Zack loved making characters for Dota. He loved researching about what people would like. Trajectories is what his boss called it. It’s just that his boss only cared about Trajectories but there was more involved in creating a character.

Every ability had to be care for. Every item they bought had to be planned. Users sometimes came up with new ways of playing the game. And even that had to be decided if that would become cannon or not.

Like hurricane pike that was made watching a fan use quarterstaff to chase enemies and then dieing. His only problem with his job was his lower back neck pain It was like someone was pressing a bead at the top of his back and bottom of his neck. The front had no issue.

He was researching this new spell for Which would ministun enemies when they used spells. And a lot of people wanted EMP for antimage instead of invoker. Invoker wasn’t even a disciple of Antimage. There was no linkage between the two. Invoker was a master spell caster and antimage was a master at disciplining mages. They would never work on a real team except to provide comic relief.

Wei needs to become a playable character. I know there are too many people in the game but its just a part of the game. It just something that can be explored for the rest of human history. That’s how many characters there are. And the characters are always changing.