

# Magical Items

- Fenrizian Hold Key

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A tarnished brass key engraved with the text "Fenrizian Hold" in dwarvish.

If inserted into a door with a lock, the lock will fit the key always. While turning the key, the holder casts a reskin version of Mordenkainen's Magnificent Mansion:

This spell allows the user to conjure an extradimensional dwelling that lasts for 7 days. The entrance shimmers faintly with embers and is 5 feet wide and 10 feet tall. The caster and any creature they designate when casting the spell can enter the extradimensional dwelling as long as the portal remains open. The portal can be open or closed if the caster is within 30 feet of it. While closed, the portal is invisible. The key has 1 charge and must wait for 1D4 days after use.

Beyond the portal is a black stone foyer with numerous chambers beyond. The atmosphere is warm, has Nordic/Viking furnishings, and gives the strong smell of pine and firewood. The caster can create any floor plan they like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. It contains sufficient food to serve a nine-course banquet for up to 10 people. A staff of 10 near-transparent stone dwarven servants attends all who enter. They are completely obedient to their orders. Each servant can perform any task a normal dwarf servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the hold but can't leave it.

Furnishings and other objects created by this spell dissipate into smoke if removed from the hold. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance, upon re-entry of the hold, any items that left in the hold will be neatly organized into a chest if they did not originate from the hold.