

Music is an integral part of the magic, literal and figurative, of Dungeons and Dragons. Yet only one class is typically associated with music: the bard. Here I will attempt to show off example builds of musically-inclined characters from each and every class. And without further ado, 1, 2, 1, 2, 3, 4!

## Artificer - Cainryn Cluster, Luthier Extraordinaire

Artificers are known for their intelligence and skill at their craft, and Cainryn is no exception. Their parents raised them to be a classical violinist in the image of their Satyr father, only to turn around and find Cainryn disassembling every instrument within sight. They are enthusiastic to a fault about the workings of instruments, and they will tell you about it until interrupted by anything shiny nearby. In fact, they are a bubbly sort of person, fascinated by the world around them and how it works.

However, Cainryn is known for an altogether different occupation by day: explosives. They are proficient with cannons and firearms, and they are often seen about the mining town where they now live and deliver charges to the local mine workers. They are not alone, though. In tow is their iron homunculus to carry the heavier things. The homunculus, who is named Giant, is usually dented and covered in soot, but so is its creator. They are often seen holding hands.

Off the clock, though, Cainryn is known to still play a fiddle: their most prized creation that brought their father to tears and their first hug in years. Sometimes Giant will attempt to accompany them through various percussion instruments, to mixed results. Cainryn also volunteers with the local performing theater troupe to repair their instruments free of charge.

Cainryn has seen much beyond music and mining, but they do not speak of it often in their old age. It is rumored that they served as a high rank in the crown's military as an artillerist. They are known to surprise others with their powerful magic that seems to come from nowhere. They also have tremendous flashes of genius. There is also an adamantite wrench that hangs above their fireplace. It is heavier than it looks, and Cainryn advises visitors not to touch it unless they want to be hit with it. The visitors laugh, Cainryn does not.

## Barbarian - Samson of Throm

Rage is not something lightly acquired. Samson's rage was ignited as a child when his mother was slain in front of him at a tender age. As the debt collectors left the site of their slaughter, Samson lifted one of the men off the ground by the leg and slammed him down into the mountain rocks. It was not long before all that remained were unliving shreds of flesh, footsteps of a fleeing man, and a child holding the jawbone of a man whose name he did not know.

A priest was called to exorcize the child, but the cleric of Tempus recognized at a glance that this lad was not possessed, but chosen. As a servant of the god of war, this cleric raised Samson kindly and taught him to harness his rage through the ceremony of gladiator combat.

Though Samson does not speak aloud, he has a gift for showmanship and can delight a crowd with his performance and skill.

Samson's performance does not end at the fighting arts, though. Through his studies at the Temple of Tempus, instructors attempted to teach him various musical instruments. A fife, a war horn, a bugle. All were accidentally crushed by the young Samson. They attempted to teach him to use a drum, but no matter how gentle Samson was, they would break within measures of playing them.

A traveling Satyr artificer and his iron homunculus drifted into town one day and, seeing the child, crafted him a drum as large as the boy himself. It did not break no matter how hard Samson struck it. The artificer also gave it the ability to fold up and fold back out with the use of a command word. When they learned that Samson did not speak, they placed a switch on the side to be able to trigger the fold. Samson has since grown into the proper size to play the drum, which can be heard throughout a battlefield to command troops. It is common for him to play it using a pair of nunchucks that he has torn asunder (to the sighs of the army repairmen who must reassemble them back together so they do not get lost).

Samson has seen combat in performance, in the military, and as an adventurer. His senses have been heightened as a result, and his rage surpasses his body's own strength, allowing him to fight for a time even after his heart stops beating. In fact, this has happened on several occasions. Since returning from one quest without any of his companions, he has turned down any and all offers to adventure beyond his hometown. He has turned back to the temple of his gods to perform in tribute of Tempus for now. What stories lie behind his quiet smile while working at the orphanage or the booming beats of his drum are unknown as he remains silent.

Cleric - Aasimar  
Druid - Air Genasi  
Fighter - Tabaxi  
Monk - Aarakocra  
Paladin - Turtle  
Ranger - Harengon  
Rogue - Bugbear  
Sorcerer - Kenku  
Warlock - Githyanki  
Wizard - Changeling