Wind Serpent

Type: Flying predator / bondable mount

Size: 20-40 meters long

Behavior: Hunts in twilight belt thermal updrafts. Intelligent, territorial, capable of complex communication. Bonded serpents serve as mounts, messengers, and protectors.

Abilities:

- Flight (sustained by wind currents)
- Thermal vision
- Pack tactics
- Psychic receptivity (bonding)

Vulnerabilities:

- Exposed underbelly (soft tissue)
- Grounded in windless zones
- Bonding disruption causes disorientation

Encounter Notes: Unbonded serpents attack threats to territory. Bonded serpents defer to Beastwalker. Juveniles are playful but dangerous. Elders possess near-human intelligence.

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