

TOME OF ENDLESS ROMANCE

MACIEJ WŁODARCZAK

*Love is the greatest quest.
Dedicated to my wife.*

Copyright ©2023 Mobinet

All rights reserved.

Graphics and design: Mobinet Studio

ISBN: 978-83-967533-2-8

First Edition

Find out more games and additional material at:
mobinetgames.com.



CONTENTS

| | | | |
|--------------------------------------|----|---|-----|
| Introduction | 3 | Sawtooth | 68 |
| Romantic Encounters | 4 | Astra Silverfist | 70 |
| Marigold Songweaver | 4 | Tamsin | 72 |
| Lyra Emeraldscale | 6 | Elin Westerlund | 74 |
| Valkia Jotunsdottir | 8 | Rook Vesperia | 76 |
| Plum | 10 | Pearl Nayariss | 78 |
| Odessa Holderman | 12 | Hazel Sunspark | 80 |
| Yotul Sharptooth | 14 | Thalia Radianheart | 82 |
| Beatrice and Janna Goldengrove | 16 | Cetti Goldcrest | 84 |
| Flower Knight Arryn | 18 | Farah Bani Sadr | 86 |
| Rosalind Isolde Ironhart | 20 | Darya Ursa | 88 |
| Lilianna Corvidae | 22 | Elise Orlaith and Maris Sunshard | 90 |
| Petal Stoneheart | 24 | Mosaic Cloudchaser | 92 |
| Scythe | 26 | Caith Aranael | 94 |
| Berry Wildheart | 28 | Aurora Rowan | 96 |
| Primrose | 30 | Ghara Zalk | 98 |
| Halley Ironjaw, „Knuckles” | 32 | Marcelie Merriot | 100 |
| Aurelia Silkwood | 34 | S’sildra the Thrice-Blessed | 102 |
| Lily Aethelreid | 36 | Secrets | 104 |
| General Alzra Arslan | 38 | The Church of Ange | 109 |
| Zaria Dreadheart | 40 | Artifacts of Love | 112 |
| Alesia Karnov | 42 | Oracles and Romantic NPC Generation | 116 |
| Raven Thundercloud | 44 | Answer | 118 |
| Mirielle Gowan | 46 | Purpose | 118 |
| Misty Quickfingers | 48 | Personality | 120 |
| Io | 50 | Eyes | 123 |
| Lucia Wyldwan | 52 | Hair Color | 123 |
| Horo Swiftfoot | 54 | Physical Trait | 124 |
| Mary Juniper Zephiria | 56 | Romantic Trait | 128 |
| Aria Grimaxe | 58 | A Place | 131 |
| Valerie Brimstone | 60 | Usage Examples | 136 |
| Ember Brimstone | 62 | Love and Romance In Your Gaming | |
| Borke | 64 | Sessions | 140 |
| Lady Mira Goldenthal | 66 | | |



INTRODUCTION

ROMANTIC ENCOUNTERS AT THE TABLETOP

Role-playing game supplements focusing on love and romance are as rare as a unicorn and almost non-existent. Biggest publishers cautiously tiptoe around these subjects, afraid of touching adult themes associated with the topic. And unrightfully so, because love can be a fantastic addition to any gaming session, providing characters that feel alive, a genuine and warm storyline filled with sweet embraces, or maybe a dark intrigue weaved by a dangerous yet alluring enemy.

This book aims to fill this gap and is intended for Game Masters. Tome of Endless Romance introduces a full roster of **50 Non-Player Characters**, along with their soft spots, moods, personalities, romantic backgrounds, and quests, each **focusing on love**.

Two kinds of **quotes** are also provided. The ones marked with a heart symbol (♥) denote the moment the character falls in love.

Some personalities harbor **secrets**. They can reveal them once they fall in love or under other circumstances. You will find the secrets at the end of the Romantic Encounters chapter.

These characters are ready to use in your campaign and to take center stage in each adventure related to their quests. There are no statblocks, as the intention is to provide **a system-agnostic RPG supplement** that can be universally adapted across many high-fantasy games, such as Dungeons and Dragons, Pathfinder, Savage Worlds, Numenera and others.

