

# BORDERS

## Well-Defined Borders

This is a border that is well defined by a geographical feature or by markers. The border might be a river, a cliff face, or other type of natural feature. It can also be a set of stones, poles, or other types of signs - maybe even a high wall or other form of defenses. Borders of this type are often well-patrolled in settled areas, and may be actively guarded if the border is between two sides that respect, or at least tolerate, each other.

## Poorly-Defined Borders

These borders lack any clear definition. It is often referred to as "the edge of a forest", "halfway across the plains", "a day's ride east of a road", "5 miles north of the hills" or something equally difficult to pinpoint with any precision. Patrols from either side can be encountered anywhere in the lands around the border - most often near settlements. The borderlands can be anything from a peaceful, jointly patrolled area, to a hostile warzone where forces are ready to skirmish with anyone who approaches.

## Peaceful Borders

### Imperial

Between an empire and either a sovereign nation or another empire that agree on where the borders are drawn and often share patrolling and border control. Passing this kind of border is normally an easy matter but various types of fees and taxes are commonplace. Patrols are usually skilled and well equipped, often led by leaders with superior skills and equipment.

Borderland between an empire and either a sovereign nation or another empire that respect each other and often cooperate in patrolling the borderlands. Patrols from either side, or combined patrols, may be encountered along these borders - sometimes many miles in either direction of the "actual" border. Fees and tolls are less common, but might still be enforced on certain items or goods. Patrols are usually skilled and well equipped, often led by leaders with superior skills and equipment.

### National

A border between two sovereigns that agree on where the borders are drawn and often share responsibility for patrolling and border control. Crossing this kind of border is normally an easy matter but various types of fees and taxes are commonplace. Patrols are usually skilled and well equipped, often led by leaders with superior skills and equipment.

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### Provincial

A border between two territories who both swear allegiance to the same sovereign and are on good terms with one another. Fees and controls are still common at this type of border. Control of the border is up to one or both of the provinces. At times patrols from the nation are present as, or instead of provincial patrols.

A borderland between two territories who both swear allegiance to the same sovereign who are on good terms. The borderland are patrolled of either side or by national patrols or in combination. These borderlands are normally only patrolled to limit criminal activity or to keep populated areas safe from monsters.

### Local

A border between two lords who are both subjects of the same province. Border controls are scarce to non existent, and usually only to prevent criminal activity. Patrols are often less capable militia or locals assigned to patrol duty.

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## Hostile Borders

### Imperial

A border between an empire and either a sovereign nation or another empire that are not on friendly terms. This can be anything from distrust to hatred and open warfare, meaning that this border can be anything from an armed distrustful checkpoint to active dug in fortifications of a war-zone. It makes travel difficult and dangerous in the best of times to almost certain death in the worst. Travelers might be seen as the enemy by one or both of the sides. Patrolling and border controls are often rigorous even in less populated areas. Crossing the border is sometimes just tedious and expensive with harsh checks for the right identifications, in the form of the right seal (magical or mundane), papers or scrolls. Maybe a hefty bribe to bring along some weapons or people not seen favorably will do it. Other times border crossers are attacked and disposed of as quickly as possible, by either side or both.

A borderland between an empire and either a sovereign nation or another empire that are not on friendly terms. This can be anything from distrust to hatred and open warfare. The borderland are often patrolled by military units from both sides on either side of the borders. Patrols are normally either larger units of military units capable of handling both the enemy as well as the environment, or small units of highly capable scouts, rangers or other specialists in survival, stealth and combat. It makes travel difficult and dangerous in the best of times to almost certain death in the worst. Travelers might be seen as the enemy by one or both of the sides. Patrolling and border controls are often rigorous even in less populated areas. Crossing the border is sometimes just tedious and expensive with harsh checks for the right identifications, in the form of the right seal (magical or mundane), papers or scrolls; maybe a hefty bribe to bring along some weapons or people not seen favorably will do it. Other times border crossers are attacked and disposed of as quickly as possible, by either side or both.

### National

A border between two sovereign territories that are not on friendly terms. The relationship between the states can range from distrust to hatred and open warfare. The border can thus consist of anything from a checkpoint with suspicious border guards to the manned and dug-in fortifications of a war-zone. Crossing the border is difficult and dangerous in the best of times, to almost certain death during the the worst.

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Either nation may see travelers as the enemy. Patrolling and border controls are often rigorous even in less populated areas. Crossing the border are sometimes just tedious and expensive with harsh checks for the right identifications, in the form of the right seal (magical or mundane), or documents signed by the right authority. A hefty bribe might also do the trick, and be necessary to bring along weapons or people not looked upon favorably by the border guards. Other times border crossers are attacked and disposed of as quickly as possible, by either side or both.

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### Provincial

A border between two territories who both swear allegiance to the same sovereign but are not on friendly terms. The relationship between the provinces can range from distrust to limited low intensity warfare. Sometimes the border is directly controlled by the nation in order to stop violence, and it might be closed or severely restricted. Other times it just means that you might have to have special papers, seals or pay extra fees or bribes to be allowed to cross.

A borderland between two territories who both swear allegiance to the same sovereign but are not on friendly terms. This can be anything from distrust to limited low intensity warfare. It might be a disagreement about who should defend the area from monsters, bandits or the like. It might be a trade issue or a fight over who should control resources, like timber from a forest or fish in a shared lake.

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### Local

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## Frontier Border

This is a border towards an uncontrolled territory with no organized structure and lead d is typically very poorly defined, and the portion of the borderland that is patrolled varies based on factors like season, weather, monster activity, tradition or superstition and fear.