

Kinky Curses Roulette

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Roll d100 (or the number of currently made curses) and choose the result.

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Read me!!!

Hello! Thanks for checking out this list. Just wanted to say that if you'd like to customize the curses to your liking, feel free to do so! For example you want more / less WG or wanna swap WG for inflation?

Go ahead, do as you like.

Some of these entries might be confusing, like Tower Floors etc. They're for an RP server, just ignore them and reroll if you manage to get those

1. There's a rain cloud constantly floating above your head, lightly raining on you. The water from it doesn't make you wet, but your body absorbs it, slowly bloating you up. Hats and cover do not work, the rain simply falls through.
2. Roll a 6d50. The result will be your character's gained weight.
3. You gain characteristics of a random sin. Roll d7 and choose from below.

1. Gluttony - Rather obvious. You cannot resist any food and will go out of your way to search and eat more if it runs out. Food is the main topic of your thoughts.

2. Lust - You lust for food. You also become charismatic, arousing and convincing when you go out of your way to complete the selfish goal of obtaining more food for yourself to binge on.

3. Greed - You always start to hoard more and more food until your hoard is about twice as big as you. Then, you feast and eat it whole until it runs dry. The cycle starts over once you eat the whole hoard.

4. Sloth - Your metabolism practically comes into a halt, making you gain weight from anything you ingest. On top of that you become lazy, feeling like you must regain more calories to get more energy... but that energy never comes no matter how much you eat.

5. Wrath - You're more irritable. Anytime you get angry or upset, you furiously try to cope by eating anything edible in your sight until you calm down. You can also perpetuate this cycle by being annoyed by mere things like a bit of food falling on your clothes or a snack falling out of your hand.

6. Envy - Seeing someone eat a meal, you become jealous and try to get an even bigger, grander meal. The higher quality someone's dish is, the stronger and overpowering the feeling of jealousy is.

7. Pride - Your mind becomes centered around your own displays of gluttony. The more people witness you eating, the more you are happy to do so.

4. Any drink or a beverage (water too) becomes fizzy once it enters your stomach. The swallowed liquid takes 5 times more space in your stomach.
5. Instead of normal sweat, you produce honey that is harvestable (preferred method is chosen by the player). It's incredibly caloric, able to make a person gain 30lbs from a small gulp.
6. When using or being damaged with energy/electricity spells, your body absorbs the power it received in the form of fat. A mere lightning bolt makes you gain 20lbs and a simple static shock from a blanket can result in an extra 1lbs. You also feel very energetic upon that happening (depending on amount of energy).
7. Whoever touches you slowly transfers their fat onto your body.
8. Staring at food for too long transfers calories from it into your body. The affected food still retains its calories.
9. Your daily caloric intake need is lowered to 1 kcal/day.
10. Every morning at 8AM, a huge eagle comes with a food basket to stuff your stomach a bit beyond your capacity. You cannot kill it and resisting will only make the feeding forceful. It will always somehow get through any line of defense or closed doors.
11. Your nervous tics (foot tapping, eye twitching) make you gain 2 pounds per gesture. If you don't have a tic, choose a simple gesture instead (like waving, or scratching yourself).
12. You get a terrible cold. Sneezing makes you gain 5 pounds, sniffing your nose 2 pounds.
13. Inhaling inflates your body. Exhaling does not deflate it.
14. In colder climates or during winter, you feel a need to eat thrice as much food, despite your body not needing such an amount of calories.
15. There's a constant buildup of air in your stomach. It's very slow, but each burp adds 5 lbs to your body.
16. Check the current century your character lives in, then multiply it by 10. The result is the amount of weight gained (for example: 21 x 10 = 210 lbs gained).
17. Each time you notice the time, you gain the number of the current hour (for example: When you glance at a clock and it says 12:00, you gain 12lbs. Use military time.)
18. Everything is 10 times more caloric (meaning some fruit might have value of candy bars)
19. Stepping on cracks in pathways makes you gain 10lbs.
20. When sweating, you produce an aroma. Anyone who smells it inflates at a moderate pace. The curse works on you too.
21. You lose 1 pound :) (fuck you) (just kidding, you can reroll)
22. You absorb sunlight. On a very sunny day, you can gain even up to 30lbs per hour.
23. Gusts of wind manage to go through your body and stay in it, inflating you.
24. If you're in water and get scared or upset, your body inflates like a pufferfish (by air, not water).
25. Your body is a magnet for food. Anything in proximity of 10ft slowly moves towards you, getting quicker the closer it is.
26. You absorb food upon touching it. It instantly becomes fat, but does not sate you.
27. You hybridize with a different anthro race with extra +400lbs. Roll d17

