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# Most plausible "temple" in Zelda?

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**legendarylugi**
Almost Not a Noob

Joined: Jun 29, 2006
Messages: 6,783

**Date Posted: Jul 16, 2014** #1

Out of all the dungeons in the Zelda series that have been referred to as some sort of "temple". which do you think is the most plausible as an actual place of worship? Which one seems the most believable in the context of people praying, performing religious rituals, etc.? And which one seems the *least* plausible? Why?

**My ZBScore: 17**
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legendarylugi, Jul 16, 2014 Report + Quote Reply

**Date Posted: Jul 16, 2014**

#2

**Xiaber**
Almost Not a Noob

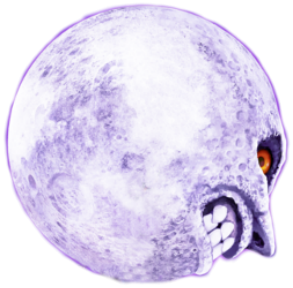
Joined: Jun 6, 2010
Messages: 3,711

As an actual place of worship: Temple of Time.

In Ocarina's case, the 7 temples are temples because that's where the sages pray. Same case with the 2 temples in WW. I can't remember on the spot if there are any other dungeons that are called temples from the other games.

Say 'fuzzy pickles' and I might just smile.
"It is immoral that a mattress should have so much power. Triumph of that which yields over that which thunders. But it is all the same; glory to the mattress which nullifies a cannon."

Xiaber, Jul 16, 2014 Report + Quote Reply



**Twilight_Prince12**
King of TL;DR

Joined: Sep 21, 2005
Messages: 16,706
Location: Wisconsin

**Date Posted: Jul 16, 2014** #3

The Spirit Temple is pretty convincing. The structure isn't too insane and the giant colossus figures make sense. It's not too far out there to suggest that the more twisted Gerudos (Kotake/Koume) are the ones who blocked things off and placed traps and such.

"Harry Potter and the Methods of Rationality" is a masterpiece. http://hpmor.com/
Best MM3D change: Mash B to climb ladders faster!
Zelda Board Sexiest User of 2015
Wii U (MARIO KART 8, sometimes Smash or Rayman Challenges): Sky3200

Twilight_Prince12, Jul 16, 2014 Report + Quote Reply

ghos2 likes this.

**ghos2**
Almost Not a Noob

Joined: May 31, 2009
Messages: 6,381
Location: Missouri

**Date Posted: Jul 16, 2014** #4

The Forest Temple in OoT actually seems like some kind of western-European monastery to me, complete with courtyards, balconies, hallways, catacombs, etc. Kind of like how Snowpeak Ruins felt somewhat like an actual mansion in its design.

The Wind Temple in TWW makes absolutely no sense as a temple. Everything in that design seems like it was designed specifically for a video game.

~Like a fiddle, played for the very first time~
---
I co-host a let's play channel on YouTube called *RushtheFort*, check it out!
I also have a *tumblr* where I post my drawings and stuff: http://theghost2.tumblr.com/

Feel free to call me Josh.

ghos2, Jul 16, 2014 Report + Quote Reply

**lizalfos**
Insert spiffy title here

Joined: Jan 5, 2001
Messages: 23,240

**Date Posted: Jul 16, 2014** #5

I had a list of what each dungeon designated as a temple seemed like (aside from FSA, PH, and ST as I've only played each once, and each was a long time ago). Lost it.

Anyway, Skyview might be the most legit temple.

First, the appearance. It looks like a place of worship.

The interior, as well, seems like a temple of some sort:

Aside from time taking its toll on the interior, with the vines and roots and such, it seems like a holy place.

There's also the spring where Zelda goes to purify her body. Seems like a religious thing to me.

Currently playing: Assassin's Creed Rogue
Currently reading: The Lies of Locke Lamora

lizalfos, Jul 16, 2014 Report + Quote Reply

**twilight_wolf**
Almost Not a Noob

**Date Posted: Jul 16, 2014** #6

Just about all of the Temples in OoT seem to have a kind of legit architecture, except for the Shadow Temple. But even then its layout reflects the kind of nature a group would have to pray there, lol.

Yeah seems to me like they ditched the concept of somewhat realistically designed "temples" after OoT.

Joined: Jul 9, 2006
Messages: 7,499

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Online games: Dr. Luigi, Pokemon Y, Smash Bros 3DS
Playing now: Pokemon Y, Smash Bros 3DS, Hyrule Warriors

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**lizalfos**
Insert spiffy title here

Joined: Jan 5, 2001
Messages: 23,240

**Date Posted: Jul 17, 2014** #7

> twilight_wolf said: ↑
>
> *Just about all of the Temples in OoT seem to have a kind of legit architecture, except for the Shadow Temple. But even then its layout reflects the kind of nature a group would have to pray there, lol.*
>
> *Yeah seems to me like they ditched the concept of somewhat realistically designed "temples" after OoT.*

IMO, OoT's are the least like a temple. Forest is like a derelict castle, Fire is like a prison, Water just makes no sense as a place of worship, Shadow is like a torture chamber, and Spirit is more like a tomb than a temple.

Currently playing: Assassin's Creed Rogue
Currently reading: The Lies of Locke Lamora

lizalfos, Jul 17, 2014 Report + Quote Reply

**legendarylugi**
Almost Not a Noob

Joined: Jun 29, 2006
Messages: 6,783

**Date Posted: Jul 17, 2014** #8

All right, now for a follow-up question. What features must a plausible temple have?

What are some key features that temples have in real life that can be applied to dungeon design?

**My ZBScore: 17**
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**Date Posted: Jul 17, 2014**

#9

**leftylucky**
Almost Not a Noob

Joined: Jul 20, 2006
Messages: 775

Besides the Temple of Time, The Ancient Cistern is pretty blatantly religious, considering there's a giant buddha right in the middle of it. In addition, the boss is reminiscent of the many-armed Hindu deities.

Architecturally speaking, the features needed for a believable place of worship could take a cue from something like the sacred geometry of Chartres Cathedral, or the interior and gardens of Alhambra. From a gameplay perspective, I think the actual rituals performed in different temples should play a large part in overall dungeon design. For example, Zoroastrian fire temples stoke an eternal fire that must never go out. Zelda can take inspiration for this by having a temple where gameplay revolves around ensuring that a central fire altar remains flaming. Ritual water purification like in the Shinto and Essene religions could inspire a temple where diverting water through channels, and actually remaining soaking wet and clean of grime/slime by way of some kind of baptism, could be required to advance through the temple. Mesoamerican sacrificial rites could inspire a combat-centric temple where killing droves of enemies on a giant platformed sacrificial altar would appease a huge ghastly demon statue with a gaping mouth. When the the enemies die, and that famous puff of "death smoke" starts swirling around, it could be inhaled by the demon statue. Once sated, the demon would open up new areas of the temple and refrain from crashing down the structure in anger. By actually being required to enact the rituals of each area in order to advance through it, the dungeons are no longer just dungeons with religous aesthetics. They become actual functioning temples.

leftylucky, Jul 17, 2014 Report + Quote Reply

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