

## GREYMON

Large beast (champion), unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	11 (+0)	16 (+3)	12 (+1)

**Saving Throws** Str +10, Wis +7

**Skills** Athletics +10, Intimidation +5, Perception +7

**Damage Resistances** bludgeoning, piercing and slashing  
damage from nonmagical weapons, fire, radiant

**Senses** passive Perception 17

**Languages** Common, Digi-Common

**Challenge** 9 (5000 XP)

**Horn Impulse.** If the Greymon moves at least 20 feet straight towards a creature and then hits it with a Great Horn attack on the same turn, the attack is a critical hit on a 19 or 20 and deals an additional 9 (2d8) piercing damage on a hit.

### ACTIONS

**Multiattack.** The Greymon makes 3 attacks, 2 with its claws and then 1 with either its Great Horn or Nova Blast.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 13 (2d6+6) slashing damage.

**Great Horn.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.  
*Hit:* 15 (2d8+6) piercing damage. On a critical hit, the target is impaled on the Greymon's horn. The creature is grappled (escape DC 18) and take 6 (1d10) piercing damage at the start of each of its turns until it escapes. The Greymon can only grapple up to 3 creatures in this way.

**Nova Blast (Recharge 4 - 6).** *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target.  
*Hit:* 33 (6d10) fire damage.

### Greymon Skull

**Shield, uncommon (requires attunement)**

You gain an additional +1 to AC, and a +1 to attack and damage rolls made with this shield as a weapon. This heavy skull has been modified to create an intimidating shield that has some offensive capabilities. Attuned creatures can make an attack with this weapon and are considered proficient with it. On a hit, the shield deals 1d8 piercing + your Strength modifier damage. It is considered an improvised weapon for non-attuned creatures. Because of its weight, only creatures with a Strength score of 15 or greater can wield it effectively. Creatures below this score attempting to use it gain no benefit to AC and attacks made with the shield are done so at disadvantage.



# Greymon Fiery Icon

Greymon are imposing dinosaur Digimon. With a beetle-like skull plate, impressive claws, and an explosive breath weapon, few who face off against this Digimon come out the victor. Despite their appearance, Greymon are not simple beasts. They possess a keen intelligence that allows them to dominate their foes with ease. All this power can be turned against a Greymon if they are tricked into a rage though. If overcome with fury, they may begin making grave mistakes in quick succession and resort to their raw power to finish a fight. Unfortunately for the Greymon, this is not particularly hard to do. Unfortunately for the attacker, this usually results in the Greymon digivolving to a more vicious evolution.

**Variable Forms.** Greymon have many different forms, not just in further evolutions. The vast worlds and timelines of the Digiverse have forced Greymon to adapt in many ways. Greymon can even be influenced by the power of their bonded trainer in some cases, becoming a variant that reflects their trainer's personality and will. Because of the vast differences within the Greymon family, it would be unwise to assume any individual Greymon is anything like another.