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Concept and card art for the new skin smite for Aites. The sixth (final) extension for Hades Cannon VST - includes 50 high-quality instruments - dark, epic, hybrid, sounds and take over from the underworld! Instrument categories: Bass, Bells, Brass, Glee, Flute Guitars, Keys, Plucks, Strings, SynthsMore Info: Includes 1 Extension (50 Presets) → - Total file size: 3.53 GB (Unlearned) Strike Bottom and Bring Agony to All. Aides is one of the playable gods in SMITE. Laura edit the source Inevitably, death sends everyone to Aides, God of the Underworld. After all, he always gets his way. The eldest son of the titans Of the Titans Kronus and Rhe, Aides was swallowed by his father in infancy along with five other siblings. The younger brother of zeus escaped this fate and freed them as soon as he became strong enough to fight Kronus. Together, six brothers and sisters defeated the Titans and drove them into the dark kingdom of Tartar. Now the ruling gods, zeus, Poseidon and Aides have drawn a lot for dominion. Ides drew the Underworld. Of the few who have entered the Underworld and come back, everyone speaks grimly of the place, never wanting to return. However, Ades himself rarely leaves the underworld, constantly looking for ways to increase the number of dead. When he desired his wife, Aides captured the radiant Persephone, the daughter of the goddess Demeter. Hidden in the underworld, no one could get to it, so Demeter cursed the earth with great hunger. Other gods begged her to put an end to her so that she would not destroy humanity, but she would not give in until her daughter was returned. Aides finally let Persephone leave, though not before feeding her pomegranate seeds. After absorbing the fruit, she was forever associated with Aides and had to return once a year to eat the seeds again. They say that this is a time of mourning and the cause of winter. While many fear death and see it as evil, in truth, Aides only seeks to maintain balance. It's harsh, but fair. As God of the Dead and The Underworld, he views his authority on this absolute issue, forbidding anyone to leave his kingdom and growing anger when disobeyed or when someone tries to cheat death or steal from it. For all, death is inevitable, and service to Aides is inevitable. Even the gods. The ability to edit (edit source) Passive - Blight Hades' normal attack staff apply Debuff to the enemy, called Blight. This Debuff remains on target and can be updated. If the enemy suffers from Blight their magical and physical strength decreases. In addition, each of Aydes' other powers has an additional effect. Notes: Duration: 8s Power Debuff: 5% Ability Type: Debuff 1st Ability - Death from Under Aida Descends in and erupts from below on its land, harming all enemies in the area. If the enemy is overshadowed, they also slow down. Uses Blight. Notes: Damage: 70/120/170/220/270 (60% of your magical power) Slow: 20/25/30/35/40% Slow duration: 2 Type of ability: Jump radius: 20 Cost: 50/55/60/65/70 mana Cooldown: 14 seconds 2nd ability - Shroud of Darkness ide silence all enemies in the cone in front of it. If the enemy is overshadowed, they are also afraid. Uses Blight. Notes: Silence: 1/1.25/1.5/1.75/2s Ability Type: Cone Cost: 60 mana Cooldown: 14/13/12/11/10 seconds 3rd ability - Devour Souls Hades devours the souls of his enemies, causes damage in the area around it. Damaged enemies, affected by this ability, explode, damage enemies and heal your allies around the blown targets. Enemy gods take only 50% of the damage from detonating blinds. Notes: Damage: 75/115/155/195/235 (70% of your magical power) Exploded Damage: 20/27/34/41/48 (50% of your magical power) Exploded Healing: 25/35/45/45/55/65 (10% of your magical power) Detonation radius: 20 Type of ability: Radius zone: 20 Cost: 60/65/70/75/80 Mana Cooldown: 11 Seconds Ultimate - Aida's Agony Pillar calls all enemy souls nearby, pulling them closer to it over time, Do damage every .5s for 4s. If the enemy is overshadowed, their