



COLLECTORI

Skitter pulled absentmindedly with the stitches on her arm as she peered around the corner into the Nobleman's Office Study. Places like this were always full to the brim with little treasures - fountain pens, lost keys, occasionally even a forgotten ring or broach - but she knew all too well that they held danger to a tiny creature like herself. She patted the tightly bound scroll strapped to her back, just to be sure it was still there, and as soon as the coast was clear, bolted for the door.

One of the housemaids saw her dashing down the hall, and screamed, but the poor girl fainted as quickly as she had let out the cry, and with any luck Skitter could be up the radiator and out the window before the other servants arrived and woke her up. But then she saw it: A glittering dollhouse key, lost beneath the footings of the china cabinet on the far side of the room. Oh how that would look next to the cracked reading glasses in her nest! She had to have it!

She changed her course and darted for the key, hiding herself underneath the walnut case just as the chef and servant boy came rushing into the room. While the cook roused the maidservant with a handful of smelling salts, the small boy crept down on all fours, searching for the intruder. Their gazes met, and she locked eyes with the boy, raising a finger to her buttonhole lips, and hoping to dear gods that he child understood why she was here

INADVERTENT CREATIONS

Collectori are somewhat unique among other races. Where Humans or Elves might have been set upon the earth by gods, and Constructs such as Soul-Stitched created by men, Collectori simply... Come to be. In places where magic and spellwork are in abundance, sometimes the remains of a poorly worded spell or slightly off-cast ritual will find their way together. This ambient magic, with enough time, often finds its way into an object or collection, slowly gathering more arcane leftovers until a mote of life is born.

Little more than an animated scrap of cloth, or few scattered nuts and bolts, these "Motes" as they are called are still fragile, and spend the earliest parts of their "life" collecting whatever discarded odds and ends they find laying about. For some this means the forgotten set of lock picks and a few broken splinters of wood. For others, it might be the Scattered remains of a rat who died long ago within the walls. Whatever the case, with each bit or bob that a Mote collects, they develop more of an identity. If a Mote manages to avoid the dismissive magics of larger creatures for long enough, It will eventually form this collection into a small body of it's own, becoming a Collectori.

OBSESSIVE COLLECTORS

Collectori never stop gathering discarded bits of this or that to add to their hoard of mismatched items, and their obsessive collecting sometimes borders on thievery. If a Collectori chooses to build a home, or nest, it will undoubtedly be filled with every manner of strange and unusual objects - broken or otherwise - which they have collected on their journeys. Be it bits of string, or the displaced arms and legs from a doll maker's workshop, Collectori take great pride in their collections and when given the chance will spend undue amounts of time sorting and organizing their hoard in ways that only make sense to them. It is not uncommon for Collectori to replace pieces of their body with newer, more interesting objects from their collection, and they are always interested to see what newfangled parts they can add.

COLLECTORI IN SOCIETY

Born haphazardly and alone, Collectori rarely gather together in any number - in fact two Collectori in close proximity will often become fiercely territorial over their respective hoards. Among other races, Collectori often find it easier to make friends with children who are closer to their own size and sometimes view them as wonderful playmates, than adults, who widely see them as pests and thieves. Among wizard schools and magical colleges, where one might expect the most Collectori to form, Motes are often extinguished by effects such as *Dispel Magic* before they ever have the chance to form a body of their own.

Most Collectori find it safer to hide in the shadows, or make their nests in the walls or attics of abandoned buildings. But sometimes the thirst for new objects to add to their collection will drive an individual out of the relative safety of their homes and into a life of adventure. As such, Collectori adventurers are rare, but not unheard of.

COLLECTORI NAMES

Collectori names are as varied as their owners, but often lean towards onomatopoeia. Most Collectori name themselves, either by mashing together sounds they find fun to say, or picking the name for an object they find particularly exciting. Others will get their names from small children with whom they have formed friendships, often right under the noses of the adults that would see them swept out with the evening filth.

Bon-bon, Fwoosh, Gizmo, Mimi, Mr. Bones, Nein, Patches, Ragamuffin, Scoot, Switch, Twisnizzler, Zeeper



COLLECTORI TRAITS

An animate collection of discarded items, as a Collectori you gain the following traits.

Ability Score Increase. Your Dexterity score increases by 2

Age. The magic which animates a Collectori can be unpredictable. And while many fade away after a few short years, others might continue living for centuries or even longer. As a general rule of thumb, the more magic a Collectori is surrounded by, the longer they are likely to live

Alignment. Some Collectori are scattered and moral complex, while others are as lawful and ordered as their collections. As a whole the race holds to no specific alignment.

