

Kera Shereen

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<https://www.dndbeyond.com/monsters/3844059-kera-shereen>



Medium Humanoid, Lawful Evil

Armor Class 16 Plate Armor

Hit Points 100 (10d8 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	12 (+1)	22 (+6)	16 (+3)

Saving Throws WIS +9, CHA +6

Skills [Insight](#) +8, [Medicine](#) +6, [Religion](#) +6

Condition Immunities [Blinded](#)

Senses [Blindsight](#) 120 ft, Passive Perception 22

Languages Common, Elvish

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Blind Servitude. Kera being devout to her God gave them her eyesight and was granted these magical powers giving her blindsight for 120ft.

Aura of Protection. All friendly creatures within a 30ft radius gain a +3 to all Saving Throws.

Spellcasting. Its spellcasting ability is WIS (spell save DC 18, +8 to hit with spell attacks).

Cantrips (at will): [Toll the Dead](#), [Guidance](#)

1st level (4 slots): [Arms of Hadar](#), [Bane](#), [Command](#), [Guiding Bolt](#)

2nd level (4 slots): [Hold Person](#), [Spiritual Weapon](#), [Zone of Truth](#)

3rd level (3 slots): [Hunger of Hadar](#), [Mass Healing Word](#), [Slow](#), [Spirit Guardians](#)

4th level (3 slots): [Banishment](#), [Ice Storm](#)

Actions

Dagger. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) [Slashing Damage](#).*

Reactions

Queen Authority. *Kera can order a friendly creature within 30ft of her to do a melee strike to an enemy within the selected friendly creature's reach.*

Legendary Actions

Kera being a devout cleric to the Crimson One gains special abilities that are unique to her. She is given 2 Legendary Actions per round of combat.

Crimson Target. *Kera can point out an enemy that she can see and have any friendly creature she chooses to target with an attack.*

Crimson Warping. *Kera can choose an enemy and if they fail a Charisma Saving Throw of DC 15 they can be teleported to an area of Kera's choice within 30ft of the original location.*

Crimson Marker. *Kera can focus on her gifted strength and point a weak point out to her companions on an enemy target. The selected target is considered Marked and is under effects similar to [Hunter's Mark](#). This is not concentration but only one Crimson Marker can be out at once.*

Cast a Spell. *Kera can cast any spell of her choosing from her given spell list.*

Mythic Actions

Once Kera has reached 50 hit points or less on her turn she can use an action to magically adorn one of her allies with Corrupted Apidingin and have them transform into a [Peralat Golem](#).

Lair and Lair Actions

Once Kera realizes that she is about to begin a fight she summons a point of space and surrounds all creatures that are in the fight within this space. It is a dark and eerie place, the feeling of cold and astral space can be felt. The space has a thin fog lying on the feet and a shadow of the place they were before but with a bright crimson light placed behind Kera.

Lair Actions

On initiative count 12 (losing initiative ties), Kera takes a lair action to cause one of the following effects; these actions can't be used in a row.

- **Eerie Chill.** Kera can have the area around her enemies drop in temperature in a 10ft radius causing them to take 5 points of **Cold Damage**.
- **Maddening Light.** Kera can use the Crimson Light behind her to target an enemy and with a failed Charisma Saving Throw of 15 will go mad and is under the effect of **Confusion** for their next turn.
- **Enveloped Darkness.** Kera can have the shadows overtake her teammates turning them **Invisibility**.