defense is diminished. Ades also receives protection and 10% mitigation for the duration of the term. Notes: Transactions total 360/480/600/720/840 (240% of your magical power) damage. Tick damage: 45/60/75/90/105 (30% of your magic power) Defense: 60/85/110/135/160 Defense Of Debuff: 10/15/2 0/25/30 Debuff Lifetime Defense: 4s Ability Type: Area Radius: 30 Cost: 100 Mana Cooldown: 90 Seconds Achievements Edit Source Blighted As Hades apply Blight on your enemies to increase all four of your abilities in one game. OH, AGONY! Like Ides, land one pillar of agony on 3 enemy gods affected with Blight. Trivia (edited by source) General (edited by source editing) Ides is Persephone's husband. Aides and zeus were the first Greek gods to be represented in the game. Aides was one of the 9 playable gods in Alpha to build the SMITE first presentation to the public at PAX Prime 2011. Aides was one of 17 playable gods in the closed beta version of SMITE. In February 2016, at the beginning of Season 3, Ides was reclassified from Guardian to Magician. Something similar happened to Vulcan. God Skins (edited editing source) By default Aides Aides' current skin by default is used for 400 gemstone skin called Nightmare (which was originally a skin made as a default replacement by Aides for the Chinese version of SMITE) that eventually switches to the SMITE beta 0.1.2044.1, with look turned into Classic Hades Hades Anyone who owned Aides prior to this update received Classic Hades Skin for free, and anyone who purchased Skin Nightmare received a refund. Bloodfire This skin still uses the old model Aitez. Classic Hade Grim Wraith Hibi Chibi it was the first leather chibi set to be released in the game. This skin was also voiced by Patik Seitz. One of Hibi Chibi Ide's jibes: Think of the worst thing you can think of and multiply it by six, because it's me, is a reference to Dreamworks' film, Megamind. This skin shares its theme with Itty Bitty ChiBee Muzen Cabin, Sunny Chibi Amaterasu, Itsy Bitsy Chibi Arachne, Chompy Chibi Fenrir, Blinky Chibi Janus, Brisi Chibi Kukulcan, Sneiki Chibi Medusa, Bimi Chibi Ra, Steamy Chibi Sol, Beaky Chibi Thot, Frizzy Chibi Chuma Lord Prince of Darkness This skin makes several references to some of the myths of Aides in ancient Greece, such as: which is covered with flowers, and Ise holds a grenade, both of these items are references to his wife Persephone. It can also be an Easter egg showing her release to the game. Aides' staff is very similar to the one he is depicted with in some of the statues. In this skin Aides is completely human just as he was depicted in ancient Greece. This is Aides's first skin that depicts him as a human being. One of Prince of Darkness's jokes is Aides: So, the question, When do I get my own game? We all know that I am interesting enough to carry without all these other gods, may be a reference to the dungeon scanner game Aides Superjant Games. Cursed Pharaoh Ragnarok Skins Edit Source Default Release Date May 31, 2012 Type Standard Free Requirements Voicelines Hades Voice Lines in the game Model Extra Information Bloodfire Release Date May 31, 2012 Type Standard Cost 100 or 9500 Requirements Voice Lines Hades Voice Lines in the game Model Extra information This skin comes with user effect ability. Soutaker Release Date May 31, 2012 Type Standard Cost 400 Requirements Voicelines Hades Voice Lines in the game Model Extra Information This skin comes with custom effect ability. Classic Hades Release Date March 19, 2014 Type Standard Cost 400 Requirements Voice Lines Hades Voice Lines in the game Model Extra Information Grim Wraith Release Date April 12, 2016 Type Exclusive Cost 400 Requirements Voice Lines Grim Wraith Hades Voice Lines in the Game Model Extra Information This Leather Comes with Custom Character Animation and Effects Effects. This skin was part of the Escape from the Underworld event. Heebie Chibi Release Date November 8, 2016 Type Exclusive Cost No Requirements Voicelines Hiby Chibi Aid Voice Lines in The Model Game Additional