



## **SPELLCASTERS CHRONICLES ENTERS EARLY ACCESS, NOW AVAILABLE ON STEAM**

*Quantic Dream presents its Early Access Planned Roadmap, introducing new content and the evolving development phases shaped with the community.*

# **SPELLCASTERS**

## **CHRONICLES**

**PARIS – FEBRUARY 26, 2026** – Quantic Dream today opens a new chapter as *Spellcasters Chronicles* enters Early Access on Steam, now available to players worldwide. *Spellcasters Chronicles* is a free-to-play, 3v3 team-based action strategy game built around aerial combat and strategic deckbuilding. Players wield the power to soar across the battlefield, cast devastating spells, and summon powerful creatures and Titans to shift the tide of the battle.

The game's Early Access represents an open Workshop, a collaborative space where players are invited to actively shape the evolution of the game alongside the development team as a living, evolving experience shaped by community feedback. Unlike previous Closed Beta tests focused on performance work and technical stability, this phase shifts the focus toward gameplay depth, balance iteration, progression systems, and long-term feature development.



*Watch the launch trailer of Spellcasters Chronicles Early Access here:*

<https://youtu.be/4Bk0YyZyMdU>

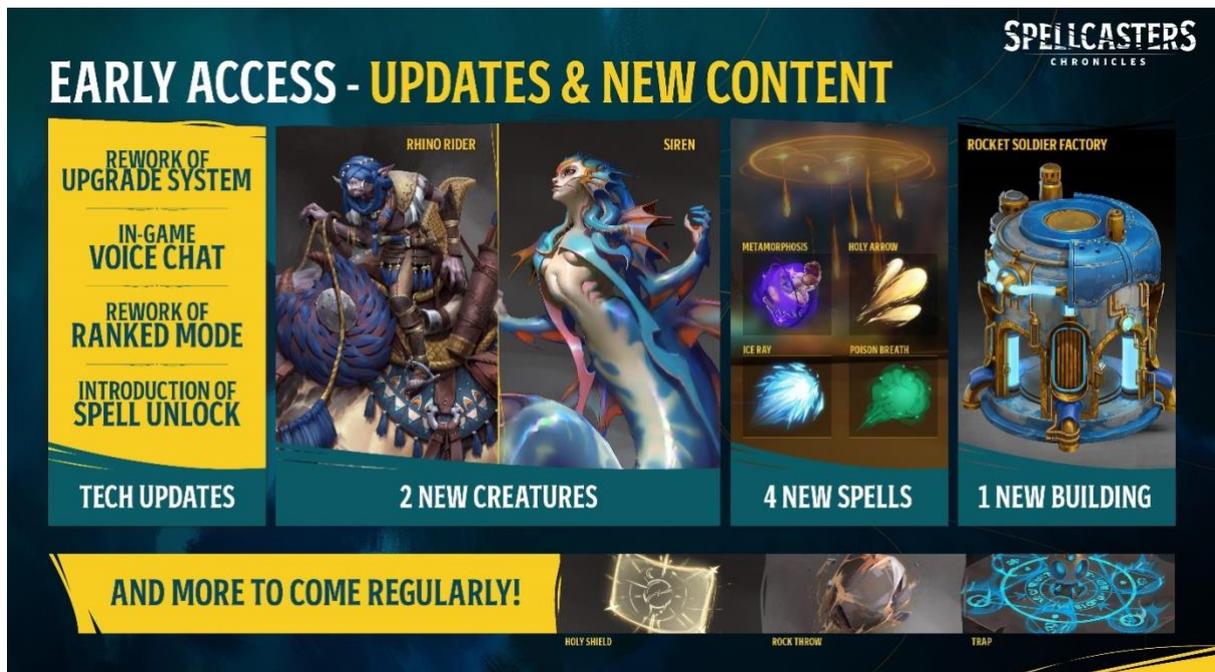
*“From the very start, we envisioned Spellcasters Chronicles as a game that grows through experimentation and iteration,”* said Gregorie Diaconu, Game Director at Quantic Dream. *“With Early Access, we are opening the Workshop to everyone. This isn’t a traditional release*

phase; it's a space for active collaboration. We are moving beyond technical validation and into deeper layers of design: refining balance, expanding mechanics, and testing new ideas in close dialogue with our players. Your feedback won't just adjust numbers, it will influence priorities, shape new content, and help guide the direction of the Chronicle itself. This phase is only the beginning of a much longer journey that we can't wait to build together."

