

THRESHOLD

The Mystara Magazine



A refuge or a trap?

Strongholds can be safe refuges for the party or nightmarish trap to escape from. In this issue of Threshold, you will find some examples which can be either, depending on you role in the story, are you the owner or the intruder?

After exploring the Imperial Palaces of Thyatis and Alphatia, the city state of Saffir, the hideout of Port Blight and discovering the last remaining secrets of the Dymrak region, we will end our wandering under the Red Sun with the completion of the conversion to tabletop rpg of the classic videogame Warriors of the Eternal Sun. We will then finish exploring the many subsettings of our favourite campaign world, this time well beyond the surface of Mystara in space and time!

Storm the walls, or prepare yourself to defend them!

www.pandius.com



Threshold.Mystara@gmail.com

THRESHOLD Magazine #25

THRESHOLD

The Mystara Magazine

STRONGHOLDS



The twenty-fifth issue of Mystara's premier magazine leads you to explore cities, palaces, castles and secret lairs, refuges or obstacles for brave adventurers!

A free download from

Vaults of Pandias
The Official Mystara Homepage

pandius.com



thepiazza.org.uk