauty where they impact it at all. It also helps that your aging is slowed, such that your potential lifespan is measured in at least a couple centuries.

A Fox's Husband [-600cp]: If the lack of ears and tails is any indication, the young man featured in this doujin is a regular human who's involved with what can reasonably be assumed to be a whole village of Kitsune. Hard to say how unusual this is, but I would wager it isn't terribly common.

You are significantly more likely to encounter the supernatural aspects of whatever world you happen to visit. These encounters are usually on the positive side, with the entities you encounter generally either being the friendly sort or you just happen to meet them at a good time. You also find that any supernatural entities you might be interested in find you to be highly attractive.

Nine Tails [-600cp]: The local Kitsune are very...mundane. Aside from being long-lived and being able to transform into foxes, their only real difference from a normal human is their ears and tail. But by purchasing this perk, you can go beyond what's depicted in this short doujin.

You may purchase this perk multiple times, each purchase providing you with a power that is thematically appropriate to your chosen species.

As a Kitsune, you may become able to weave convincing illusions, wield powerful spiritual flames, transform into a far greater variety of forms, purify and sanctify the evil and corrupt, or something else Kitsune are known for.

As a Human, rather than gaining a power, you gain the ability to perform legendary and absurd feats with a particular mundane skillset.

Items

You receive 1 discount per price tier.

Discounted 100cp items are free.

Items purchased here return, repair, and resupply each week.

You may combine items purchased here with any similar-enough items.

Apparel [-100cp]: A small wardrobe of outfits that are appropriate to the current setting and circumstances that you find yourself in. This stuff always fits well, and you may find that the clothing here will cover you in the event of unforeseen circumstances - whether literally covering you or providing you the clothing you need to resolve an urgent problem.

Ignite The Dying Star [-100cp]: A supply of fertility supplements. Very potent fertility supplements. The sort that can bypass minor concerns like menopause or a hysterectomy in order to make the user ready for impregnation. May also cause heightened libido, sexual hypersensitivity, and heightened sexual aggression. You have been warned.

Dowry [-200cp]: A significant lump sum of the local currency, enough for you to live an incredibly comfortable life without having to work for the next ten to twenty years. You receive another lump sum each decade, or at the start of each jump, whichever comes first. This money is completely legal and tax free. IRS Delenda Est.

Rural Estate [-200cp]: While this property isn't quite as opulent as a mansion, it's expansive enough to comfortably host an entire extended family with plenty of space for newlyweds to get started on their own families without feeling any space pressures or privacy concerns. This includes a sizable chunk of private land surrounding the main compound as well, so the young clanfolk have plenty of space to frolic about.

This property doesn't cost anything to keep, maintains access to modern utilities even in places where it wouldn't make sense, and you may import it into a rural location of your choice at the start of each jump.

Family Farm [-400cp]: A business of small-to-medium size that's able to provide a financial backbone for an entire extended family, both through a guarantee of decent enough profits and by providing employment for any family members who may need it.

This business is completely legal wherever you happen to run it, with all taxes and miscellaneous paperwork automatically handled. It defaults to being a farm, but you may choose some other form of business at the start of each jump. You may import it into a location of your choice at the start of each jump, and it has a side effect of vitalizing the local economy - likely reviving any dying village it happens to be in.

Kitsune Village [-400cp]: A rural village inhabited by Kitsune. Self-sufficient in terms of both resources and management, this place runs itself just fine, whether you decide to be the mayor or a simple resident of the town. It's also off the beaten path, so you don't need to worry about its safety in most cases.

You may insert it into a rural location of your choice at the start of each jump, including choosing whether the village and its residents carry over and how so.

You may also make adjustments to population both when taking this item and inserting it, like choosing some other mythical species to inhabit it or making the locals entirely female. Changing the species represented in the village is subject to the same restrictions as the Other option in the Species section unless you have other means of populating the village - whether through options from other jumps or you decide to do it manually.

Companions

Create/Import [-100cp]: Each purchase of this option allows you to create and/or import up to 8 companions. Each companion receives a Species, 600cp to spend on perks and items, as well as the listed discounts.

You may also create or import 1 companion for free, gaining the listed benefits.

Export [Free]: If you've convinced someone to come along with you and they are still alive at the end of your time here, you may bring them along as a companion or follower, chosen individually for each person you export.

Local Expy [-100cp]: Each purchase of this option ensures that you'll encounter a local version of an established character from another property in a manner that's appropriate to your intentions for them - like meeting them multiple times in ways that gives them a good impression of you and plenty of opportunities to win them over.

Drawbacks

No drawback limit.

Supplement Mode [Toggle]: You may supplement another jump with this one, visiting a combined version of the two settings and getting the benefits of both builds. Points are kept separate as usual.

Long Stay [+100cp]: Your stay here is now 20 years long. Enjoy the vacation.

Temptation [+100cp]: You consistently encounter tempting opportunities to get up to some intimate infidelity. Also, any protections you may have against your existing lover(s) taking issue with infidelity are stripped, so you will actually need to resist these temptations.

If you don't have anyone who'd take issue with you cheating on them, then you won't be the one cheating - those tempting you will already be in committed relationships, and their lovers won't be happy.

Amnesia [+200cp]: You have no recollection of your chain. If you decided to have a local history, it is as if you've lived your whole life here. If you dropped in, you're an odd case of amnesia.

Never Scored [+200cp]: That would be messaged inscribed on your tombstone if you managed to die here, as you are guaranteed to never have sex here. Doesn't matter what opportunities present themselves or your own personal abilities, reality will bend over backwards to keep it from happening.

Female: Cheating [+300cp]: NTR sucks. Getting cheated on sucks. Unfortunately, you ARE going to get cheated on during your time here, and you ARE going to feel it. Even if you arrive here without any lovers and don't pick any up as part of your build, you'll fall deeply in love with someone...only to have them taken by someone else.

And if you enjoy getting cuckolded, then you'll permanently lose whoever gets taken from you, even if they're a companion or follower. Are they worth it?

Power Loss [+300cp]: You don't have access to any perks, items, or companions from previous jumps. This excludes the benefits of your body mod, as well as any companions you paid to import. You'll get an opportunity to combine items at the end of the jump.

The End

Stay Here / Return Home / Continue Chain

All drawbacks are revoked.

Notes

The only named character is the young man's fiancé.

Given that there's 7 pages of source material, excuse the piles of assumptions.

Changelog

2026-08-26;

- Created document.
- Officially jumpable.

2026-08-28;

- Added Supplement Mode.

Links

[Live Document](#)

[My Stuff](#)



YOU ARE A PERSISTENT MAN. VERY WELL. I OWE MY EXISTENCE TO YOU, SO I CANNOT REFUSE.

HERE. STARE TO YOUR HEART'S CONTENT.

I CANNOT BELIEVE I'M PLAYING ALONG WITH SUCH NON-SENSE AT MY AGE.

SATISFIED? OR ARE YOU SICK-ENED?

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