

Empire of Anbara (Atomic Age Strategy RP)

Inspiration: China sized Japan

Traits

Regional Power

2 positive, 1 negative

The Women's War: Anbara is traditionally ruled by an Empress and priestess play a key role in the local faith, harkening back to the shamans of old. Women were already permitted to serve in the imperial court and as support troops for the military before the World Wars, and the losses sustained in those conflicts have only further opened the doors.

New Imperial Century or Manifest Destiny - Large nation

Operation Paperclip or Nuclear Trauma

Big Empty - Anbara's interior is quite mountainous and lightly populated with groups that don't always respect the authority of the imperial throne. Most of the population is concentrated along the coast.

Background

Archaeologists and related scientists believe that the Anbaran culture began with a group of ancient tribes or clans that dominated the eastern plains of the modern Anbaran nation. Claiming descent from powerful kami/spirits or mythical heroes, these clans were each led by a Shaman Queen who acted as a diviner, conducted religious rites, and served as a conduit between the mortal and spirit or divine worlds. A close male relative, most typically a brother, would serve as war chief and general. It is widely believed that these clans were actually matriarchal in nature, something that in modern times is only seen in the imperial family and a few religious sects.

Eventually, a clan that claimed descent from the sun and sky goddess Aidios would dominate the other clans and become the foundation of the modern imperial family. A strong kingdom emerged, centered around a powerful imperial court led by a shaman-empress from the famous grand shrine. Much like in the old days, a male member of the imperial family, usually a brother, would serve as a warleader (shogun?) for the imperial court. The kingdom slowly expanded, pushing away or conquering other nearby peoples that they termed as "barbarians."

Several centuries later, we see the rise of the "Cloistered Empresses" as power drifted away from the imperial family towards several families that controlled important posts within the imperial court. It became accepted or a fact of life that members of the imperial family should focus on their religious duties and be protected from the world's impurity, allowing others to handle the dirty business of actually governing. During this era it was fairly rare for a member of the central imperial lineage to leave the sacred grounds of the Grand Shrine and the first, separate, imperial palace or capitol building was built. Power would remain in the hands of the

imperial court as well as provincial governors, whose positions had become hereditary, for many generations.

Things changed when Empress Kumiko came to the throne, supported by her twin brother INSERT NAME. At the time of her coronation, there was a great deal of conflict between the provincial governors/warlords and the imperial court. This struggle for power, really an outright civil war, weakened both sides and proved to be the optimum time for the power of the imperial throne to be restored. Gaining the support of various groups, particularly pious individuals and the major shrines, Kumiko and her brother proceeded to rather firmly reassert the imperial throne's authority. Those who bent the knee were punished and their authority curtailed but allowed to continue to serve and maintain their noble status. Those who resisted were dealt with according to the ancient laws with everyone within three generations executed.

Anbara would go on to become a significant regional power, establishing several colonies and actively fighting in both world wars.

Government

Anbara is a semi-constitutional monarchy where the throne is not constrained by any written document but rather a series of treaties, customs, and traditions. And though there are elements of democracy in its governmental system Anbara is strongly autocratic and aristocratic, militant, and authoritarian. Its "public security" special police (aka secret police) are particularly feared.

At the top of the government, the head of state and government, is the Shaman-Empress herself. She is not only the empress of Anbara but also the highest priestess of the Anbaran faith. The throne is passed down through the female line of the imperial house. Assisting her in governing is the Council of Elders (Raju/Genro), often led by another member of the imperial family. The next level of government is the Imperial Court which includes all of the executive and judicial elements of running a nation, including the mix of hereditary and appointed governors that oversee the various domains.

The legislative branch is the Assembly of the Domains, a bicameral body split into the House of Nobles and the House of Commoners.

Military

Anbara's interests are protected by the Imperial Army, the Imperial Navy, and the recently founded Imperial Air Force. The Sohei, or the warrior monks that serve as the imperial guards, are a semi-independent force in their own right as well.

Historical Timeline

~ 500 to 400 BCE (Disputed): Proto-Anabran culture develops, semi-permanent farming villages spread across the plains and coastal regions.

~ 200s BCE: Legendary founding date of Anbaran Empire, Kofun style burial mounds begin to be built for elites.

~ 300s CE:

~300 BCE: The Anbaran Empire was founded by Empress BLANK, but this is often regarded as legend or myth.

Warring States Period - Anbaran imperial clan/polity conquers other Anbara cultural states and establishes the first fully united Anbaran empire.

~1100s CE: Powerful noble families begin to dominate Anbara's Imperial Court during a string of decadent, weak willed, or simply short lived shaman-empresses. By the time Empress [BLANK], widely considered the first Cloistered Empress, ascended the throne most secular power was in the hands of these noble families. The most powerful of these families would take the title of regent (kampaku/sessho) and at times married into the imperial family, which was encouraged to remain in the sacred grounds and attend to religious matters and rites. Essentially they had become puppet monarchs for the court nobility.

~1290s CE: Imperial rule was restored by Empress Saien with the support of warrior monks and priests as well as noble clans that had been pushed to the wayside. After winning the Three Years War, she stripped several of the defeated clans of their nobility and exiled many of their supporters from Anbara. Saien also conducted extensive governmental reforms such as instituting the first civil service exams and replacing the old imperial guard with sohei warrior monks.

~1400'S CE:

cloistered rule re-established, provincial warlords (arising from appointed governorships that became hereditary) largely control the nation. Empress and imperial court have limited power. This would last for several centuries.

Late 1600s CE: Kumiko reigns, restores imperial power

1700s to 1800s CE: Anbara becomes a great power (Not sure on this)

Before/After WWI or 2- Anbara loses great power status.

Religion and Culture

The majority of the Anbaran population follow a religion whose name is varyingly translated as the way of the heavens, the way of the gods, or the path of the spirits. Central beliefs include worshipping or revering the countless spirits, venerating one's ancestors, living an upright and sincere life that is in harmony with the spiritual, and avoiding or cleansing impurity that separates one from the pure spiritual world. Those who die are believed to journey to an underworld where they are judged and either rewarded or punished for a period of time before being sent on to reincarnation, and are able to watch over their families during this time. Some seek enlightenment by ascetic practices in order to become "akin to the spirits," allowing them to rise or ascend beyond this cycle.

There are countless spirits worshipped in shrines across Anbara, with some worshipped only in a single village or regions while others are worshipped across the entire land. The greatest or highest deity is that of the Divine Empress - a deity associated with the sun and life who is said to rule over the divine/spiritual world much like the shaman-empress rules over the earth. Despite somewhat common beliefs by outsiders, the Divine Empress is not considered a creator deity but a deity that emanated or emerged from the primordial creator.

The imperial family, or at least the mythology surrounding them, claims descent from the August Empress - a fact that plays a key role in why the throne is passed down maternally. It is from her that the shaman-empresses hold their divine mandate to rule over the lands of Anbara, so long as they justly and wisely rule over said realm. The imperial family is not considered to be divine due to their legendary descent but instead a liaison between the spiritual and mortal world.

The religion itself appears to have originated among the proto-Anbaran culture that dwelt on the river plains from which the nation takes its name. Many of these clans or tribes claimed to be descended from one of the kami or legendary heroes, and each had their own shaman-queen to divine the spiritual world. Archaeologists believe that one of the clans eventually defeated and overtook the other clans, establishing what would become the imperial lineage.

