

Dota Auto Chess: Synthesis of upcoming Heroes and changes in Gameplay

Here are some changes about the Hero, the gameplay is about to change in Dota Auto Chess

In addition to disclosing information about upcoming Hero Dazzle, hidden code in Dota Auto Chess also reveals to the players that there are many other Heroes that are still hidden along with changes in Gameplay as well as Important gameplay will appear in the near future.

Here are some updated information about Dota Auto Chess for gamers, including Hero information, changing gameplay mechanics and updating gameplay.

1. 5 mistakes to avoid when playing Dota Auto Chess if you want to win TOP 1
2. How to see rank and number of matches in Dota Auto Chess
3. Dota Auto Chess: The most effective tips for making gold and using gold

Upcoming Hero and Gameplay Changes in Dota Auto Chess

Hero is coming soon



Dazzle

1. Species: Troll.
2. Class: Priest
3. Price: \$ 3
4. Skill: Shallow GravesBuff immortal for the lowest-performing teammate, max is 3 teammates.
5. Effect time: 5s
6. Cooldown: 15s
7. Synergy Priest: Reduces 30% of pet received when losing round.
8. Activate when there are no 2 chess pieces of the same type on the field.

Invoker

1. Species: Elf.
2. Class Mage.
3. Skill: Chaos Meteor or Sunstrike



Void

1. Species: Nraqi (!?)
2. Class: Warrior.
3. Skill: Chronosphere (Cage nested)

Hero is still in Code



Sven

1. Species: Demon
2. Class: Warrior
3. Abilities: Great Cleave

Skeleton King

1. Species: Undead
2. Class: Warrior
3. Abilities: Reincarnation



Grimstroke

1. Species: Unknown
2. Class: Unknown
3. Abilities: Soul Chain
4. [`chess_gs = 'grimstroke_soul_chain'`]

Jakiro

1. Species: Dragon (!?)
2. Class: Mage (!?)
3. Abilities: Macropyre
4. [`chess_jakiro = 'jakiro_macropyre'`]



Vengeful Spirit

1. Species: Unknown
2. Class: Unknown
3. Abilities: Nether Swap
4. [`"AbilityTextureName" "vengefulspirit_nether_swap"`]

New SSR



1. **Juggernaut SSR:** General's model is probably completed, will the skill instead of Blade Fury be Omnislash?
2. **Lich SSR:** Evil Sacrifice, predicting the enemy's chess sacrifice skill in a single note.
3. **Shaman SSR:** Shaman inherits well with Mass Serpent Wards. The SSR Shaman appears in many lines of code and also in the comment section at SSR Chess Pool.
4. **Enigma SSR:** A flip-flop Black Hole worthy of SSR? Like Shaman, Enigma appears in the comment section on SSR Chess Pool.

Game code: `GameRules: GetGameModeEntity ()`. `Chess_list_ssr = {'chess_nec_ssr', 'chess_ck_ssr'} - , 'chess_enigma_ssr', 'chess_ss_ssr'`

Special skill:



1. **Sonic Wave (Queen of Pain):** Ult of QoP with a powerful deal of pure AoE damage.
2. **Battle Trance (Troll Warlord):** Increases the attack speed for all old Troll Warlord teams in DotA.

Gameplay:

1. Update Mana boost mechanism.
2. Update the active AI mechanism.
3. Update the target selection mechanism.
4. Mana Aura (Crystal Maiden).
5. Update PvP opponent selection mechanism

Here are some information about the hero change, gameplay and some other points in Dota Auto Chess on PC, hopefully this information will help you a little more in the upcoming version of Dota Auto Chess.

You finished reading the article "**Dota Auto Chess: Synthesis of upcoming Heroes and changes in Gameplay**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.