- 1 - Dragon
- 2 - Reptilian
- 3 - Plant (simply a plant variant of your former self)
- 4 - Cow
- 5 - Pig
- 6 - Demon / Devil
- 7 - Human
- 8 - Cartoonish
- 9 - Avian of your choice
- 10 - Cat
- 11 - Fish of your choice
- 12 - Pool toy
- 13 - Goblin
- 14 - Plushie
- 15 - Slime
- 16 - Lamia
- 17 - Taur

28. You become a fruit from the list down below. Works exactly like blueberry inflation.

Roll d6, then choose your result:

- 1 - Watermelon
- 2 - Blueberry
- 3 - Cherry
- 4 - Pear
- 5 - Plum
- 6 - Peach

29. Your body gains characteristics of a marshmallow - it's much more squishier and flexible, yet isn't made out of marshmallow. It expands with heat.
30. Each step you take equals 250 gained calories. 1 pound = 3500 calories.
31. You grow a huge tail with a mind of its own and a mouth. It always attempts to eat nearby food or a small creature.
32. Going through the door of someone's house while uninvited makes you gain 50lbs.
33. Looking at food teleports it straight into your stomach. Does not affect structures and creatures (just in case you wanted to instantly kill someone).
34. You are terribly allergic to sunlight. Being outside in the sun quickly inflates your body.
35. For every 1000 gold you have, you gain 1x modifier to your gained weight. A person possessing 1000 gold gains 2x weight. Person possessing 40,000 gold gains 41x weight.
36. When on land, you attract mosquitos. When in water, you attract leaches. None of those creatures suck blood from you - instead they pump up with fat.
37. If you put on pants that are too big for your waistline, you gain weight until they rip.
38. You gain 10 pounds for each curse word.
39. You can turn small food items into your minions, but they will always turn against you and feed themselves to you.
40. Your healing is quicker, but much more aggressive. If you get a small cut, it'll heal 4x as quick, but you'll also gain 20lbs. The curse scales with severity of a wound and does not work on mortal wounds.

41. Once entering a town or a city, an unknown, undetectable sniper will shoot you with a dart that makes you gain 20 lbs. This will happen with each entrance to any city
42. Upon being jealous, you do not fill with envy but with air.
43. On a full moon, you gain the hunger of a werewolf, yet do not become one.
44. You gain a nervous tic of needing to chomp on something - usually food.
45. You are allergic to bees, but you do not bloat up from their stingers - it's mere presence that inflates you.
46. Any belt, button or restraint on your body shall be bursted. You gain weight until that happens.
47. If a crowd of more than 10 people begins clapping, your stomach fills with food until it's big enough to audibly slap and clap against your legs when you walk.
48. Anytime someone calls you a "fatty" etc. you gain 30lbs.
49. You become half the weight of the fattest person you meet. Works based on the highest milestone, meaning that you won't gain any weight from a 500lbs person after meeting a 1000lbs one.
50. Touching anything that's blue will initiate blueberry inflation.
51. Every day at 5AM, 20 gallons of slime spawns in 200 feet proximity of you, slowly traveling towards you to stuff itself into your stomach. The effect can stack if you manage to escape from the slime... Yet it will always prevail.
52. Upon entering a room, you inflate enough to be unable to go through the door you used to come inside.
53. You become a bookworm with a need to read - each page you read makes you gain 2lbs. Finishing a lengthy book makes you gain 100lbs.
54. The food that any person (other than you) eats instantly teleports into your stomach. Works in 50 feet proximity.
55. A single head pat makes you gain 2 pounds.
56. Your body contains 5 million calories. Not in a form of fat, though - your body simply has that much caloric value. Something to keep in mind for vore enthusiasts.
57. Your weight gets doubled every morning at 7AM, but slowly returns back to normal, going back to the usual weight at 3PM.
58. You get +1x modifier of gained weight per Tower Floor. On F1, it's 1x gained weight, on F2 it's 2x, and so on. Feel free to switch Tower Floor with dungeon floor or something.
59. You feel terrible heat no matter the environment you're in. Due to that, you lust for any sort of cooling beverages or ice cream: No other source of cold will do, you crave only that.
60. You temporarily turn into a draconic version of yourself: As that happens, several ghostly kobolds appear all around you, forcefully serving several plates of ghostly jelly food with the taste of your favorite meals. You turn back into your normal self once that's over. After the first time, the effect activates whenever you're around a gold pile that weighs more than 10 pounds and has a cooldown of 5 hours.
61. Reverse Medusa. Anytime someone glances at you, you gain 15 pounds per glance. Continuing to stare gives you 2 pounds per second.
62. Anytime you think about something related to fatness or expansion, you gain extra 20 pounds. Of course, it'll be harder not to think about it the fatter you get.
63. A pentagram appears under you, summoning black smoke demons that take shape based upon your race. They will feed you until your stomach is as wide as you are high. This happens anytime someone draws a chalk pentagram in your proximity, no

