



Wizards of the Coast Announces Exclusive Publishing Agreement with Giant Skull

June 2, 2025

Led by Industry Pioneer Stig Asmussen, Giant Skull to Develop an Original DUNGEONS & DRAGONS Action-Adventure Game

Renton, WA, June 2, 2025 – [Wizards of the Coast](#), a subsidiary of Hasbro, Inc. (NASDAQ: HAS), has signed an exclusive publishing agreement with [Giant Skull](#), a studio dedicated to building gameplay-driven, story immersed action-adventure games. This epic, exciting project will be an all-new, single-player action-adventure title set in the world of DUNGEONS & DRAGONS and marks a definitive moment in both companies' gaming ambitions. The game is currently in development for PC and console and more details will be revealed at a later date.

"Stig and the team at Giant Skull are exactly the type of exceptionally talented creators we want to work with, and I'm so happy to be reuniting with him on this new project," said John Hight, President of Wizards of the Coast and Digital Gaming at Hasbro. "In our time working together on *God of War I* got to see firsthand Stig's artistry and expertise, and he and the Giant Skull team are the perfect fit for our new game. Worldbuilding and storytelling is in our DNA, and this collaboration reflects our evolution and commitment to our Playing to Win Strategy, building a stronger presence in digital play. We look forward to revealing more about this brand-new DUNGEONS & DRAGONS game in the future."

"Our talented and experienced team at Giant Skull is built on creativity and curiosity," said Stig Asmussen, CEO, Giant Skull. "Our goal is to craft a rich new DUNGEONS & DRAGONS universe filled with immersive storytelling, heroic combat and exhilarating traversal that players will fully embrace."

Giant Skull includes star-studded talent from premium studios who have consistently developed and launched award-winning, globally successful franchises. Asmussen was most recently the game director of *Star Wars Jedi: Survivor* and *Star Wars Jedi: Fallen Order* for Respawn Entertainment and EA. Prior to that, he was the game director on *God of War III* and the art director for *God of War II* at Sony Santa Monica. Giant Skull has an elite team, all of whom will be instrumental in shaping this new single-player focused action adventure, utilizing Unreal Engine 5, from the ground-up.

This partnership adds to Wizards of the Coast's growing lineup of games, which includes both original titles and those based on popular brands. In addition to the Giant Skull project, several other exciting games are in the works across Wizards' North American studios. [Archetype Entertainment](#) (Austin, TX) is currently hard at work on [EXODUS](#), an epic sci-fi RPG that puts players at the center of an emotional story. [Atomic Arcade](#) (Raleigh, NC) has recently released [two new images](#) from its first project: a game centered on Snake Eyes, the legendary ninja/commando from G.I. JOE. [Invoke](#) (Montreal, QC) is in full production of another DUNGEONS & DRAGONS action-adventure game built around magic. Also, [Skeleton Key](#) (Austin, TX) is working on a project that blends suspense, horror, and memorable gameplay experiences. Finally, the Wizards of the Coast team continues to expand [Magic: The Gathering Arena](#) with new content and features.

About Giant Skull

Giant Skull is a development studio that is focused on crafting immersive action-adventure experiences set in captivating worlds with rich lore. Giant Skull has an elite team with its headquarters in Los Angeles and additional remote developers from around the world, all of whom will be instrumental in shaping their new game from the ground-up. Giant Skull is led by industry pioneer Stig Asmussen, a multi-award winning creative leader with more than 25 years' experience in game design and art direction, including his prior work on the acclaimed *Star Wars Jedi* and *God of War* titles. Follow Giant Skull on [LinkedIn](#).

For more information about Giant Skull, please visit www.giantskull.com.

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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