## SHAPING THE CHRONICLE AHEAD

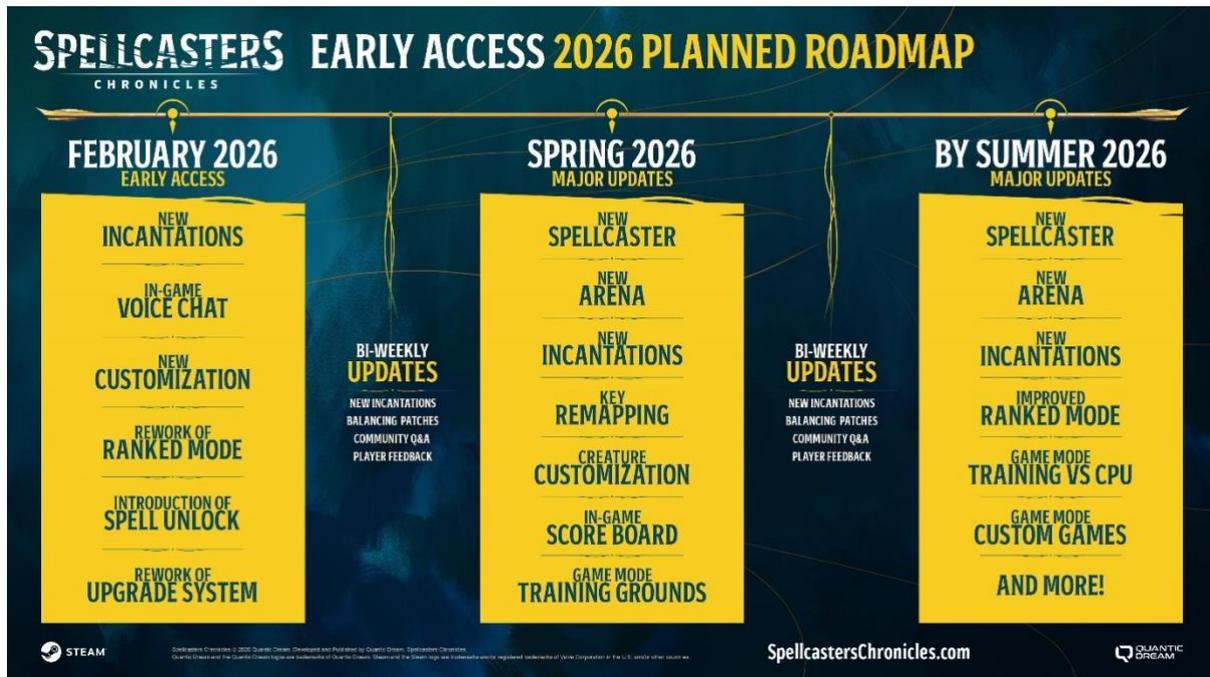


Watch a Message from Spellcasters Chronicles Game Director here:  
<https://youtu.be/v5k4j6EZBMY>



Alongside the launch of Early Access, Quantic Dream is introducing the early access roadmap structured around evolving development phases. Throughout these phases, the studio will progressively implement foundational features of a live, evolving game, including voice chat,

expanded customization, reworked ranked mode, spell unlock progression, daily quests, and shop updates.



Among the first glimpses of what lies ahead are a new Arena known as Kamazad and the arrival of a new Spellcaster, the Technomancer, with more details to be revealed in the coming weeks. This roadmap represents the studio's current development targets and will remain flexible. Priorities and timing may shift as the team analyzes player feedback and identifies new opportunities during Early Access.

## INTRODUCING COMMUNITY VOTE WORKSHOP

In addition, the studio will introduce a new way for players to get even more involved with the game's development thanks to the introduction of Community Vote, available very soon on [SpellcastersChronicles.com](https://SpellcastersChronicles.com). Players will regularly be asked to vote on several topics that will help the development team shape the experience and the in-game meta. Everyone participating in those votes will be rewarded along the way.

