

Search  in

Create an Account

Home | Submit News | Your Account | Content | Topics | Top 10

January 14, 2017

### Navigation

- [Home](#)
- [Forum](#)
- [Screen Shots](#)
- [Downloads](#)
- [Feedback](#)
- [Members List](#)
- [Web Links](#)
- [Recommend Us](#)
- [Statistics](#)

### Guide (Coming Soon)

- [How to Play](#)
- [Class Description](#)
- [Magic/Spells](#)

### Clan League (Coming Soon)

- [Register Clan](#)
- [Standings](#)
- [Events Information](#)

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### Search

## Welcome to Omen's Realm Official Web Site. Based on the game Odyssey Online Classic.

Omens Realm - Alliance of the Three Worlds is a server of Odyssey Online Classic originally made by Bugaboo. This Free online RPG server offers classical yet realistic game play. Made from simple programs and projects, this game is simple with addictive game-play.

Choose from over 12 different classes including Mages, Knights, Paladins, Necromancers, Thieves, Ninjas, and more, with beautiful music, hundreds of magical spells and end-less gaming. Start a long adventure, trade and find fortune, start and rule your own guild with your own castle, slain dragons, or just to come on and chat with friends, the destiny is in your very own hands!

Storyline: The evil demons and summoners of the underworld are threatening to destroy earth. However, the current three races of earth, Humans, Elves, and Orcs are too busy battling among themselves. You must unit the three worlds under one singe alliance, march into the caves of the underworld, and save existence of man-kind. Fail and there will be no tomorrow.

Provided by:

### Still Waiting For Client

Thursday, February 19 @ 22:26:45 PST by [VictorianKnight](#) (309 reads)

Sorry for the wait, but last update from Steve is that he is still not News on the server done with the client. The server is pretty much all done. Although it can run on old client versions, we feel that it is best to simply wait and release everything at the same time. Sorry for the wait fellas, and thank you for your patience.

([Read More...](#) | [1 comment](#) | Score: 1.6)

### Client Still Not Done

Friday, January 30 @ 16:26:35 PST by [VictorianKnight](#) (39 reads)

Steverino, the pgram client developer is currently still working on News on the server the client. Pleaase be patient and the server will eventually be up. =)

([comments?](#) | Score: 1)

### Back from Vacation

Tuesday, January 13 @ 22:22:25 PST by [VictorianKnight](#) (22 reads)

After a nice winter vacation, im now joining the crew in working on News on the server omens again. I noticed that there were not any posts by any of the developers on the forum. And i certainly apologize since I forget to tell them to keep you guys updated. But anyways, a lil updated:

97% of the first world has been completed. We are currently adding a lot more "secreat keep tiled hide outs." Since we will not include player housings on this server, it would be beneficial for a player to discover one of numerous seacreat hide outs to stash their loots. Of course, the more difficult to enter the better. Currently we are doing new object graphics for mainly gloves and boots. As many old Ody players know, there were not much, if at all, gloves and boot object tiles. The basic magic are in. We have decided to test and make new advanced magic when the server is released, this way we do not ahve to worry about delaying the release date.

Other than that, this is pretty much it. I still need to talk to the current developers and go over certain details.

([comments?](#) | Score: 0)

### Release Date in Range

Monday, December 22 @ 05:04:43 PST by [VictorianKnight](#) (37 reads)

The human world is expanded very well and we are doing a great job of keeping up in schedule of the release date. Soon the actual release date will be announced. As of now, we are looking at sometime in January most likely.

### Login

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### Server Status

The Server is currently under development.  
Expected Release Date:  
Winter of 2003 - Spring of 2004

### Survey

There isn't content right now for this block.

## New Clients

Monday, December 01 @ 14:38:32 PST by [VictorianKnight](#) (93 reads)

The new graphics for the new client is complete. They will now Updates on the server be coded.

## Remorting - Final Decision

Friday, November 28 @ 17:28:12 PST by [VictorianKnight](#) (44 reads)

Ok, a meeting was held among the developers of omens last night, and the final decision of remorting has been concluded.

There will be 7 tier 1 classes. They will be listed later on in the Class Description section. These tier 1 classes all have unique special skills and abilities. When the player reaches a particular level the player can chose to remort to a different class in tier 1. The player keeps his old character's skills/abilities, and gains the new character's skills/abilities. However, in return, the player must give up all of the gained level, hp, mana, energy, etc.

