

**Andreas:** What exactly has led to the foundation of Onyx Path?

**Richard Thomas:** Several reasons, but the primary two were the fact that CCP (who merged with White Wolf several years ago) had tried for a long time to find a way to allow WW to continue to publish tabletop RPGs, but were really unable to give that part of the business the attention it needing while they were involved with their core business of making MMOs, and my interest in setting off on my own to publish tabletop RPGs- which after 20 years of working on WW games is a business I know very well. There was a natural fit there that allowed me to depart CCP but license the WW settings (nWoD, cWoD, and Exalted) for continued creation of tabletop RPG products.

**Andreas:** Is Onyx Path something like “White Wolf” reloaded? How do the publishers distinguish from each other?

**Richard Thomas:** In a way, yes- I'm lucky to be able to work with many of the creative teams that have either been part of WW through the years or who have been our freelance writers and artists for years. Onyx is however a much smaller independent company- most of our current creative crew have full-time jobs in other industries. But they, like myself, have a love for tabletop RPGs and a desire to keep creating in the settings they helped make famous like Justin Achilli with Vampire the Masquerade (V20), and Ethan Skemp and Bill Bridges with Werewolf the Apocalypse (W20), or Russell Bailey with Vampire the Requiem, and Matt McFarland with nWoD. And one of cool things about having been creating paper RPGs for so long is that we now have the chance to bring in developers and writers who were fans and players first, and now can work on the lines like Stew Wilson with W20, or Ryan Macklin with the Mage the Ascension Convention Books.

**Andreas:** Can it be assumed, that cooperation with CCP will continue to run smoothly? Are there new plans or requirements for that matter or is a full parting from CCP intended?

**Richard Thomas:** I sure hope it does, but Onyx Path isn't limited to publishing only the licensed WW game-lines. Before I left, I bought the Trinity and Scion settings outright, so we're looking at new editions of them. We have plans to publish other new settings unconnected to the WW ones, but created by some of the incredibly talented folk made known by their work with WW, such as Russell Bailey's Cavaliers of Mars.

**Andreas:** About the Label “White Wolf” itself - to what extent does it still exist, except for use on the earlier WoD publications?

**Richard Thomas:** Certainly, White Wolf exists as a logo on Onyx's licensed White Wolf projects, it also exists on all of the back library of PDF and Print on Demand physical books available for order through DriveThruRPG. In a bigger sense, as someone who helped build both the company and what it means to people, I don't think White Wolf is just a logo or even a company. It's now the spirit or idea of a kind of RPG product that that is different than most that you will find out there- it's a spirit of artistry and deeper meaning that can be part of sitting down to play a game. From the stories the community shared with me just from our work on V20, it's obvious that players were touched deeply and profoundly by their experience playing and reading WW books- from the many folks who met their loved ones playing, to the folks who learned about a bigger world beyond the town or village they grew up in, to the artists who were inspired to write and draw because of the meaningful quality they saw in our books.

**Andreas:** V20 is already out with more publications to follow, while W20 is just around the corner - how good are the chances, that the other product/story lines of o/cWoD will also be published in a new shape (Mage, Changeling, Wraith, Hunter, Demon)?

**Richard Thomas:** Time will tell- we should have an announcement early November about Mage20. It's really all about whether everyone in the community is excited enough to support these 20th Anniversary Editions and what happens from there.

**Andreas:** There are already several Announcements for the nWoD topic til middle of 2013, among others the "Strix"-Chronicles as well as the "upgrading" by the "God Machine". Do you plan further "classic" publications for nWoD? In which area are still needs or what would you like to see in the future?

**Richard Thomas:** Classic in the sense of a cohesive Chronicle that is both good to read and also to use as a backdrop for your own play? The reason for putting these sorts of books out for nWoD is to give folks who maybe need a "base setting" something to get into and enjoy with the nWoD game lines. NWoD is great at allowing you to play the games and stories you want to play, but what if you don't know what you want? These Chronicle books let you get immersed in a strong setting and then you can take that and personalize it to your group's preferences.

**Andreas:** In Europe, especially in Germany, many fans seem to cling on the c/oWoD. They like the 20th-versions, while the nWoD publications are still frowned upon. How does that match with your sales figures?

