

GAME GUIDE

Open world in ancient Europe — on foot and with your own ship.

Full player handbook: world, mechanics, crafting, seafaring, and background.



The world map — Europe, Britannia, the coasts

EARLY ACCESS · ONE WORLD FOR EVERYONE · 100% FREE

As of October 2026, Alpha 0.1.x

Numbers and text follow the current game code. Early Access content may change.

Official site: <https://germanic-empire.com>

CONTENTS

1. What this game is
2. Time, setting, and historical frame
3. Account, guest play, and starting
4. The interface
5. Character, attributes, and levels
6. Energy, gold, and the daily reward
7. The map, fog of war, and travel on foot
8. Weather, day and night
9. Encounters, combat, bosses, and duels
10. Ships and seafaring
11. Lands and places
12. Professions, crafting, herbs, and fish
13. Equipment, slots, and upgrades
14. Your hut
15. Quests
16. Market, guild, chat, forum, and friends
17. Festivals, runes, and ancestral tribes
18. The Britannia story in detail
19. Ship command, repair, and sinking
20. Combat numbers, worked example
21. Downloads and clients
22. Rules and fair play
23. Tips for the start
24. Glossary

1. WHAT THIS GAME IS

Germanic Empire is a free open-world browser MMORPG. Every player shares one world — no shard servers. You travel a hand-drawn map on foot or steer your own ship across the North Sea and the Atlantic, as far as Iceland, Greenland, and Vinland.

There is no class system. Characters start equal and grow through hero points, gear, professions, and choices. Items are not account-bound: what you find, loot, or buy can be sold or given away, even after you have worn it.

- No pay-to-win. The optional mod shop is meant as support (portrait, music, inactivity protection); real-money checkout is not finished in code yet.
- No ads in the game's public promise.
- Play in the browser. A Linux client is available; Windows and Android packages are listed on the download page.
- Many languages, including German, English, Nordic languages, French, Spanish, Italian, Polish, Russian, Chinese, Arabic, and Hindi.



At sea in your own ship



Knorr — seagoing cargo ship

NOTE. The game is Early Access. Quests, fighters, prices, and place lists partly live in the database and can be extended without this handbook naming every encounter.

2. TIME, SETTING, AND HISTORICAL FRAME

The world mixes layers of ancient Europe: Germanic shrines, Roman towns, Celtic landscapes, and Viking-Age seafaring to Iceland, Greenland, and Vinland. It is not a museum of a single year.

BACKGROUND — VIKING AGE AND “GERMANIA”. The historical Viking Age is dated roughly from the late 8th to the 11th century. “Germanic” is an ancient umbrella term (Tacitus among others), not one nation. Ancestral tribe is cosmetic only.

BACKGROUND — COPNIC, NOT BERLIN. The name Berlin is 13th century (1244; Cölln 1237). Sprewanen lived on the Spree; the seat later called Köpenick was older Copnic. That is why the eastern town is Copnic. Roads there are long — including from the Ancestral Offering Stone and the Bergisches Land.

BACKGROUND — VINLAND AND LEIFSBÚÐIR. The sagas tell of Leifr Eiríksson and Vinland. Archaeologically, L'Anse aux Meadows on Newfoundland is a Norse landing around the year 1000. In the game, Leifsbúðir is that harbour: docking yes, inland roads not yet.

3. ACCOUNT, GUEST PLAY, AND STARTING

Play now creates a guest (name Reisender_ plus characters). Save later with an account: username 3–32 characters, password at least 6, country and tribe, rules checkbox. Confirmation lasts 24 hours. Chat, market, guild, and forum need a confirmed non-guest account.

Referral: 50 gold to the referrer when the invited player confirms mail (once each). Extra accounts with other emails are allowed but must not feed each other gold, combat, or market tricks; using your own referral code on yourself can delete the account.

4. THE INTERFACE

My area shows the map, place, energy, gold, messages, harbour if a ship is docked. Harbour ships show type and nickname on two lines. Options: language, sound, weather animation, place names, other players, tribe, codes.

5. CHARACTER, ATTRIBUTES, AND LEVELS

Cap level 80. Next level needs about $50 \times \text{level}^{1.6}$ XP. Each level: +1 hero point, +5 max HP, full heal. Festivals can add XP percent.