For Example...

A player chooses Cleric with the ability of heal as the starting character. The player reaches the remorting level and chooses to remort to Thief. So the player then becomes a level 1 thief, however, with ability to steal and heal. Then when the player reaches the remorting level again, the player can remort to another tier 1 character, thus, adding one a 3rd special ability/skill.

Ok, so what about Tier 2? Well, when the player reaches the remorting level (still to be determined), the player can upgrade their character to any tier 2 character as well. Of course, the same shit happens, lose all your levels, but gain special abilities. However, tier 2 class characters have a higher starting hp, mana, and energy. And their chances of getting extra mana, hp, and energy during level up are much higher than tier 1 characters. So then why not just skip all tier 1 characters and just go straight to tier 2 characters at remorting level? Well, tier 1 character's special abilities and skills will be different from tier 2. And the catch is, you cannot go back to tier 1 once you do choose to go to tier 2. So it is best for the player to make sure they get all the tier 1 skills/abilities from tier 1 first before going into tier 2.

The remorting level is still to be determined. Initial suggestion is level 50, however, with no leveling temple in the new omens, we may lower the remorting level to around 30-40.

All remorting quests are watched over by Gods. They are custom quests, for examples, a player will be given a list of items to find, a list of monsters to kill, or a list of places to go. When the list is complete, give everything back to the God, the remorting quest is complete. There is no set quest for remorting quest. Also, remorting quests are harder as players take on more and more remorting quests. So for example, your 8th remorting quest will definitely be harder than your 2nd one.

Ok, now, Heros. The new thing about omens is the ability for the player to become a hero. This is the ultimate tier 3 class. Of course, this idea is still not completely set by the developers and will still need to meet up and discuss further, but the basic idea is that the player will not only need to show strength and gameplayer ability, but also win the love of the general omens audience. So it's kind of like a political campaign of some sort. More info will come soon.

That is all for now, take care. And feel free to display your opinions and thoughts on this remorting concept on the forum. Remember, this will be YOUR server. So any little changes you make may benefit you in the end.

## Remorting Discussion

Tuesday, November 25 @ 01:01:33 PST by [VictorianKnight](#) (17 reads)

Please read forum discussion on new Remorting features of News on the server Omens. You may find it very interesting. It is in the forums --> Development Section --> Basic Changes in Gameplay Of course, feel free to post your 2 cents. =)

## New Magic/Spell System and Character Changes

Monday, November 24 @ 08:24:34 PST by [VictorianKnight](#) (113 reads)

Magic will be oriented towards many different fields Arcane Updates on the server Clerical Chaotic Divine Earth Wind Cold Fire Arcane and Clerical magic are schools of magic that are weaved out of the inexplicable. There are no elements, no anything, these schools create magic that just HAPPEN. Arcane magic tends to be offensive (magical missiles, force push), Clerical tends to be defensive (cure light, cure critic). Divine and Chaos magic are god granted powers. Since we plan to include the concept of characters being good or evil, this fits in very well. Each school of magic opposes the other: chaotic magic is all that is foul and evil (poisons, dark arts), and divine magic is pure and just (smite, retribution). The remaining 4 schools are the elemental magic that you so enjoyed in the old orbs! Cold replaces and includes all concepts of the old "water

orb" school Elemental magic, as you know, it tangible and conjured out of materials that match that school. Ice, water : cold lava, flames: Fire ground, rock: earth air, wind: air Characters may start out as one of the following: Mage, Priest, Thief, Bard, Knight, Barbarian, Ranger These are called 1st Teir classes  
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### Round One Test: Need Testers

Saturday, November 22 @ 16:09:13 PST by [VictorianKnight](#) (45 reads)

Ok, the server is ready for round 1 testing. We are now in need of News on the server 2-3 volunteers to log onto server, and just sorta look over stuff and give opinions. Nothing much. The testers must then write a review of the server and either email it to me, or submit it as a new story, which the reviews will be posted on this website. If your interested, email me at [vicknight@everglaze.net](mailto:vicknight@everglaze.net). Thanks.

([comments?](#) | Score: 0)

### Ithaca south completed

Sunday, November 16 @ 18:29:57 PST by [VictorianKnight](#) (23 reads)

All land stretching from Ithaca to Dearthwood has been completed, News on the server with the exception of the Desert. Next to be completed is Ithaca to town of Tiren.

([comments?](#) | Score: 0)

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