matter how big or small. (Example: If you're human, the demons will turn into tavern maidens and will feed you with chicken, bread and ale. If you're a plant-based creature, a couple gardeners will start to water your body, inflating you).

64. All existing trees will detect you as a malnourished sapling and will always attempt to feed you using nectar vines/roots (even if they have no roots or such, they will temporarily gain some).
65. You become a hardcore mode roguelike protagonist. Any time you get hurt (even by a mere scratch) you get teleported away from the danger, but you gain 100 lbs.
66. The earth hates you jumping. Any time you jump, a large mage hand riding a cloud appears out of thin air, pointing at you and mentioning something about "staying down". You gain 150lbs as it disappears and gets angrier the more you jump (+50lbs after upcoming jumps).
67. A tiny blue spirit in a red top hat appears before your face, giving you three questions or puzzles. If you fail to answer one, you gain 50lbs. Reward for answering all three correctly is a candy bar... that makes you gain 200lbs upon eating.
68. Math makes you bigger. Anytime someone makes a simple mathematical equation, you gain the result of it. (For example, someone counting their money and they mention that they have 200 golden pieces in the end: That'll make you gain 200lbs).
69. Any time you blush, you heat up. Your body inflates with 1 foot of steam any time that happens.
70. You always eat until you're painfully full and your stomach is stretched. If you don't have enough food around yourself, then the food inside your stomach simply duplicates. This results in a vicious cycle of eating more and more due to your own stomach stretching beyond its limits each day.
71. Every hit of your blade against your opponent's weapon makes you both gain 20lbs per hit, the gain getting stronger the more fierce your hit is.
72. Any time you shout, scream or speak too loudly, an unknown voice will tell you to "shut up", shutting and filling out your mouth with fattening cream for the next couple minutes. The weight gained from that is 100lbs.
73. Not moving or standing still makes you fatter / inflates you slowly. The effect stops when you become helplessly immobile or inflated to your limits.
74. You're cursed with extreme unluckiness when it comes to expansion. For example, whenever you use an air tank to inflate, the valve is always guaranteed to break. Most food is guaranteed to be cursed or very fattening. You're more prone to food addictions. Feeder vines are more likely to target you than your teammates and many more.
75. Every night at 10PM, a mischievous ghost will appear to stuff / inflate you full of food, as a part of "Capacity Training Plan". After a week, your capacity triples. If no action is taken, the ghost will only stop after you're able to fit several large barrels of food.
76. Anyone can dictate your weight and shape and your body will adjust itself to the description. Keep in mind you can't go back to being thin if you're already immobile and someone mentions that your body will now be normal.
77. Your body turns any water or similar liquid into very fattening broth with the taste of your choice, upon contact. The more body surface is touching the liquid, the faster it turns (it has its own limits though, just so you don't turn the local lake into a giant bowl of soup).
78. Whenever any food becomes airborne (for example throwing a cupcake or dropping a schnitzel on the ground on accident) it will always somehow either change its

trajectory or ricochet straight into your mouth through sheer “luck” or other shenanigans