Size. The leftover magic that holds a Collectori together falls apart at larger scales. Your size is Tiny

Speed. Collectori are quicker afoot than one would expect from such a delicate creature. Your base walking speed is 30 feet.

Darkvision. Made of found objects and lost pieces, collector eyes are rarely eyes at all, and collector do not see in the way that other creatures do. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Living Collection. Your body is a collection of odds and ends which you have collected. You are immune to poison and disease, but only recover half the amount of hit points from spells, consumables, and class features. You do not need to eat or breathe, although you can ingest food and drink if you wish. Instead of sleeping, you may choose to remain in an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Magical Absorption. Collectori are held together by magical leftovers, and inherently absorb the magic around them in order to restore themselves. When you succeed on a saving throw against a spell or magical effect, you may spend your reaction to absorb some of the residual magic and regain hit points equal to your constitution modifier.

Antimagic Susceptibility. You are incapacitated while in the area of an antimagic field. If targeted by dispel magic, you must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Hide in Plain Sight. Being made up of leftover bits and bobbles has its advantages. While you remain motionless, creatures must succeed on a DC 15 perception, investigation, or arcana check to recognize you as a living creature.

False Collapse. Once per day when you take damage that would reduce you to 0 hit points, but not kill you outright, you may instead choose to be reduced to 1 hit point and fall limp, as though under the effect of the *Feign Death* spell. This effect lasts until you choose to end it as a bonus action on your turn.

Languages. Common and a choice of one other.

ASSORTMENT

The items a Collector is made up of affects not only their appearance, but often their nature and abilities. While a single Collector may be made up of any number of different types of parts, their "Assortment" generally refers to the most abundant type of object making up a particular individual. Listed below are some of the most common assortments.

DOLL PARTS

Collectors made up mostly of doll parts most often resemble tiny humans in appearance, and are commonly more friendly or sophisticated than others of their kind. Others tend to be more uncanny than they are sociable.

Ability Score Increase. Your Charisma Score score increases by 1

Doll-like Movements. Your movement can be either elegant or unsettling depending on the situation. You gain proficiency in your both persuasion and intimidation.

SCRAP PARTS

Most collectors are a haphazard collection of odds and ends they found interesting or useful. Such individuals are often disjointed in personality as well, and have a knack for putting things together or taking them apart.

Ability Score Increase. Your Dexterity Score score increases by an additional 1

Improvised tool. Your body is made up of so many different parts, you always have something you can use for the task at hand. As a bonus action on your turn, you can improvise any tool or weapon you are proficient with, as long as it is of a size smaller than your body

TINY BONES

Some Collectors choose to build their bodies from the scattered bones of small animals like birds and rodents. While morbid in their curiosity, these Collectors often seem to share certain mannerisms with the animals they are made up of.

Ability Score Increase. Your Wisdom Score score increases by 1

Animal Memory. You have an odd connection to the animals who's bones make up your body. You can communicate with natural beasts and animals as if you share a language, and have advantage on nature and survival checks made with the assistance of such creatures.



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A SPECIAL THANKS

To My friends and players, who have helped me playtest and fine-tune this class

To My wife, who has put up with my obsessive work.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

IMAGES IN ORDER

Alchemy Lab - Source unknown
Please contact me if you can identify the artist!

GuaGua - Yan Liang
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Scarecrow - Claudio Casini
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(This Image has been heavily edited, to better reflect it's use in this homebrew)

Stitch Punk Challenge - Ben - Acrosanti
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Clockwork Mage - Damien Mammoliti
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TINY RACES

Every DM seems to have their own rules for tiny races. Below are listed the things the DMG has to say about them, followed by my own additions.

DMG

A creature has disadvantage on attack rolls with a weapon that is sized for a larger attacker. The DM can rule that a weapon sized for an attacker two or more sizes larger is too big for your to use at all.

You can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

The target of a grapple must be no more than one size larger than you, and it must be within your reach.

Tiny creatures can carry less. For each size category Below Medium, halve the creature's carrying capacity and the amount it can push, drag, or lift.

CLOCKWORK'S OPTIONAL RULES

Creatures have disadvantage to hit targets two or more size categories smaller than themselves (including you!)

Tiny creatures can only wield weapons with the light property, and do not gain the other benefits of this property. Additionally, tiny creatures must wield Versatile weapons in two hands, and these weapons only deal their basic damage rather than their versatile damage

Tiny creatures may occupy and move through allies spaces with no penalty to their movement, and may used a grapple check to cling onto or climb medium or larger targets.