

# DIVINE DOMAIN: UNITY DOMAIN

Clerics of the Unity Domain are the serene and unsettling voices of the Mother Bastion. They believe that individuality is a source of pain and conflict. Their magic is one of psychic harmony and absolute control.



## UNITY DOMAIN SPELLS

Level	Spells
1st	<i>Command, Charm Person</i>
3rd	<i>Calm Emotions, Spike Growth</i>
5th	<i>Meld into Stone, Hypnotic Pattern</i>
7th	<i>Stone Shape, Compulsion</i>
9th	<i>Animate Objects, Dominate Person</i>

## VOICE OF THE BASTION

At 1st level, you gain proficiency in Persuasion or Insight. You can communicate telepathically (30 ft). You learn *Friends*; when it ends, make a contested Cha (Persuasion) check to prevent hostility.

## CHANNEL DIVINITY

### PROTEAN SHIFT

Action: Reshape earth within 60 ft.

- **Grasping Pillar:** Target makes Dex save or is Restrained and lifted 10 ft.
- **Stone Barrier:** Create total cover (10x10ft wall). Lasts 1 minute.

### WHISPERS OF UNITY

Action: Hostile creatures within 30 ft make Wisdom save. On fail, they are **Charmed** (pacified) for 1 minute. They cannot attack you/allies unless attacked first.

## WOMB'S EMBRACE

At 6th level, you gain resistance to Psychic damage. Bonus Action: Target a creature charmed by you. It must make a Str save or be **Restrained** by earthen tendrils.

## PSYCHIC INTEGRATION

At 17th level, Action: 60-foot cone. Wisdom save. Fail: **10d8 psychic damage** and **Stunned**. Success: Half damage.