



I'm not robot



I am not robot!

This module will take characters from License Level to LL4 across two missions. Dustgrave is a two-part mission series for Lancer. Players take on the roles of mech pilots investigating a missing person in the city of Port Conroy, capital of the world of Havelburg. This module will take characters from License Level to LL4 across two missions. Dustgrave is a two-part mission series for Lancer. Dustgrave_Free download as PDF File.pdf), Text File.txt) or read online for free. Included files. This mission series is intended for groups at LICENSE LEVEL (LL) 2, though it can be adjusted for higher tiers. This document provides an overview of the setting for the Lancer RPG adventure "Lancer: Dustgrave". (MB) I hear people talking about this supplement all the time, I've seen art, and even heard of people referring to it in builds, but for the life of me I cannot find a download for the Dustgrave is a structured mission module for Lancer, written and designed by Ralf Ziegler, and designed for more experienced groups who want to challenge themselves with an adventure in a unique setting. It takes place on the planet Havelburg, which experienced a disaster years ago that caused dust storms and the abandonment of some areas. Rating/(votes) Downloads written by @InterpointStat1 @StationUkuwa and Dustgrave is a structured mission module for Lancer, written and designed by Ralf Ziegler, and designed for more experienced groups who want to challenge themselves with an adventure in a unique setting. The free version of the core rulebook and setting guide for Lancer, a game centered on pilots and their mechs. Dustgrave is a structured mission module for Lancer, written and designed by Ralf Ziegler, and designed for more experienced groups who want to challenge themselves with an adventure in a unique setting.