

Olidammar

God of:	Music and Promiscuity
Pantheon:	Chaos
Symbol:	A silhouette that, depending on the viewing angle, looks like either a violin or a naked woman

Olidammar teaches his followers to avoid predictability and routine, to enjoy wine, to learn music, to seek happiness, joy, fun, and the company of others. Olidammar advises his faithful to appreciate jokes at the expense of others, as well as their own. He also teaches that misery, moderation, and seriousness are the greatest poisons to the soul.

Olidammar is on friendly terms with most gods, but his favorite companions for mischief are Veles and Kupalo. He generally avoids destructive gods such as Nerull or Erythnul, except when he deliberately provokes them. Such gods who infringe upon personal freedom are, to Olidammar, unforgivable.

Different melodies of all instruments blend harmoniously into a single river of sound that surrounds and carries you away. Unlike many gods, this deity has no visual representation, but exists only as an auditory being. It is said that all who are near him become more attractive.

Olidammar's religion has no single holy book, but instead maintains hundreds of mutually contradictory collections of parables and songs. Any attempt to codify or reconcile these texts is anathema to Olidammar's belief, which teaches that chaos must be embraced and that material things have little importance or intrinsic value.

Priests of Olidammar often have another occupation, such as winemakers, entertainers, acolytes, messengers, or handymen in rural areas. They wear comfortable clothing, preferring brown, green, and black. Some wear a mask in the shape of the holy symbol, while others simply wear a seal or amulet bearing the symbol's design.

Temple robbers of Olidammar are an elite cadre of thieves, whose skills are enhanced by divine magic. This cult specializes in robbing temples of other faiths. Their loot is usually not of material value, but of symbolic significance.

Becoming a priest of Olidammar may at first seem simple; the initial training appears to be an endless series of feasts and pranks. However, candidates are carefully observed by their superiors, who seek a rare combination of joy, mischief, and playfulness.

Small shrines to Olidammar are more common than true temples; they can be found anywhere — in pubs, in thieves' dens, or as piles of stones by the roadside, carved with his symbol. Most worshipers leave a small token of respect by the shrine: a few coins, some tasty food, or a cup of wine.

Many temples of Olidammar are converted inns or taverns, while some are theaters. Larger temples are hidden, often within city sewer networks, as they also serve as hideouts for thieves. Those who know them can buy stolen or forbidden goods there.

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