

# Cleric - Truth Domain

Clerics of the Truth domain are devoted to the absolute and uncompromised truth, no matter how uncomfortable it might be. They spend their years researching and uncovering secrets about the universe. Fascinated by magic, their eyes allow them to see through illusions and curses, seeing things for what they truly are.

Truth sayers as they are called, are often used as envoys in negotiations, as they can always see through lies, and cannot lie themselves. This status often makes them pariahs in societies, as rare are the ones ready to hear the unabashed truth.

## Truth Domain Spells

Cleric Level	Spells
1st	<i>detect magic, faerie fire</i>
3rd	<i>moonbeam, zone of truth</i>
5th	<i>dispel magic, remove curse</i>
7th	<i>divination, locate creature</i>
9th	<i>commune, dispel evil and good</i>

## Absolute Truth

Starting at 1st level, you always know if you hear a lie. In exchange you can never utter a lie. If you try to, the words do not come out.

## True Gaze

Also at 1st level, you gain proficiency in either Investigation or Insight. In addition you have advantage on Investigation checks made to discern through Illusions, and gain a +5 bonus on saving throws made against Illusion spells.

**Monkey Note:** It is a +5 bonus, instead of advantage, so that the DM can add it behind the screen without informing the players and potentially ruining the purpose of the Illusion.

## Channel Divinity: Expose Reality

Starting at 2nd level, you can present your holy symbol to expose all. You emit a pulse of a divine magic as an action. All creatures in a 15 feet radius centered on you that are under the effect of a spell or curse must succeed on a Wisdom saving throw. On a failure you learn which spell or curses are affecting them. Choose one creature that has failed the save, you can choose to end one of the spells that it is affected by, if it is of a level equal to your Proficiency bonus or lower.



## Sacred Sight

Starting at 6th level, you can imbue your eyes with holy powers. As a bonus action, you gain Truesight until the start of your next turn. You can use this ability a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

## Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## Revelation

Starting at 17th level, you can use your action to activate an aura of truth that lasts for 1 minute or until you dismiss it using another action. While the aura is active you are under the effect of the *antimagic field* spell, but it doesn't affect any of your spells or abilities. Once you've used this ability, you can't do so again until you complete a long rest.

Art by Dean Spencer

