



# SENGOKU

The Megagame of Power Politics in Old Japan

## TEAM BRIEFING - ENRYAKU-JI

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This is a temple of the Tendai sect founded on Mount Hiei near the Imperial Capital Kyoto in Yamashiro province by Dengyo-Daishi during the Enryaku Era.

Originally built to protect the capital from noxious influences from the North-East (as determined by the ancient principles of *Feng-shui*).

As new extensions were added so the power of the temple grew and to protect the holy places in troubled times the monks recruited fighting men to act as temple guards. These guards (or Sohei) have formed armies and made Mount Hiei a formidable fortress.

Emperor Shirakawa (11th century) said of the place:

*"There are three things I cannot bring under obedience: the water of the Kamo-gawa; the dice of the sugoroku game and those monks on that mountain."*

Little has changed since then.

The sect controls the fortress-temple on Mount Hiei, and has many temples all over the land. This generates the following revenue:

ENRYAKU-JI at HIEI	value 2 points rice tax from temple lands
Donations from elsewhere	value 10 points in cash
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	total 12 points

The Sohei armies, if formed do not have to meet the ordinary limits of province size, but form in Yamashiro at the temple which can accommodate up to 15,000 men under arms.

### **Tendai Sect**

This sect was introduced from China in the 9th century by the monk Saicho (Japanese name Dengyo-Daishi).

The aim of the sect is to encourage all men to attain perfection by the observance of the 3 precepts (kai):

<b>Shun evil</b>	<b>(shoritsugi-kai)</b>
<b>Do good works</b>	<b>(shozebo-kai)</b>
<b>Be kind to all existing beings</b>	<b>(shoshujo-kai)</b>

## **TEAM PLAYERS**

Abbot HOJOMI	- current head of the sect.
Abbot KUSUMO	- director of any armies.
Abbot ZENICHI	- manager of temple finances.
Abbot SHUSHIN	- in charge of diplomacy.