

THRESHOLD

The Mystara Magazine



Infinite adventures!

Mystara is a world of adventure, and this new issue of Threshold magazine presents a treasure trove of adventures and campaign ideas for your favourite role playing game!

Here you will find how to use 13th Age icons in Mystara, you will discover the deepest secrets of Karamaikos up to a possible Karamaikan Civil War or you will bring your party to the most dangerous places in the Northern Reaches, the Gulf of Hule, the Serpent Peninsula and Wallara.

You will learn how to Escape from Hule through the Great Waste, by land or by air, and you will explore an horrific location in the heart of the corrupted Returned Blackmoor.

And finally you will go Deep Cover in Corunglain as a zhochal infiltrator, or maybe you will try to stop them. Adventure calls you, just answer its call!

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ADVENTURES & Campaigns



The twenty-second issue of the Mystara Magazine brings you straight into adventure, from Karamaikos to Corunglain, from the Great Waste to Returned Blackmoor!

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THRESHOLD Magazine #22