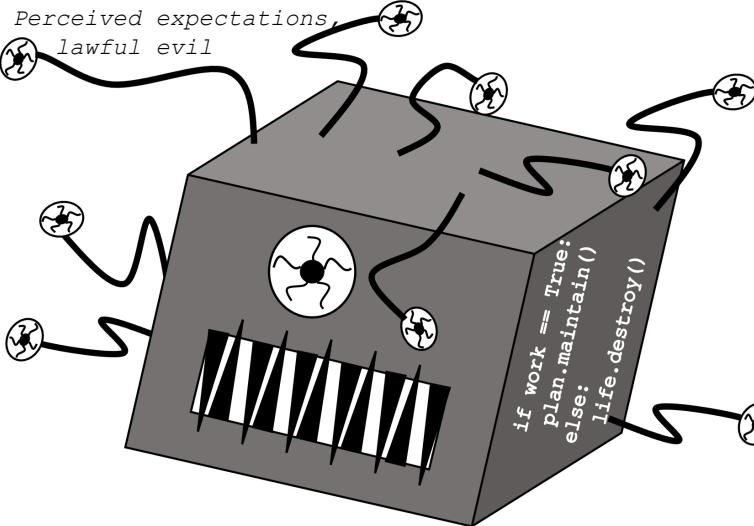


BEHOLDER OF PRODUCTIVITY



Armor Class 18 **Hit Points** 95 **Speed** 5 ft.
STR 12 (+1) **CON** 19 (+4) **WIS** 10 (+0)
DEX 6 (-2) **INT** 15 (+2) **CHA** 7 (-2)

Idle The beholder watches from the shadows, monitoring productivity. If all PCs within line of sight are actively working, the beholder will not engage.

Actions

Stress Ray The beholder catches you taking a break. Roll 1d6, multiply by 10, and lose that % HP, rounded down. DEX check to avoid Speed -5ft. Unblockable if PC is gazing out of a window.

YOUR MONSTER HERE:

Speed
WIS
CHA
HP
CON
INT
AC
STR
DEX

HORDE OF UNAPPEASABLE UNDERGRADS

Surprise TA assignment, true neutral



Armor Class 8 **Hit Points** 80 **Speed** 15 ft.
STR 9 (-1) **CON** 10 (+0) **WIS** 8 (-1)
DEX 17 (+3) **INT** 14 (+2) **CHA** 15 (+2)

Amnesia While engaged with the horde, you forget all you thought you knew about oceanography, giving disadvantage on CHA and WIS checks.

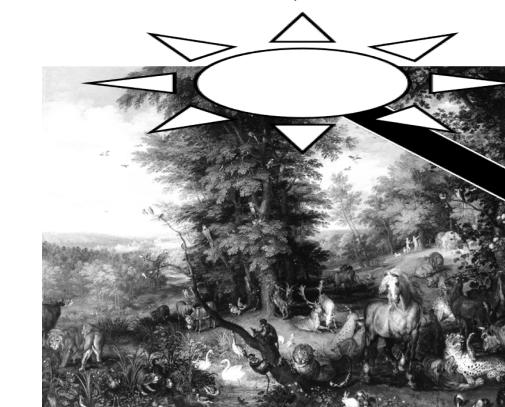
Actions

Inquest The horde asks unanswerable questions, bearing no relation to the course. 3d4 psychic damage.

Office Hour The horde shows up 50 minutes into office hours to lob questions. 1d6 ranged damage.

DISTRACTION GOLEM, SUNNY FORM

Weather construct, chaotic neutral



Armor Class 13 **Hit Points** 72 **Speed** 500 ft.
STR 15 (+2) **CON** 16 (+3) **WIS** 10 (+0)
DEX 7 (-2) **INT** 10 (+0) **CHA** 14 (+2)

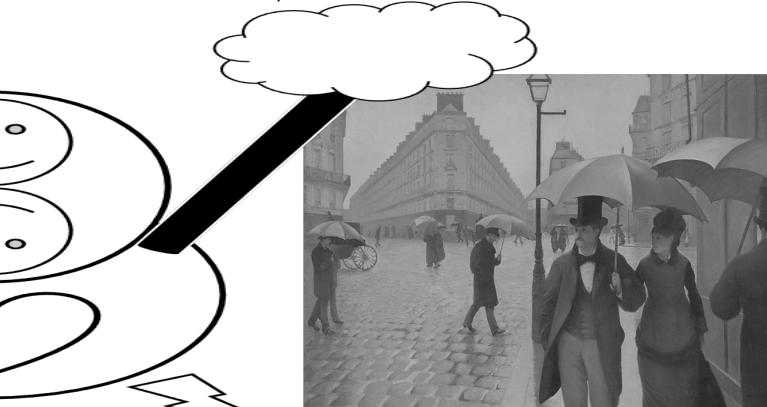
Heat Wave You can't resist the sun's call, leaving your work behind and basking in its rays. Recover 1d6 per turn, but other enemies attack with advantage.

