Kami domain

Many spirits wander the world of Soburin—in addition to the tsukumogami that have become commonplace since the return of the Mists of Akuma, there are also ethereal beings known as kami. Divine scholars devoted to understanding, assuaging, or destroying these magical creatures gain superlative abilities to deal with them, making them true warriors of the supernatural.

Table: Kami Domain Spells
1st sanctuary, unseen servant
3rd invisibility, see invisibility
5th blink, nondetection
7th faithful hound, secret chest
9th animate objects, contact other plane

Kami Companion

When you choose this domain at 1st level, you find a kami spirit that becomes your companion. You may cast the find familiar spell to summon your kami spirit. Unlike a normal familiar, your kami companion can never deliver touch spells. It gains the following traits:
Etherealness. Your kami companion enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can’t affect or be affected by anything on the other plane (other than you).
Ethereal Sight. Your kami companion can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
Incorporeal Movement. Your kami companion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Kami Defenses. Your kami companion is resistant to acid, fire, lightning, and thunder damage, as well as bludgeoning, piercing, and slashing damage from nonmagical weapon attacks. It is immune to cold, necrotic, and poison damage, and it is immune to the charmed, exhaustion, frightened,

grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.

Channel Divinity: Fortify

Starting at 2nd level, your kami companion can use its action to activate your Channel Divinity to relieve you of one of the following conditions: charmed, frightened, poisoned, or prone.

Blessed Awareness

Beginning at 6th level, your kami companion can use its action to share a shred of its supernatural senses with you, granting you blindsight to a range equal to your proficiency bonus times 5 feet until the end of your next turn.

Improved Fortify

At 8th level, your kami’s ability to relieve conditions improves. It is now able to affect creatures other than you with its fortify ability and it can relieve these additional conditions: grappled, paralyzed, or restrained.

Spirit Monster

Starting at 17th level, you and your kami companion can each spend an action to transform into another creature as though using the true polymorph spell. It can spend an action to return to its normal form. Your kami companion can remain in a transformed state for a number of rounds equal to your proficiency bonus plus your Wisdom modifier. You regain expended uses when you finish a long rest.

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