The only stat featured here is a **Passion** rating, ranging from 1 to 6. It conveys the willingness to seek romance and to enter the relationship, emotional intensity, jealousy, and the ways of expressing love.

This book is centered on **female NPCs only**. If you're looking for romance-focused male characters for your adventures, check out the Tome of Endless Romance II.

Volume II will contain another fifty NPCs and suitable oracles, this time featuring men searching for true love – or possibly a brief but fiery romance. The second book will be available soon.

WORLD BUILDING AND TOOLS

The narrative also contains **world-building elements** you can integrate into your games and the setting. These include the Church of Ange, a minor goddess of love, and the archdemon that opposes it. Artifacts of Love are whimsical magical items that are certainly not +1 swords of slaying undead.

The book's second part features **oracles and NPC Generation tables** aimed at romantic encounters. It is an invaluable tool with enormous potential to rapidly build a storyline and provide a romantically inclined female NPC.

Generate romantic stories and characters quickly, with complete instructions and examples provided for the Game Master.

Finally, the essay about how and why will explain reasons and methods for incorporating love and romance into your gaming sessions.

FINAL WORDS

Be aware that this book contains **mature themes**. It is intended for adult players. Some backstories focus on intimacy. Sex is an important part of most relationships, and this volume doesn't shy away from the subject.

As Marigold Songweaver likes to say, love isn't always rainbows and sunshine. This book also features darker undertones. Some characters presented here are downright evil, and others have personal tragedies behind them.

Ensure that all your players are adults. If necessary, skip the parts you deem not suitable for your game.

Have fun with love on the tabletop and in your private life. It is a journey worth taking.





MARIGOLD SONGWEAVER

Celebrity Bard

Race: Human

Class: Bard

Age: 25

Alignment: Neutral Good

Mood: Full-hearted, Insecure

Soft spots:

Marigold is a sucker for warm hugs. A tight embrace can make her feel safe, loved, and cherished, melting away her many insecurities.

The bard waits for that moment when she can let down her guard and heal her emotional wounds with someone who understands her. Her cycle of shallow relationships left her unfulfilled, but she didn't lose hope for real love.

Passion: ●●●●○○

BACKGROUND

Marigold Songweaver, born Tamara Hay, is the daughter of simple peasants from the middle of nowhere. She was discovered by a wandering minstrel who listened to her singing, instantly recognizing her talent. He encouraged Tamara to venture beyond her village, and so she left her backwater home behind.

Tamara quickly rose to celebrity status, thanks to her sweet voice and a knack for composing melodic tales and ballads. But it wasn't always easy for her. She encountered disdain from others when her simple origins were revealed and decided to keep her peasant background hidden.

She assumed the name of Marigold Songweaver, claiming she descends from a family of renowned bards far in the Western Isles.

Marigold fame blew up quickly. Her charming singing and captivating performances have turned her into a sensation.

Taverns and venues are packed to the brim whenever she takes the stage, and she has many admirers. She usually sings about the passion of love and the pain of heartbreak. Some claim that the bard draws inspiration from her inner struggles, but when asked about it, she just laughs it off and waves her hand in denial.

PERSONALITY

Despite her fame, she is vulnerable. Marigold feels like an imposter, believing her true self is inadequate. She can't admit that she owes her success to her talent and hard work. While she is always happy and cheerful on the inside, deep down, she thinks: "I'm not good enough."



Her shame of being an illiterate farmer's daughter doesn't help with her fear of rejection and judgment.

She is afraid that someone will uncover her commoner roots someday, leaving her in disgrace and ending her career as a celebrity bard. Marigold drowns her low self-esteem in romance, constantly chasing new love and trying to fill the emptiness within her heart.

Unfortunately, her fear of rejection drives her to make hasty and bad decisions, leading only to heartbreak and tears.

ENCOUNTER

Marigold can be found in large taverns or town grand halls, where she performs. She is in the center of attention, and exhibits great energy while singing.