Actions

Inbox Roll 1d20. IF <5, your advisor emails you: "come to my office." Take 1d4 psychic damage and you are frightened. ELIF >15, you see an out-of-office reply from your advisor. Gain inspiration.

DISTRACTION GOLEM, GLOOMY FORM

Weather construct, chaotic neutral



Armor Class 13 **Hit Points** 72 **Speed** 500 ft.
STR 15 (+2) **CON** 16 (+3) **WIS** 10 (+0)
DEX 14 (+2) **INT** 10 (+0) **CHA** 7 (-2)

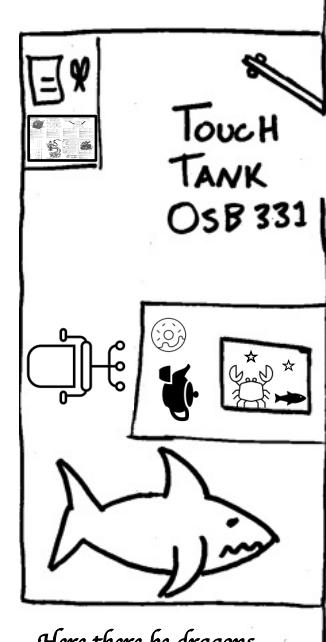
Drizzle The winter drear wears you down, leaving you no choice but to curl up in a blanket with a cuppa. Recover 1d6 per turn, but other enemies attack with advantage.

Actions

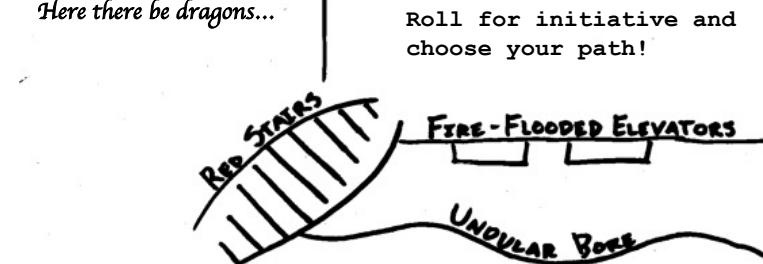
Flood Roll 1d20. IF <5, the walls of MSB weep with rain water and the target's hard drive fries. Take 1d4 psychic damage and you are frightened. ELIF >15, find long-lost favorite mug. Gain inspiration (and caffeine!).



THE ADVENTURE BEGINS!



Here there be dragons...



Roll for initiative and choose your path!

You find yourself in a strange building, fraught with hazards: on one side, a flame-flooded elevator bank, on the other, a wall distorted into an undular bore. But look! A red staircase leading up to a landing with many doors, behind which untold adventures await! Warm light streams from an office with a sign that reads, "Touch Tank, OSB 331". It appears to be a safe harbour for weary travelers in the World of Grad School; all are welcome here.

You make a note of it for later and prepare to start your quest. You will encounter both friends and Monsters, and this guide will surely help you on your way...

Actions

Multiaction The hydra makes one melee attack per head, starting at 3.

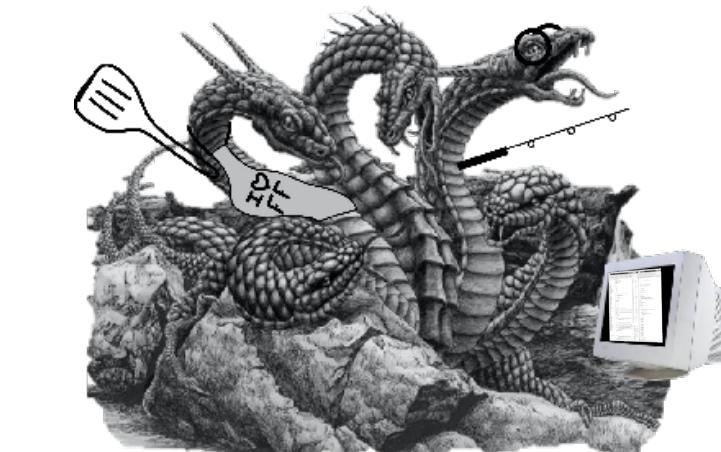
Classes 1d4 piercing damage.

First Friday 1d4 piercing damage.

Research 1d4 piercing damage. CON exhaustion check.

FIRST YEAR HYDRA OF OBLIGATIONS

Large serpent of fatigue and mania, chaotic evil



Armor Class 15 **Hit Points** 35 **Speed** 30 ft.
STR 18 (+4) **CON** 10 (+0) **WIS** 7 (-2)
DEX 16 (+3) **INT** 7 (-2) **CHA** 5 (-3)

Regeneration The expectations set on you are manifold. For every task accomplished, two more rise in its place, granting the hydra an additional attack.

Actions

Multiattack The hydra makes one melee attack per head, starting at 3.

Classes 1d4 piercing damage.

First Friday 1d4 piercing damage.

Research 1d4 piercing damage. CON exhaustion check.