**Richard Thomas:** For Germany, absolutely. I'd actually like to hear more from our fans in Germany, I wonder how many know what we're doing with the 20th Anniversary game lines?

**Andreas:** Vampire Live is still very popular in Germany. Are there new or other rule systems to be expected?

**Richard Thomas:** For Onyx Path, I have to say that right now we won't be doing LARP projects as that is not part of our license. While I have loved the times I got to play Live Action over the years, I don't live it, and I think Live Action deserves a team creating new products who are also deeply involved in that style of gaming. I expect you'll see something announced about what's going on with that very soon.

**Andreas:** Aeonverse is another scenario, which has a small and dignified number of players. You've announced a revivification in your presentation on the last GenCon. Would you give us a glimpse on how that might be achieved?

**Richard Thomas:** Right now, we're just starting to talk about what can be achieved with a new version of the Aeonverse, or the Trinity Continuum as we're calling it. More news when we have it.

**Andreas:** You've announced a couple of source books for Aeonverse (e.g. Bright Continent, Brainwaves Forceful Personalities or The new Flesh) a while ago, but they were never published. Will you release them now?

**Richard Thomas:** Certainly, I'm not against publishing books folks were excited about back in the day- like the Convention Books for Mage the Ascension- but I can't say for sure how that will happen as we re-imagine the setting.

**Andreas:** Will you keep distributing via DTRPG with PoD option alone or is it planned to print books to sell them in RPG shops again?

**Richard Thomas:** Never say never- but right now I can't see a day that we'd be publishing like we did back in '97. I don't think anyone really is in this industry, actually, although some companies

seem to be. The old distribution system is just poison for tabletop RPG publishing, there are fewer and fewer game stores and bookstores, and electronic publishing is the medium of choice for larger and larger numbers of gamers. That being said, I personally love a good physical book and so we have the options of ordering physical Print on Demand books from DriveThruRPG for every new book we're doing and for more than half of every book WW ever published. And these PoDs are very good quality- at least as good as the books WW published when we first started- and as easy to order as through Amazon. And you can also get deluxe physical books by contributing to one of our Kickstarters- although I know that's not an option for a fair number of our German fans. Hopefully that gets changed as Kickstarter evolves.

**Andreas:** Do you plan further side trips or even more in the direction of D20 (e. g. Monte Cook's World of Darkness)?

**Richard Thomas:** Not with WW products, I don't think, but certainly I'm open to any sort of system with Onyx Path games.

**Andreas:** Do you want to focus again on a meta-plot (e. g. Aberrant Worldwide: Phase III, WoD 20th, God/Strix-Chronicles with storyline)?

**Richard Thomas:** So there's a difference between a good strong backstory and cool developments, and what WW did back in the day with "metaplot" changing the world from book to book. What the Chronicles books will be doing is looking at bringing a cohesive story to the history and current day events in the setting, without publishing new events that exclude a lot of folks own chronicles.

**Andreas:** Why did you have the idea to restart Mummy and Demon in nWoD and why at this point after both series were already introduced in "Inferno" and "Immortals"?

**Richard Thomas:** Great pitches from prospective developers. I'd rather take a really cool proposal and run with that- like with Changeling the Lost- than set in stone that a certain supernatural can't happen because we "did that" already. We didn't do these Mummies, and we sure didn't do this Demon, before.

**Andreas:** Are you expecting to reach the high sales figures from the past with the new editions of v20?

**Richard Thomas:** Well that'd be great if things happened like that, but no, not planning on it. It's really a big, big question about the state of tabletop RPGs in the day of MMOs and other electronic gaming that I'm not going to dive into here except to say that there is something vital and very special about tabletop gaming and that's some Onyx Path is here to celebrate.

**Andreas:** Do you want to bundle the countless thaumaturgical paths in Rites of Blood or should it become more of a "best of" the established paths?

**Richard Thomas:**RT: Justin!? Help!

**Andreas:** We've heard rumors about a german translation. Do you have news in that regard - can we expect german-language publications?

RT: No solid word yet, but we are finally talking seriously with a translator about it. I actually was surprised at not getting a stronger response from the folks in Germany after V20.

**Andreas:** What about the trading card game "Vampire: The eternal Struggle". Will there come

further cards in the future?

**Richard Thomas:** Possibly, but right now I'm pushing really hard to get everything working right for the tabletop RPG products before moving into anything else.