WIZARDS OF THE COAST AND INVOKE UNVEIL WARLOCK, AN ORIGINAL DARK FANTASY ADVENTURE SET IN THE WORLD OF DUNGEONS & DRAGONS

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Debut Game from Invoke Invites Players to Embrace Forbidden Magic

Main Character of Kaatri Played by the Award-Winning Tricia Helfer

RENTON, Wash. & MONTREAL--(BUSINESS WIRE)--Dec. 11, 2025-- Wizards of the Coast, a subsidiary of Hasbro Inc. (NASDAQ: HAS), today announced WARLOCK: DUNGEONS & DRAGONS, an original third person single-player action-adventure game. WARLOCK is set in a dark fantasy open world inspired by DUNGEONS & DRAGONS. Developed by Invoke Studios, the game places players in the role of Kaatri, a veteran warrior who makes a pact to wield otherworldly magic against dark powers. The role of Kaatri features full performance capture by the award-winning Tricia Helfer (*Battlestar Galactica, Lucifer*). WARLOCK is currently in development for PC, PlayStation 5 and Xbox.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20251211399963/en/

Watch the WARLOCK Teaser Trailer

WARLOCK empowers players to use magic to overcome a wide range of challenges. In exploration, every spell is a key unlocking new paths and possibilities in a beautiful yet unsettling world. When facing enemies, magic and melee combine for a combat experience that is both tactical and visceral.

“Working with our colleagues at Wizards of the Coast on a brand as rich as D&D has given the team the creative freedom and support to build a new ambitious open-world experience for players. We’re excited to finally announce WARLOCK and looking forward to sharing gameplay details in the future,” said Dominic Guay, General Manager of Invoke.

“Warlocks wield powerful, otherworldly magic, but it always comes at a cost," said John Hight, President of Wizards of the Coast. “Invoke has crafted a world that captures the dangerous wonder at the heart of DUNGEONS & DRAGONS where players can push the limits of Kaatri’s magic and discover what lies beyond.”

Additional details, including the gameplay debut, will be revealed in summer 2026, with a planned launch in 2027. WARLOCK reinforces Wizards of the Coast’s commitment to worldbuilding and broadens their roster for upcoming AAA games, both original IP and based on established worlds.

About Invoke

Based in Montreal, Invoke, a Wizards of the Coast studio, is a close-knit team with a passion for making ambitious games. The team includes a collection of talent that has worked on award-winning and critically-acclaimed franchises including *Far Cry, Watch Dogs, Guardians of the Galaxy* and *Deus Ex.*

About Wizards of the Coast

Wizards of the Coast develops and publishes legendary games that inspire creativity, forge friendships and build communities of global fans. A division of Hasbro, a leading games, IP and toy company (NASDAQ: HAS), Wizards delivers premium experiences for gamers across tabletop, video games, and digital platforms based on both new and time-honored brands, including its best-known franchises MAGIC: THE GATHERING and DUNGEONS & DRAGONS, and from Hasbro’s unparalleled portfolio of thousands of iconic marks.

Wizards’ diverse studio network includes first-party developers Archetype Entertainment, Invoke Studios, Atomic Arcade and Skeleton Key as well as co-venture and license partners. Headquartered in Renton, Washington, Wizards fosters world-class talent to create unforgettable play experiences on all platforms. To learn more about Wizards, visit https://company.wizards.com or Wizards of the Coast on LinkedIn.

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