ATTRIBUTE	IN THE GAME
Strength	Attack = $5 + \text{Strength} \times 2$. Mining from Strength 5. Each point +50 max HP and +50 HP.
Stamina	Full energy in $\max(5, 100 - \text{Stamina})$ minutes. Better fishing.
Defence	Defence value $\text{round}(\text{Defence} \times 1.5)$.
Dexterity	Crit up to 50%, flee up to 90%. Rarer herbs and fish.
Perception	Avoid travel encounters up to 40%. Rarer fish.
Blood rage	+1 to the five combat/gathering attributes per point.
Seafaring	From 5 you can become a shipwright; from 10 you can helm. Types may need more.
Charisma	Market slots: $3 + 3 \times \text{Charisma}$.
March pace	Travel time $\times (1 - 0.01 \times \text{value})$, at least 10% of base (up to 90% shorter).
Carry	Unequipped gear: $20 + 10 \times \text{base Carry}$.

6. ENERGY, GOLD, AND THE DAILY REWARD

Energy max 100. Gather, hunt, fish, mine on a journey cost 20 each. Starting a walk costs none. Daily reward: day 1 is 50 gold, then $\times 4/3$, cap 1000. Defeat: 10% gold loss, HP to 20% of max; the journey aborts at the departure place.

7. THE MAP, FOG OF WAR, AND TRAVEL ON FOOT



The game map — coast, Channel, and mainland as in the browser

Places are linked by walking times. Britannia is not reachable on foot across the Channel. Iceland, Greenland, Vinland, and Africa need a ship. Unknown neighbours are grey dots. Fog hides those regions until you visit. Long roads to Copnic from the Ancestral Offering Stone and the Bergisches Land scale with map distance (240–720 minutes before pace and weather).



At sea: your ship on the North Sea

8. WEATHER, DAY AND NIGHT

Weather changes every four hours: dry $\times 1.00$, rain $\times 1.20$, thunderstorm $\times 1.15$, snow $\times 1.40$, storm $\times 1.30$ on travel time. Map day about 06:00–20:00. Clock does not change minutes, only mood and temperature. Festival XP can apply to actions.

9. ENCOUNTERS, COMBAT, BOSSES, AND DUELS

A road encounter may roll at travel start. Perception can skip it. Damage is at least 1 from attack – defence plus a small random. Crit doubles. Path blockers share HP across all players; bribe if allowed; no flee. Guild bosses: owner starts, confirmed members, up to 80 rounds. PvP duels from level 10; resolution is still marked as coming later.



The hut — store, fire, a place to return to

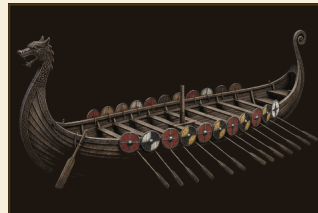
10. SHIPS AND SEAFARING

Build only in a harbour town with a shipwright station, the profession, enough Seafaring, and gold. Seven types. Planks exist as uncommon items (spruce, oak) and woodcutter recipes; they are not consumed on build. Londinium is not a sail harbour; Camulodunum is. The Busse takes no sail wear. Below 1% condition the ship is lost and you return to home harbour.



KARFI

800 gold · Seafaring 1 · Small coastal boat. Reaches the Channel, not Iceland.



BYRDING

2,500 gold · Seafaring 5 · Decked coastal craft for shorter trade runs.



KNORR

6,000 gold · Seafaring 10 · Broad cargo ship. Iceland-capable. (Type name is Knorr, not Knarr.)



SNEKKE

12,000 gold · Seafaring 16 · Slim longship, fast on coast and open sea.



SKEID

18,000 gold · Seafaring 20 · Long warship, faster and farther than the Snekke.



DREKI

28,000 gold · Seafaring 28 · Dragon ship with a gilded prow.



BUSSE

58,000 gold · Seafaring 40 · Largest longship. Takes no sail wear (god-mode boat).

11. LANDS AND PLACES

Germania and the east: Colonia, Externsteine, Teutoburg Forest, Lippe lowlands, Sauerland, Bergisches Land, Ancestral Offering Stone, Bockholt, Copnic. Britannia includes Londinium, Camulodunum, Stonehenge, and other Roman towns. South and west: Burdigala, Hispania, Italia (Roma, Ostia, Via Appia...). Greenland: Herjólfssnes plus Norse settlement names; Vinland: Leifsbúðir only; Africa: Carthago, no inland net yet.

12. PROFESSIONS, CRAFTING, HERBS, AND FISH

At most one main and one side profession. Each craft +10 skill XP. Hard-coded alchemy: medium heal potion, large heal potion, Thor's Lightning (5 of every herb at 1000 XP). Planks: Ship plank, spruce, oak — no other board types.