information This skin comes with animations of characters and effects of ability. This skin can be obtained by buying the SWC 2017 Digital Loot Pack bundle until January 2017. Plague Lord Release Date June 26, 2018 Type Exclusive cost 400 (Voodoo Breasts) Requirements Voicelines Plague Lord Aides Voice Lines in The Game Model Extra Information This skin comes with custom animation characters and effects abilities. This skin was part of the Divine Rebellion. This skin can only be obtained as a rare roll of some treasure chests. Prince of Darkness Release Date May 24, 2019 Type Exclusive Cost No Requirements Voicelines Prince of Darkness Aides Voice Lines in The Model Game Extra Information This Skin comes with custom animation characters and effects abilities. This skin can only be obtained by tying your account to Twitch Prime until July 28, 2019. Ragnarok Release Date February 13, 2018 Type Limited Cost No Requirements Voicelines Ragnarok Hades Voice Lines in Game Model Extra Information This Skin comes with custom animation characters and effects abilities. This skin can only be obtained by unlocking all 3 bundles from the Ragnarok event. Golden Release Date October 9, 2013 Type Standard Cost 200 or 9500 Requirements God Rank 1 Voice Lines in The Game Model Additional Information Legendary Release Date October 9, 2013 Type Standard Cost 300 or 12500 Requirements God Rank 5 Voice Lines in The Game Model Extra Information Release Date August 19, 2014 Type Standard Cost 400 or 15000 Requirements of God Rank 10 Voice Lines in the Game Model Additional Information Changes Edit Source SMITE Version 7.1.5858.2 (January 28, 2020) Increased HP Base from 450 to 475. Increase HP to 80 to 85. Pillar of Agony This ability now provides Aides 10% Mitigation of damage on all ranks in addition to the protection he receives. SMITE Version 5.23.5202 (December 19, 2018) increased the speed from 355 to 365. Pillar of the agony of increased protection from 60/70/80/90/100 to 60/85/110/135/160. SMITE Version 5.13.4890 (July 24, 2018) Blight now has a debuff effect that lowers Magical or Physical Power targets by 5%. SMITE Version 5.7.4730 (April 24, 2018) Devour Souls no longer consumes Blight. This ability will continue to blast and heal Aida if the Blight target is applied. Reduce cooling from 15/14/13/12/11 to 11 in all rows. SMITE Version 4.18.4332 (September 26, 2017) Fixed the problem in which the main attacks of Aydes had a larger hitbox than expected. SMITE Version 4.9.4091 (May 24, 2017) Death from 12 to 14 → . Shroud of Darkness has decreased from 15/14/13/12/11 → 14/13/12/11/10s. Devouring souls reduced the magical power of scaling on blown-up healings from 15% → 10%. SMITE Version 4.8.4062.1 (May 9, 2017) Blight Fixed the problem Blight had no duration on the Debuff icon. SMITE Version 4.6.4008.1 (April 12, 2017) Reducing physical protection scaling from 3.2 → 2.6. Reducing Decline Health from 490 → 450. The increased base attack rate is from .87 → .95. Death from below increased damage from 50/85/120/155/190 → 70/120/170/220/270. The Shroud of Darkness Reduced Mana costs from 80 → 60. Devour Souls This ability now inflicts blown-up damage to the target. Reducing the cost of Mana from 65/75/85/95/105 → 60/65/70/75/80. Added a new FX to show the blast radius from the affected targets. Added a new FX to show the radius during the warm-up. The pillar of the agony of increased protection from 60/65/70/75/80 → 60/70/80/90/100. Pillar of Agony no longer consumes Blight. Blighted Goals will now have their magical defenses reduced before taking the first tick damage. SMITE Version 3.23.3779.1 (December 6, 2016) Blight Duration increased from 5s → 8s. Shroud of Darkness no longer knocks back minions. Pillar of Agony Increased protection positive effect from 40/50/60/70/80 → 60/65/70/75/80. SMITE Version 3.1.3217 (February 2, 2016) Moved class from Guardian → Magician. Devour Soul Decline-based Healing from 30/40/50/60/70 → 25/35/45/55/65. SMITE Version 2.10.2868 (July 21, 2015) Pillar of Agony SMITE