79. Every Friday at 9PM a fairy (or more like an inch sized, fat dwarf with glittery, sparkly pink wings) appears before you to announce that you’ve been welcomed to Beer Gut Club. You gain 20 pounds in the stomach area (preferably in a shape similar to a beer gut). It stacks every week if you don’t politely explain to the fairy fella that you don’t belong in that club (but bear in mind that if you retain that weight every week that it’ll be harder and harder to leave it!).
80. Looking at any spherical object inflates you with the amount of air that could possibly reside inside it (for example looking at a decorative balloon will get you a nice belly, but looking at a flying air balloon...).
81. You become practically unmovable, but the force and momentum that touches you, turns into energy upon your body and therefore fat. For example, someone punching you won’t make you even flinch (but you’ll still get damaged), though it will make you gain around a dozen pounds, depending on how strong the punch was. Someone flicking your nose might just make you gain a single pound.
82. Your body is like a vessel: Upon the ‘hull’ being damaged (by a cut or similar), air, water or anything around you will start pouring in, inflating you more and more as time passes, unless you patch yourself up.
83. Depending on the current month of the year, you gain a gained weight modifier equivalent to it. For example, in August you’ll gain 8x more weight than usual, but in January you’ll gain weight normally. The modifier resets and starts again during New Year.
84. One Body Fits All! You’ll always gain enough weight to fit into your clothes just on the verge of bursting through them... unfortunately it doesn’t work back on clothes smaller than you. Good luck trying on different things at the store.
85. Your stomach’s capacity gets stretched to the size of several large barrels. Anytime you get hungry, it’s very hard to stop eating till you’re full.
86. A slab of Troll Meat spawns in your stomach. Troll meat is a type of meat that always regenerates itself meaning more of it is always growing inside you, always making you stuffed and progressively fatter / more stuffed.
87. You’re unable to NOT finish your meal, no matter how big it is.
88. Anything that’s potentially venomous or poisonous to you, bloats you up instead. The stronger the effect, the more you inflate (applies to things even as minor as food poisoning).
89. You end your every sentence with an audible burp that leaves you a bit bloated.
90. You passively absorb mana from other beings, items etc and slowly inflate from it.
91. You permanently gain 100 lbs and cannot burn, exercise or transfer it away.
92. You are fed beyond your limits with food themed after the local environment (for example, being in a forest gets you stuffed with berry pie. Being in the desert gets you stuffed with cacti jam, etc etc. Includes local cultural cuisine too.)
93. Whenever you’re about to sleep, you inflate with enough liquids to make your body become a water bed. The effect goes away in the morning.
94. You gain an enhanced although a twisted sense of smell: Everything edible (even mere bread) smells much much more delicious and everything else just reminds you of the past meals you’ve had.

95. Somewhere in the world, a certain trickster receives your voodoo doll. Randomly through the day, you can feel yourself inflate, get stuffed with food, become bloated, caressed, jiggled etc.
96. You gain 30% of your body's current mass and your fat can be freely formed: With enough force, it can be moved across the body or shaped into a body shape you prefer.
97. Eating certain ingredients makes you into a living keg (for example grapes, potatoes, hops, honey etc). Depending on the ingredient, you inflate with an appropriate alcohol (wine, vodka, beer, mead, etc.)
98. An incredibly sneaky, small goblin always replaces food in your supplies with much more fattening equivalents. It likes to sabotage your potions too or curse your weapons: all with a fattening twist.
99. Your belly button has a very secret function. From now on, if anyone dares to press it you inflate or gain weight til you're completely unable to move. Clicking it again reverts this state, though leaves behind a small trace of 50 pounds or a bit of bloating.
100. You gain an ability to fly. Whenever you wish to do so, your body inflates with enough helium to lift you off, but doesn't deflate back. Maneuvering in this state alone is incredibly hard.
101. (Tower of Heaven exclusive) Once you go over your minimum weight on ALL floors then your new minimum weight becomes the lowest weight of a given floor. (for example if your base weight is 200 pounds, and on every floor you're AT LEAST 220 pounds, then 220 pounds is your permanent base weight, which you can't work off. Permafats, basically).