

RPG Hour: Wizards Quarterly Chat

Featuring Peter "Mavra" Adkison, CEO of Wizards of the Coast

Tue Jan. 8, 2000

Peter: Hi all! Greetings from the toy fair. I am hanging out with all my new **Hasbro** buddies and working! I just wish I were playing games instead.

WizO_Ginger: Welcome one and all to the quarterly chat with Peter Adkison, Big Kahuna over at **Wizards of the Coast!**

igloman: What's happening with the **D&D** version of *Diablo II*?

Peter: It is under development and on schedule for release later this year! But I don't have the schedule in front of me to give you an exact date. Check our website for details in the future.

DunginsMaster: Is Wizards (**Hasbro**) going all to an all electronic format?

Peter: We aren't replacing any of our paper-based products with electronic games. The electronic stuff is just an addition to our "paper" games.

aerairelemental: Are you gonna let **Pokemon** fly? I mean have it designed by **WotC**?

Peter: We do not do game design for **Pokemon**. That is done by the original creators in Japan.

Flyingout: I hope to work for **WotC** someday. My resume is going through the ringer there as we speak. What advice would you offer me on how to make myself a better candidate?

Peter: Definitely show your enthusiasm for gaming and the industry as a whole. Also, be sure to follow-up with whomever you talk with.

MLMartin: Once the "Big Three" books are out for **DUNGEONS & DRAGONS (3rd Edition)**, what other support products can we look forward to?

Peter: We are going to try to provide everything you need to upgrade your campaign to **3E**. Of course, we'll have all adventures and source books and campaign materials compatible with **3E** like you would expect.

Talinthas: What can't you tell us about **3E**?

Peter: I can't tell you that. :)

Kaworu: Why is so hard to find the **AD&D** products outside the states, I mean specifically in Argentina?

Peter: In some areas the market is so small it is difficult to find distributors and retailers to carry the products. While we would prefer that you purchase from your local retailer, we soon we hope to have E-

commerce capabilities internationally. So anything you can't find locally you should be able to find online via our website.

Kaworu: Why there are no RPG conventions or tournaments here? Once again meaning Argentina?

Peter: Most conventions held around the world are not run by Wizards. If there aren't any locally for you, get together with your friends and start one. That is how GenCon got started. Also, talk to the RPGA as well, they can give you tips, too.

quest138: **Star Wars** RPG is a **WotC** licens, now. Any clue as to what system it will play under? **Alternity**, **3E**, or something altogether new?

Peter: As for **Star Wars** that game is very much still under development. I cannot answer that question.

Walt: What's up with the **MtG** action figures? Nobody seems to know what's going on is **Resaurus** still making them, or is it switched over to **Hasbro** now?

Peter: That is a good question! I'm not sure of the status myself, so it is no wonder you haven't heard anything definite either. With the switch, **Wizards** and **Hasbro** are talking it over. Sorry I can't tell you more.

Baloo: I know the reasons why you guys have cut back on D&D worlds (too small fanbase etc.), but I've heard from people in charge (Keith Strohm, Jim Butler) that if 3e takes off as strongly as you hope it will you might start rereleasing some of the worlds. My question then, is: Which worlds are "closest" to being resurrected?

Peter: If I speculate on that I'll tie the Brand teams up about making that decision later. I would imagine we would base it, somewhat, on how well the worlds are differentiated from one another and how popular the worlds were originally.

pentup: What is the E.T.A. for the **D&D** movie?

Peter: We aren't intimately involved with the production of the movie. My understanding is that it comes out in the fall of 2000.

Talinthas: What do you know about the status of **Dragonlance**?

Peter: Well, I know that the first novel in the new Weis and Hickman trilogy is soon to be released. It looks really hot. The book is getting a lot of acclaim in our circles. So everything is going strong.

quest145: Will **WotC** be using a new **Marvel** card game based on *OverPower*, which already has a HUGE following and would like **WotC** to continue making the game? Or a new system?

Peter: If *OverPower* would have been that financially successful it would still be in print. So for **WotC** to produce the Marvel card game every aspect has to be up for review.

DavidSachs: Will there be a new *Legend of the Burning Sands* set?

Peter: **LBS** hasn't been very successful for us. We won't be able to produce regular expansions for it. It may be possible that sometime in the future we would produce a mini-expansion similar to what we did for **Netrunner** thought.

aerairelemental: Will **WotC** make any new TCG's in the new year?

Peter: Just tonight I was finalizing a *very hot* license for this coming year. You'll all be familiar with it. **MLB** is one we just announced as well.

pentup: Are there any plans for a *Core Rules* type CDROM for **Alternity**?

Peter: I believe there might be something like that. There is something in development, although I don't have the latest status on it.

DunginsMaster: Does **WotC** plan to make boxed sets in the future??

Peter: If you mean like the **Forgotten Realms** boxed set, then I would say...perhaps.

Erizin: How many new wizard spells will be in the *3E Player's Handbook*?

Peter: A *very* rough estimate would be 20 percent.

Nethya: Where would you like **WotC** to be in five years time? Doing what you're doing now but bigger or different?

Peter: I would like to continue to see us do innovative products with RPGs and TCGs, and to have a well-established line of miniatures products, and have a great relationship with Hasbro Interactive (their electronic games division) to make some cool interactive products. I'd also like to see our first satellite, *WotC1*, in geo-synchronous orbit over our world headquarters in Renton. That, and to be CEO of **Hasbro**. Thank you.

aerairelemental: Why aren't any TCG's other than **Pokemon** mainstream?

Peter: Because it isn't 2001 yet! That is going to change. It has already changed in Japan to a great extent. Watch for things to come.

artmc: If I remember correctly someone mentioned the possibility of **WotC** licensing out **3E** to others? Is this true and would it also apply to **SAGA**?

Peter: I believe that is currently being discussed, but no I don't believe it will apply to **SAGA** should that be the direction we decide to go.

Magnificence: With **Wizards** picking up **Star Wars**, there is concern that **Alternity** (particularly the **Stardrive** setting) will be abandoned or left to wither away. Can you calm those fears? How successful has **Alternity** been?

Peter: Although I can't discuss the financial situation of **Alternity**, the support we give any line is directly related to it's level of financial success. Getting the **Star Wars** roleplaying game doesn't have much to do with **StarDrive**.

MLMartin: Speaking of **Marvel**, Mr. Adkison, what's the current status of the *MARVEL SUPER HEROES ADVENTURE GAME*, or the **SAGA** System in general?

Peter: Honestly, **SAGA** hasn't been doing as well as we would like.

Kalex: Will we be seeing a **Forgotten Realms** book trilogy centered around Khelben Arunsun like the Elminster trilogy was set up?

Peter: You got me, Kalex. If there is that in the works, I don't know about it.

quest144: What **D&D** worlds will have products within a few months of the release of **3E**?

Peter: Definitely **Forgotten Realms** and **GreyHawk**. Wizards intends to produce lots of **D&D** adventures that can be used in multiple settings.

Wizo_Ruffle: Thanks to Peter for coming tonight, and we look forward to having you back soon. Any last words before we end the session?

Peter: I love *3rd Edition D&D* and I hope you all do too. Keep on gaming, and I hope to see you all at GenCon this August. Thank you all for coming out tonight. Sorry if I didn't know the answers to your questions, **Hasbro** keeps me busy. Good Night all!