## EARLY ACCESS NEW FEATURES

As part of the Early Access launch, new content and systems expanding the foundation established during the Closed Beta phases are implemented:

- **Final Tutorial & Co-op VS CPU** - A refined onboarding experience designed to help new players learn the fundamentals of spellcasting, summoning and teamwork.
- **Voice Chat** – Enabling direct communication between in-game activity and the community.
- **Discord SDK Integration** – Strengthening the connection between in-game activity and the community.
- **Spell Unlock System** – Introducing progression mechanics that allow players to expand their spellbook over time.
- **In-game Shop** – Laying the foundation for cosmetic customization and future seasonal content.

Early Access also expands playable content with:

- **New Spells** – Players can include in their decks the *Ice Ray*, *Poison Breath*, *Metamorphosis*, and *Holy Arrow*.
- **Two New Summons** – The Siren and the Rhino Rider join the battlefield.
- **One New Building** – The Rocket Soldier Factory.

For a full breakdown of new content, balance adjustments, bug fixes, known issues, and ongoing technical improvements arriving with Early Access, players can consult the complete patch notes available on the [official website](#).

## DISCORD SOCIAL SDK INTEGRATION

Early Access also integrates the Discord Social SDK directly into *Spellcasters Chronicles*, allowing players to seamlessly connect with friends between Discord and the game. Features include cross-platform invites from Discord to in-game, unified friends lists, in-game voice and text lobbies, linked accounts, and direct messaging between Discord and in-game sessions. This integration is designed to strengthen social play while keeping players fully immersed in the world of Ashkenon.

## ONGOING DEVELOPMENT AND OPTIMIZATION

Quantic Dream also continues to work on performance improvements and system optimization as development progresses. Updated minimum and recommended PC specifications for Early Access are detailed below:

### Minimum System Requirements

- CPU: Intel Core i5-10400 or AMD Ryzen 5 2600 or equivalent (6 core / 12 threads).
- GPU: NVidia GeForce GTX 1660 and RTX 2060 or Radeon RX 5600 or equivalent with at least 6 GB of VRAM
- Memory/RAM: 16 GB of RAM.
- Storage: SSD NVMe
- Operating System: Windows 11

### Recommended System Requirements

- CPU: Intel Core i7-10700K or AMD Ryzen 7 2700 or equivalent (8 core / 16 threads)
- GPU: NVidia GeForce RTX 3070 or Radeon RX 9060 XT or equivalent with at least 8 GB of VRAM
- Memory/RAM: 16 GB of RAM.
- Storage: SSD NVMe
- Operating System: Windows 11

For more information, visit the Steam page and the official website here:

- Steam - [https://store.steampowered.com/app/2458470/Spellcasters Chronicles](https://store.steampowered.com/app/2458470/Spellcasters_Chronicles)
- <https://www.spellcasterschronicles.com>
- <http://www.quanticroam.com>

Follow *Spellcasters Chronicles*' social media pages:

Official Discord: [www.spellcasterschronicles.com/discord](https://www.spellcasterschronicles.com/discord)

X (Twitter): <https://www.x.com/spellcasters>

Youtube: <https://www.youtube.com/@spellcastersgame>

Instagram: <https://www.instagram.com/spellcastersgame>

TikTok: <https://www.tiktok.com/@spellcastersgame>

Reddit: <https://www.reddit.com/r/SpellcastersGame/>

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## **ABOUT QUANTIC DREAM**

Quantic Dream is a video game development studio founded in 1997 by David Cage, based in Paris, France and Montreal, Canada. The unique experiences offered by *Heavy Rain*<sup>™</sup>, *Beyond: Two Souls*<sup>™</sup> and *Detroit: Become Human*<sup>™</sup>, have touched millions of gamers around the world and won more than 250 international awards. They have greatly contributed to the recognition of interactive storytelling in video games.

Since 2019, Quantic Dream has been self-publishing, releasing its back-catalogue titles *Fahrenheit*<sup>™</sup> (*Indigo Prophecy*), *Heavy Rain*<sup>™</sup>, *Beyond: Two Souls*<sup>™</sup> and *Detroit: Become Human*<sup>™</sup> to PC. In 2022, Quantic Dream joined NetEase Games to develop its creative vision and accelerate the development of titles that redefine the interactive experience for gamers around the world.

In 2025, Quantic Dream announced *Spellcasters Chronicles*, its first original multiplayer title and a bold creative step into the action-strategy genre, giving the studio the opportunity to explore new creative territory while staying true to its legacy of narrative innovation.

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