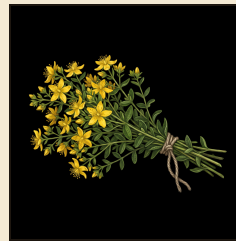
Nettle



Chamomile



Yarrow



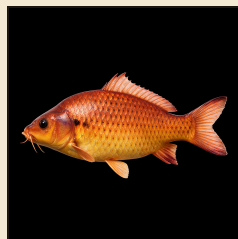
St John's wort



Ship plank



Herring



Carp



Iron sword

13. EQUIPMENT, SLOTS, AND UPGRADES

Ten slots: weapon, off-hand, head, chest, legs, gloves, boots, cloak, amulet, ring. Upgrade at a weaponsmith / gear master, max +9. Fail: gold gone, level stays. Weapon costs 5,000 gold / 50% at +0 up to 100,000 / 1% at +8. Armour: half gold, +5 percentage points chance.

14. YOUR HUT

One hut per character, default 200 gold. Building elsewhere deletes the old hut and all storage. Deposit and withdraw only when you are there. Remote view shows hut contents only, not carried inventory.

15. QUESTS

Story chains Tutorial then Britannia, plus NPC and place quests. Rewards: gold, XP, fame, items, resources.



16. MARKET, GUILD, CHAT, FORUM, AND FRIENDS

Market anywhere after social unlock. Guild from level 10, no gold founding cost. Chat: global (German+English share room de) and Europe. Forum 20 threads per page. Friends: online within 3 minutes.

17. FESTIVALS, RUNES, AND ANCESTRAL TRIBES

Active festivals add XP percent, not gold. 24 Elder Futhark runes can be collected; combining sets has no combat effect yet. Tribe is display only — Cherusci, Saxons, Danes, Iceni, Helvetii, Celtiberians, and the rest of the in-game list. Hussars are not a tribe.

 Fehu	 Uruz	 Thurisaz	 Ansuz	 Raidho	 Kenaz	 Gebo	 Wunjo
 Hagalaz	 Nauthiz	 Isa	 Jera	 Eihwaz	 Perthro	 Algiz	 Sowilo
 Tiwaz	 Berkano	 Ehwaz	 Mannaz	 Laguz	 Ingwaz	 Dagaz	 Othala

18. THE BRITANNIA STORY IN DETAIL

QUEST	GOAL	REWARD (CODE)
To the harbour	Reach Lugdunum Batavorum	Story
Learn seafaring	Seafaring 5	1,000 gold, 3,500 XP
Steer a ship	Seafaring 10	5,000 gold, 5,000 XP, 5 planks if the template exists
A ship of your own	Own any ship	5,000 gold, 5,000 XP
Harbour Camulodunum	Reach Camulodunum	5,000 gold, 5,000 XP
The place Londinium	Londinium on the island	5,000 gold, 5,000 XP
Six / twelve places in Britannia	Discover 6 then 12 island places	3,500 gold, 3,500 XP (six)
Mysterious Stonehenge	Reach Stonehenge	5,000 gold, 5,000 XP
A Byrding / large repair kits	Own type / kits	Story

19. SHIP COMMAND, REPAIR, AND SINKING

KIT	EFFECT	GOLD
Small repair kit	+30% condition	2,500
Medium repair kit	+65%	6,000
Large repair kit	100%	9,000

Harbour repair without a kit: 500–750 gold per missing 10% step, random.

20. COMBAT NUMBERS, WORKED EXAMPLE

Example: Strength 10, Defence 8, no blood rage, no armour. Attack 25, defence value 12. Raw gap 13, after random 11–15, crit up to 30. Dexterity 10: 25% crit, 60% flee. Perception 8: 16% skip on the road.

21. DOWNLOADS AND CLIENTS

The world stays online. Linux: 64-bit archive. Windows and Android are listed; iOS is not available. Same accounts in browser and desktop.

22. RULES AND FAIR PLAY

1. Do not exploit bugs; report them via Support.
2. No bots or auto-clickers.
3. One account per email; alts must not feed each other.
4. Respect in chat, mail, and guild.
5. You are responsible for your account.
6. No fake staff names. No real-money trade of accounts or gold outside official paths.

23. TIPS FOR THE START

- Finish Tutorial and Britannia quests first.
- March pace and Perception ease the land; Seafaring opens Iceland.
- A Karfi reaches the Channel; Iceland needs a Knorr or larger.
- Confirm email before market and guild.

24. GLOSSARY

TERM	IN THE GAME
Blood rage	Attribute (internal wisdom): +1 to five other stats per point
Busse	Largest ship, Seafaring 40, no sail wear
Camulodunum	British sail harbour, not Londinium
Copnic	Eastern Sprewanen place, later Köpenick / Berlin area
Karfi	Smallest ship: Channel yes, Iceland no
Knorr	Cargo ship; Knarr is only an alias
Leifsbúðir	Vinland harbour, no inland road

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