

Bonding With Your Horse

Bonding is a personal connection between you and a ModN Equine horse.

Each player has their own bond with each horse. A horse can belong to one player, but another trusted player can build their own bond if they have ride access.

Opening the Bonding Hub

Open the horse panel with:

```
/h  
/h panel  
/horse panel
```

Then click on the saddle icon (**My Horses**), choose a horse, and look for the bonding option (apple icon) in that horse's detail panel.

The bonding screen includes:

- Bond points (experience bottle)
- Bond level (nether star)
- Daily bonding progress (concrete block)
- Care/Riding Path (to see cosmetics; saddle)



Daily Bonding Steps:

- Grooming is the first step in bonding. To groom, use a **ModN Horse Grooming Brush** on a horse you can interact with.
 - You can purchase one at /warp tackshop!*
- Ride your horse in the first stage. After each stage, you'll need to re-brush your horse.

Stage	Riding pace
Warm-Up Ride	Walk or Trot only
Trail Ride	Canter or slower
Endurance Ride	Any gait

Going faster than the current stage allows pauses bonding distance for that stage. It does not cancel the ride or erase the distance you already earned.

Races do not count for bonding progress.

Bonding Rewards

As your bond grows, rewards can unlock.

The saddle icon shows what a reward does and whether it can be activated. Cosmetic rewards can be activated or deactivated from the reward screen.

Mounted cosmetic effects only display while you are riding the horse.

Why Bonding Might Not Progress

Common reasons include:

- you have not groomed the horse today
- you are riding during a race
- you are going faster than the current riding stage allows
- a brush check-in is waiting
- you do not have ride access
- you are not riding the horse connected to that bonding path

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