QUEST

Marigold needs rest! The relentless schedule of daily performances left her physically and emotionally drained. Sleepless nights and constant travel can take a toll on anyone. To escape the pressures of fame, she decides to take a well-earned holiday. She heard rumors about the legendary Verdant Glade in the heart of the Great Forest, supposedly the most beautiful and magical place in the world. She wants to see the Glade and get inspiration for her musical compositions. Knowing the journey to this place will be dangerous, Marigold hires the party as guards for the expedition.

Along the way, the party will have to fend off attacks from gnolls, goblins and other beasts, protecting the Marigold. The travel will be an opportunity to see the wonders of nature —majestic waterfalls, vibrant flowers, and huge trees reaching for the skies, leaving the bard in constant awe and amazement. She had never seen such beauty!

The party will finally get to the heart of the forest. In the shade of the ancient trees, the elven elder greets them, revealing the truth: the Verdant Glade is a myth. It's a place of inspiration that exists within the hearts of those who seek it.

But Marigold is far from disappointed. Now that is a story she can sing! This is exactly what she needed!

Marigold returns to the stage, rejuvenated and inspired. The bard rewards the party in gold for their help and adds lifetime free tickets to her performances. And she's happy she made new friends.

♥ ROMANCE

Marigold Songweaver's romances have been a series of disappointments and bad luck. All the relationships she's pursued ended in heartbreak.

She attracts men who want to bask in her fame or take advantage of her financially. Her desperation for love led her only to toxic relationships and brought her woes. The bard just couldn't find the right man.

Her experiences with failed relationships have made her guarded and hesitant to open her heart once more, but she can fall in love again. It will not happen overnight.

The adventurer must earn Marigold's trust, showing her loyalty, empathy, and genuine interest she never received. Small acts of kindness and sincere intentions will deepen the bond built on trust. Being a shoulder to lean on during tough times will strengthen the connection even more. It would be the first time the bard would receive support and understanding.

Her ultimate sign of affection will be revealing her real identity on one starry night. She will even ask to be called by her real name, just not in public. From that point on, Tamara will fully accept her newfound love. She will become a loyal and devoted girlfriend.

QUOTE

"Love isn't always rainbows and sunshine; sometimes, it's messy and challenging. But I wouldn't trade it for anything in this world, I guess."

♥ QUOTE

"You can call me Tamara, okay?"





LYRA EMERALDSCALE

Dragonborn Mage

Race: Dragonborn

Class: Wizard

Age: 99 (Human Years: 29)

Alignment: Lawful Neutral

Mood: Uneasy, Rejected

Soft spots:

Rejected, Lyra turned her attention to familiars. These small magical creatures are always loyal and eager to help her in her research, being handy in her mystical work.

The red dog accepts her unusual appearance and loves her unconditionally. The talking crow isn't startled by her looks. The bird even brings Lyra sparkling tokens sometimes. Unlike many people, familiars don't judge.

Passion: ●●●○○○

BACKGROUND

Lyra Emeraldscale is of mixed blood. Her mother was a human sorceress. She fell prey to the seduction of a green dragon disguised by magic, who took the form of a charming elven prince.

The affair was brief. The dragon was fickle and amorous, and he soon abandoned his lover. The dragon left Lyra's mother with a broken heart and bearing his child. The sorceress decided to carry on and raise her daughter as best as she could.

Treated as an outsider from her birth, Lyra experienced prejudice. No one liked this odd child with green scales and a natural affinity to magic, both things inherited from her draconic father.

People were never kind to her. Mean remarks were exhausting and wrecked her confidence.

As a kid, she was taunted and bullied by other children. She was asked, "Why's your dad a dragon? Is he too ugly to show his head?"

It didn't help that her mother was judged, too, especially by other women. Even as an adult, Lyra is sometimes unwelcomed in a village she passes by, and seen as "unnatural" and "tainted."

Despite her impressive magical abilities, she constantly questions her self-worth, fighting with feelings of not being accepted.

PERSONALITY

Lack of support from anyone besides her mother made Lyra independent. The dragonborn is driven to prove herself, often throwing herself into adventures and perfecting her magical skills.

Beneath this exterior, she carries the weight of doubt and wants to be accepted.

