The Saddle of Unity

*Wondrous Item, legendary (requires attunement)*

Made by a Dwarfish craftsman, to an exacting set of specifications provided by Mutt and Bailey themselves, the Saddle of Unity is a testament to magical ingenuity and friendship. It allows the animal friends to act in perfect tandem, each emphasising the other’s strengths and enabling the pair to become even more dangerous (and cute) than they are alone!

While Mutt wears this item, and Bailey rides in the saddle, Mutt & Bailey may act as a single creature in combat. When rolling for Initiative, both Mutt and Bailey’s players should roll, selecting the higher of the two as their combined initiative. On their turn, Mutt and Bailey may make their actions in any order they wish (e.g: Mutt may attack, then Bailey may move, then Mutt may cast a spell, then Bailey may attack). This includes Bonus Actions. Using this item takes up one of Mutt’s spell slots for each day it is used.

If Bailey leaves the saddle, and moves more than 5ft from Mutt, these effects immediately cease.

This item can only be used by Awakened Animals.