

ANGEL DUST

A Faith No More Role-Playing Game

Angel Dust is the second installment in the Faith No More-inspired TTRPG, *The Real Thing*. This game is for fans of the dark, gritty RPGs of the 1990s. It blends elements of mystery, action, drama, and urban fantasy.

Angel Dust adds new systems and rules for expanding the *Real Thing* RPG microcosm into a world-spanning game and story. With these mechanisms, narrators and players can add elements that flesh out entire cities, regions, and countries, complete with their own unique locations, connections, and factions.

Angel Dust also contains hours and hours of new stories that pick up where the action of *The Real Thing* left off.

The Real Thing was a wonderful way to start playing with strangers. We were immediately thrown into a world with a skeleton that we got to flesh out as we went. We got to create and deepen our connections with each other through play. Failures in the system help to build backstory as things progress. The thematic elements were fun; very rock and roll with some spooky horror vibes. Dice rolls were quick and easy which allowed us to keep narration moving. It's a great system for making choices, alliances, and enemies quickly.

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The Storyteller Squad



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