Version 2.4.2684.1 (April 15, 2015) Column of Agony Added timer on ground targeting indicating when the opportunity expires. SMITE Version 1.0.2188.3 (June 24, 2014) Devour Souls Blight has blown up enemies that now do 50% damage to enemy gods, but still inflict full damage on other targets. SMITE Version 1.0.2125.1 (May 9, 2014) Fixed a problem with Aides' skin by default, showing as his classic skin in a match. The SMITE beta 0.1.2044.1 (March 19, 2014) Nightmare Skin for Aides was switched to the default model for Aides. Gold and legendary skins have also been updated to use this model as a base. Classic leather is still in play and has been given to everyone who owned Aides before this patch. New players can purchase classic leather for 200 gems or 9500 favor. Players who had previously purchased Nightmare skin were returned 400 gems. BETA version SMITE 0.1.2015.1 (March 5, 2014) Death from below damage reduced from 50/90/130/170/210 by 70% to 50/85/120/155/190 and 60%. Shroud of Darkness This ability now applies Blight to the targets it strikes. Silence no longer applies to overshadowed targets who are afraid. This corrects the problem of diminishing profits, where the second effect has always been with a decrease in its duration. Damage from shower devouring increased from 75/110/145/180/215 by 60% to 75/115/155/195/235 70%. SMITE Beta Version 0.1.1887 (December 18, 2013) Pillar of Agony Fixed a problem where it will continue to play its FX and animation, even if the ability has been canceled prematurely. BETA version smite 0.1.1805 (October 23, 2013) New default leather loading card. Death from below the chamber is now rotabel during this BETA version smite 0.1.1738 (September 18, 2013) Pillar of agony base damage was reduced from 50/65/80/95/110 to 45/60/75/90/105. The magic contribution power has been reduced from 35% to 30% per tick. Beta version SMITE 0.1.1666 (August 7, 2013) Major attacks have moved from a deal/scale of physical damage to a magical one. SMITE Beta Version 0.1.1556 (June 5, 2013) Blight FX that play on overshadowed enemies are more visible. BETA version of SMITE 0.1.1467 (April 17, 2013) Some special FX has undergone changes in performance and visual effects. SMITE Beta 0.1.1376 (February 28, 2013) Pillar of Agony Gravity of Attraction from its ultimate has been adjusted to be stronger initially to reduce the frequency of players able to get out of it. BETA version SMITE 0.1.1349 (February 13, 2013) Death from below, if overshadowed, slows by 20/25/30/35/40% for 2s. Shroud of Darkness and Fear for 1/1.25/1.5/1.75/2s. Column Agony Gain 40/50/60/70/80 protection when shooting. If blighted, the defense is debuffed 10/15/20/25/30. SMITE Closed beta 0.1.1272.1 (December 29, 2012) The Conversion of Devour Focus for Healing has been changed to transform magical power. The basic healing values have been changed for the switch. SMITE Closed beta 0.1.1267.2 (December 27, 2012) Souls Devour Focus's contribution to healing from overshadowed enemies has been increased from 0.4 per focus to 0.5. SMITE Closed beta 0.1.1069.0 (September 19, 2012) Devour Souls removed the delay between the blow and detonation of the overshadowed enemies. The underlying damage increased from 50/75/100/125/150 to 75/110/145/180/215. SMITE Closed beta 0.1.997 (August 3, 2012) Damage damage below the base version increased from 30/50/70/90/110 to 50/90/130/170/210. Devour Souls fixed a problem that caused damage from overshadowed enemies depending on the distance from the explosion. SMITE Closed beta 0.1.975.1 (July 20, 2012) Small SETTINGS for FX on Soutaker Skin. SMITE Closed beta 0.1.944.1 (June 29, 2012) Magic Protection is now increasing by 0.9 per level as expected. The Agony Damage pillar no longer requires line of sight. Look. prince of darkness hades skin, prince of darkness hades bundle, prince of darkness hades smite, smite prince of darkness hades bundle, how to get prince of darkness hades, smite hades prince of darkness skin

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