

Spefur

Lesser Deity	
Alignment	Lawful Evil
Portfolio	Trickery,
Domains	

Background

Spefur is one of Aestilon's darker deities — not because of cruelty, exactly, but because of disposition. Spefur is easily bored, deeply competitive, and constitutionally incapable of leaving well enough alone. The great cities hum along, The Princess is celebrated, civilization endures — and somewhere in the margins of all of it, Spefur is rearranging things for the pleasure of watching what happens.

Spefur's relationship with [The Princess](#) is the defining fact of the deity's existence. The Princess founded [Kalzendil](#), leads the Seven Sages, and is regarded across Aestilon as the primary force for civilization and order. Spefur finds this insufferable. Not out of malice — or not only out of malice — but out of a fundamental conviction that The Princess stole domains that were rightfully Spefur's, claimed credit for foundations Spefur laid, and arranged the world's memory to suit her own narrative.

Whether any of this is true is difficult to verify. Memory is one of Spefur's domains.

Domains

- **Mind** — Spefur influences thought, perception, and memory. The ability to reshape what a person remembers — to excise a fact, blur a face, dissolve a moment of recognition — is Spefur's most feared practical power.
- **Secrecy** — The domain of things hidden, things withheld, things known by one and not another. Spefur does not merely protect secrets. Spefur collects them.
- **Ambition** — The drive to reach beyond one's station, to want more than one is given, to refuse the ceiling others have arranged. Spefur does not punish ambition. Spefur feeds it.
- **City** — [Contested. Some theologians argue this domain properly belongs to The Princess. Spefur's clerics disagree, loudly, and then stop disagreeing about it shortly afterward.]
- **Chaos** — Not destruction. The productive kind. The kind that makes stagnant systems move again. Spefur has a particular fondness for arrangements that were too comfortable.

The Shadows of Spefur

The [Shadows of Spefur](#) are, officially, a criminal network that operates in Spefur's name. This is a true statement that obscures the more important truth: the Shadows are Spefur's personal instrument. The Ghost — the organization's faceless, unreachable leader — is Spefur operating directly in the mortal world.

The Shadows believe they work for an enigmatic human mastermind. Most of them will continue to believe this. Those who come too close to the truth find their memories of the evidence becoming unreliable.

Veneration

Worship of Spefur is not organized, public, or encouraged. There are no temples. There is no formal clergy in the conventional sense. Those who venerate Spefur tend to do so privately, with the understanding that what Spefur wants from mortals is not devotion — it is usefulness.

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Last update: **2026/03/24 22:31**

