

Feral Bonded Creature

Type: Former Beastwalker mount (any species)

Behavior: Psychic bond broken by trauma, death, or sabotage. Retains training but acts unpredictably. Dangerous because it understands human tactics.

Abilities:

- Species-dependent (wind serpent, thermal lizard, etc.)
- Human tactical knowledge
- Psychic resistance (rejects new bonding attempts)

Vulnerabilities:

- Species-dependent
- Psychic trauma (erratic, exploitable)

Encounter Notes: Often hunts former handlers. Deepkin see ferals as tragic. Wind-Kin attempt rehabilitation. Most must be put down.

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