

# The Spring Court

*Deity*

**Domain:** Nature, Life, Trickery

**Pantheon:** Other Powers

**Alignment:** CG

**Symbol:** A budding branch with one bloom open and one still closed

## Worshippers

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Those who approach the fey with optimism; travelers who leave offerings at forest edges; children who wander into the wrong meadow.

The Spring Court is ruled by **Erevain of the New Thing**, a monarch who has held the position for less time than the other three and governs in a style that the older courts find exhausting. Erevain changes their mind constantly. Spring Court policy is effectively whatever Erevain found interesting this season, which changes every season.

Spring fey are the most likely to be genuinely helpful to mortals and the most likely to be helpful in ways that cause unforeseen complications. They mean well in the fullest sense -- their intentions are good, their follow-through is poor, and their understanding of mortal priorities is approximate at best. A Spring Court fey who helps a mortal farmer's failing crops may also introduce three new species of aggressive pollinator to the region, fill the well with water that is technically pure but tastes like flowers, and gift the farmer's youngest child with the ability to speak to birds, which the child finds terrifying.

The Spring Court is nominally allied with the Summer Court against the Winter Court, but Aurath finds Erevain flighty and Erevain finds Aurath's certainty suffocating, so the alliance functions primarily as mutual non-hostility with occasional bursts of genuine cooperation.

Spring fey are the fey most likely to wander into mortal settlements, become briefly and intensely fascinated by some aspect of mortal life, and leave after causing a manageable amount of chaos. They are, by fey standards, pleasant to encounter. By mortal standards, they remain unsettling.