

The Colossus

Many warlock patrons seek to destroy or change the world. The Colossus, however, is a being who desires only one thing: to protect. Most Colossi who give their immense power to a mortal are no longer operational, their earth-shaking footsteps no longer resound throughout the land. As such, they remain dormant and unmoving, becoming mere landmarks over time.

Yet, a flicker of unyielding resolve remains. No matter how small, the fuel that once made them walk has immense power. It may be a massive heart of flame, the blood of the gods, or something else entirely. However the Colossus granted you their power, from then on you became a walking bastion, protecting the weak and defending those who aid you.

Expanded Spell List

The Colossus lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Colossus Expanded Spells

Spell Level	Spells
1st	Heroism, Shield of Faith
2nd	Enlarge/Reduce (Enlarge Only), Warding Bond
3rd	Leomund's Tiny Hut, Magic Circle
4th	Death Ward, Otiluke's Resilient Sphere
5th	Circle of Power, Wall of Force

Unyielding Guardian

At 1st level, you acquire the training necessary to protect you and your comrades. You gain proficiency with medium armor, heavy armor and shields. Warlocks of the Colossus often stylize their armor in the visage of their patron, albeit much smaller.

In addition, You can defend against the strikes of those who wish to harm your allies. As a reaction to a creature rolling an attack roll against an ally within 5 feet of you, you can add a bonus to their AC equal to your Charisma Modifier, possibly causing the attack to miss. This bonus lasts only for the triggering attack. You can use this feature a total of 3 times before taking a short or long rest. When you reach 6th, 10th, and 14th level in this class you can use this feature an additional time before taking a short or long rest.

Designated Defender

Starting at 6th level, you gain the ability to partially deflect the damage of an attack. As a reaction to an ally within 30 feet of you taking damage, you can grant them resistance to all damage dealt by the source. This resistance ends immediately after the source of damage. You can't use this feature again until you finish a short or long rest.

Immovable

Starting at 10th level, you are exceptionally fortuitous, both in holding your ground and maintaining your mind. You gain immunity to the frightened and charmed conditions, and as a bonus action, you can enter a stalwart stance. Until the start of your next turn, you cannot be forced to move against your will, and you cannot be knocked prone.

Perfect Bulwark

Starting at 14th level, you can enter a state of pure abjuration magic, becoming the ultimate defender of all you believe in. As an action, you can enter this state and you gain the following benefits for a minute.

- You have resistance to bludgeoning, piercing, and slashing damage.
- You regain 10 hit points at the start of each of your turns.

Once you use this feature, you can't use it again until you finish a long rest.

Eldritch Invocations

Pact Shield

Prerequisite: Pact of the Blade feature, proficiency in shields

When you create your pact weapon, you can also create a pact shield in your other hand. Your shield follows the same restrictions and features of your pact weapon, including turning a magic shield into your pact shield.

Improved Pact Shield

Prerequisite: 5th level, Pact Shield invocation

You can use any shield you summon with your Pact Shield invocation as a spellcasting focus for your warlock spells.

In addition, you gain a +1 bonus to your AC while wielding your Pact Shield, unless it is a magic shield that already has a magical bonus to AC.

Helpful Aegis

Prerequisite: Pact of the Chain feature

Your familiar can use its reaction to impose disadvantage on an attack roll against a creature within 5 feet of it, possibly causing the attack to miss.