

"Be not the one who throws the first stone, but the one to throw the last."



# A RIVAL FOR EVERY CLASS

## SCROLL OF MALEVOLENCE #052

PROPHESIED BY THE CULT OF DOOM,  
those brothers and sisters who pay an unholy titling

1. {Artificer} A spoiled {but undeniably brilliant} child of a famous inventor who revels in finding petty ways to "improve" upon your "flawed" designs.
2. {Barbarian} A heavily scarred half-giant who believes your "rage" is nothing more than a temper tantrum and that you don't know what real anger is.
3. {Bard} A member of your graduating bardic class who you catch captivating a crowded tavern with a song they stole from your own compositions.
4. {Blood Hunter} A hunter from within your own order believes you are a mutant spy and you must be killed to ensure your order's secrets don't get out.
5. {Cleric} A priest of your faith who's spent their life believing themselves to be the chosen champion of your god, but your mere existence is threatening that idea.
6. {Druid} An automaton inventor who believes technology can finally put an end to many of nature's cruelest concepts such as "survival of the fittest" or "scarcity."
7. {Fighter} A folk hero of a town not far from your own who feels trapped in your shadow. They challenge you to petty competitions any chance they get.
8. {Monk} A young monk who was banished from your monastery has returned and will not rest until all of you have bent the knee to their new master.
9. {Paladin} A knight of your order who learned of your dark secret and believes you are not worthy to bear the order's crest nor uphold the oath you once swore.
10. {Ranger} A ranger from your home forest who blames you running off on adventures as the reason it has become infested with ghosts, giant spiders, and other ghouls.
11. {Rogue} A street urchin who uses their exceptional thievery skills to harass and poke fun at the local thieves guild members who "take themselves too seriously."
12. {Sorcerer} A mad scientist claims to have discovered a "cure" for sorcerers and is working hard to distribute it to every corner of the realm.
13. {Warlock} A powerless mortal who's always wanted the blessings of the character's patron and will do anything to steal it from the hero.
14. {Wizard} A classmate from wizarding college who is convinced there is some sort of secret "final exam" that requires they defeat you in a magical duel.