

QUANTIC DREAM REVEALS SPELLCASTERS CHRONICLES, A TEAM-BASED 3V3 STRATEGY & ACTION GAME KICKING OFF IN CLOSED BETA LATER THIS YEAR

The game will be presented live and playable for the first time on October 17, 2025, on the LAN stage of TwitchCon San Diego, featuring live showcases and developer interviews presented by TWITCH on its official channel that day.

SPELLCASTERS

CHRONICLES

PARIS & MONTREAL – OCTOBER 16, 2025 – Quantic Dream, the award-winning studio behind *Detroit: Become Human™*, unveils *Spellcasters Chronicles*, its first-ever multiplayer game. Free-to-play and team-based, it uniquely blends action and strategy by inviting players to command magical chaos in spectacular 3v3 battles. The game will debut with a closed beta on PC ([Steam](#)) by the end of 2025.



Watch the reveal trailer here: <https://youtu.be/sEXC2rMYWTY>

"We are honored and excited to introduce Spellcasters Chronicles to players today, developed in our Paris and Montreal studios," said David Cage, Founder and President of Quantic Dream. "Stepping into a new genre with a fresh artistic approach has been both a challenge and a source of growth, allowing us to evolve as a team. We now look forward to shaping the game further with players' feedback and to perfecting this journey together. This project reflects the creative spirit and technical ambitions guiding Quantic Dream for nearly three decades. With Spellcasters Chronicles, we sought to bring a new form of gaming experience blending action and strategy to life, while exploring community-driven narrative. It has been an exploration of bold ideas, a chance to expand into social and multiplayer experiences, and an adventure shared by a new talented team of experts within our studios in Paris and Montreal who brought this original universe to life and are continuing to develop new experiences including Star Wars Eclipse™".

With the first closed beta kicking off later this year, the studio is thrilled to invite players to take part in early testing, share their feedback, and help shape the game's evolution. To support this journey, players can now join the official *Spellcasters Chronicles* [Discord server](#), a dedicated space for community discussion, and register for the closed beta here:

- <https://www.SpellcastersChronicles.com/beta>

EPIC 3V3 COMBAT, CRAFTED WITH VISION AND PASSION

In a unique blend of third-person action and strategic decision making, challenges players to master both movement and magic to dictate the pace of the battle. Each match is played as a 3v3, fast paced 25-minutes showdown across mystical arenas of epic scale and verticality, where teams must capture altars to gain territory and destroy their opponents' Lifestones to claim their victory. Players will step into the fight as Spellcasters, archetype-driven mages with distinct identities, defined roles, and signature abilities, capable of summoning hordes of creatures and casting powerful spells. Infused with magic, each Spellcaster can take to the skies and fly freely across the arena at any moment in battle to command the battlefield, unlocking a level of movement freedom rarely seen in the genre.

MERGING TACTICS AND CREATIVITY THROUGH YOUR SPELLBOOK

Spellcasters Chronicles sets itself apart thanks to its strategic deck-building system. Whether players choose a support, tank, or damage dealer archetype, they will be able to choose from a list of more than 50 spells and summons, bringing tactical adaptation and creative expression into the arena. Additionally, players will also have to choose one of the world-crushingly colossal ultimate summonses, The Titans, a high-sized and powerful creature capable of shifting the tide of battle. This hybrid of archetype-driven design and customizable decks makes every match in *Spellcasters Chronicles* a strategic battle, rewarding experimentation and team synergy.

BRINGING OUR NARRATIVE EXPERTISE INTO A NEW GENRE

In addition to its competitive core, the game will introduce a singular approach to how stories are shaped in multiplayer experiences. This community-narrative aspect of the game will be introduced in the coming months.

*"Spellcasters Chronicles began as a creative experiment, an opportunity to channel our passion for storytelling into a shared, living world," says Gregorie Diaconu, Game Director on *Spellcasters Chronicles* at Quantic Dream. "While very different from our previous titles, it builds on what has always driven us: giving players the power to shape stories, this time in a collective manner. After years of development, we can't wait to finally share the world of *Spellcasters Chronicles* with players. We are starting our closed beta phase with our core-loop focused on arena battles and will introduce community narrative and other elements of our macro-loop in the following months. This is just the beginning of the journey, and we are eager to listen, to learn, and to grow alongside the community. Your feedback will be invaluable in shaping and refining the experience, ensuring that the game evolves into something truly special, built hand-in-hand with those who play it."*



Fans can expect to learn more tomorrow, October 17, during a special gameplay deep dive and team presentation live from the LAN stage at TwitchCon San Diego, broadcasted globally on the official [Twitch LAN](#) channel from 11:30 a.m. to 6:30 p.m. PDT. Attendees and viewers will get a first look of gameplay straight from the magical mayhem of the battlefield, along with exclusive details and a chance to earn a closed beta key.

The program will feature a variety of highlights, including:

- **Gameplay Deep Dives** – In-depth showcase of *Spellcasters Chronicles*' core mechanics.
- **Team Introduction** – Developers insights on the game's vision and creative approach.
- **Developer Q&A** – Exclusive session with the creative team answering questions from the community and live audience.
- **Showmatches** – Live competitive matches featuring players and content creators.
- **Cosplay Reveal** – A special presentation of our official Cosplayer, [Cinderys](#).

Visit the Steam page and the official website here:

- Steam - <https://store.steampowered.com/app/2458470>
- <https://www.spellcasterschronicles.com>
- <http://www.quanticroam.com>

Follow *Spellcasters Chronicles*' social media pages:

Official Discord: 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>

Quantic Dream can also be found on:

X (Twitter): [@Quantic_Dream](#)

Instagram: [@QuanticDreamGames](#)

Facebook: [OfficialQuanticDream](#)

YouTube: [QuanticDreamOfficial](#)

Twitch: [quanticdream](#)

Visit the official online shop: <https://shop.quanticroam.com/>

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™*, *Beyond: Two Souls™* and *Detroit: Become Human™*, 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™ (Indigo Prophecy)*, *Heavy Rain™*, *Beyond: Two Souls™* and *Detroit: Become Human™* 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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