



## The Legend of Zelda: Breath of the Wild Community

Discussions



**Benjamin** SleepyBoyBen

04/06/2017 2:00 PM

 **Hint**

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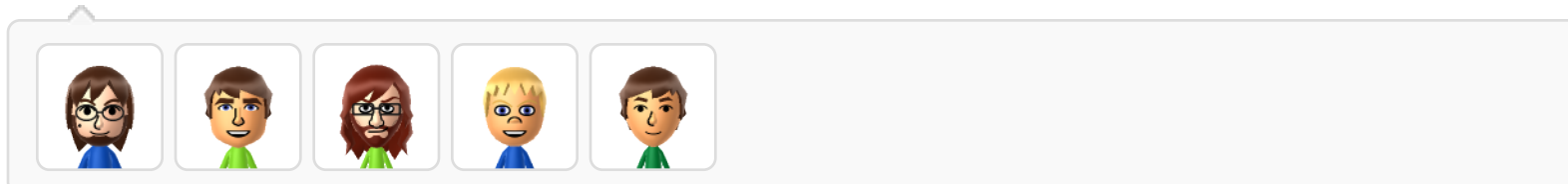
### Unobtainable Chests

For everyone trying to open every chest in the game, here is a list of chests you cannot open/find because of glitches/developer oversight. These chests will always activate your Sheikah Sensor+ and there's nothing that can be done:

1. Hateno Village, between Ton Pu Inn and Kochi Dye Shop. The sensor will go off, but nothing is visible.

 Yeah!

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**Benjamin** 04/06/2017 2:02 PM

2. East of Aris Beach. There is a chest wedged into the map that cannot be moved by any force.

3. The middle of Rassla Lake. If you have obtained every chest in the

nearby area, and if you teleport to the nearby shrine and walk to the middle of Floria Bridge, the sensor will detect a chest at Rassla Lake, but it will disappear when you get there.

 Yeah!

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**Benjamin** 04/06/2017 2:03 PM

4. Old Man's cabin, if you obtained the Warm Doublet directly from the Old Man. If you didn't get the Warm Doublet before completing the 4th shrine of the Great Plateau, the Old Man leaves a Warm Doublet treasure chest in his cabin. Otherwise, it's located under the map for programming convenience.

5. Lurelin Village, in the gambling shop. There's 3 chests there, and they set off the Treasure

 Yeah!

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**Benjamin** 04/06/2017 2:06 PM

Chest sensor even though they can't remain open.

(Above list obtained from forum user HylianAngel on GameFAQs -- list confirmed by me.)

There are some interesting theories for why these chests are impossible to get or non-existent. Unfortunately, they're pretty frustrating for completionists like me. Let's hope they get patched in a future update!

 Yeah!

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**Jayse** 04/06/2017 2:23 PM

Good to know, thanks for sharing Benjamin!

 Yeah!

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**Clouvas** 04/06/2017 2:30 PM

I was under the impression chests respawn (or at least some of them do), making it pointless to include them in a completionist run.

 Yeah!

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**Gamesake** 04/06/2017 3:10 PM

Also Zelda.



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**Benjamin** 04/06/2017 3:27 PM

Clouvas, treasure chests do not respawn! The only exception to this seems to be wooden chests, which respawn only if they are smashed, but not if they are opened.



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**Clouvas** 04/06/2017 3:29 PM

Good to know then. But this is going to be exhausting. All those treasure chests plus 900 Koroks?



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**Benjamin** 04/06/2017 3:34 PM

It's a great way to really explore an area! How much you want to do it is up to you. I personally have been having a blast with my Sheikah Sensor set to search for treasure chests. It even makes finding Shrines more fun because of how unexpected they are.



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**Nintendoer** 04/06/2017 5:52 PM ·Spoilers

As treasures don't respawn, it's a great way to search for Koroks after making one thorough pass through the world, as treasures you haven't claimed are a good indication you haven't explored that area well enough.

Thanks for the list! I'll definitely keep these in mind when I turn the treasure sensor on.



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**Stagger** 04/06/2017 6:05 PM



Thanks brer'jamin! I'd come across all of these while finishing the Korok hunt, nice to know I hadn't lost my marbles ... and I'd never have found out otherwise, heh.



**Benjamin** 04/14/2017 11:25 AM

Where've you been other Benjamin? I see you yeahing my stuff but no recent posts...



**Benjamin** 04/14/2017 2:30 PM

I've been on the Switch! It's lovely there but a bit lonely. I really miss Miiverse. I keep taking screenshots of my adventures in BotW but then realizing that I have no community to post them to.



**Benjamin** 04/15/2017 2:07 AM

Oh, yeah, makes sense, same here actually. I don't use Twitter or Facebook so the album's only good for looking back on gaming memories. But after I finished BotW I've come back to finish older games and play BoxBoy...

I think Switch's biggest problem is it has no personality. Do you know what I mean?



**Benjamin** 04/15/2017 4:25 PM

I feel you. I'm really hoping that the Switch's online app will incorporate some kind of Miiverse 2.0. It's strange how much more immersive a gaming experience feels when you are documenting your impressions and interacting with a community.





**Benjamin** 04/15/2017 6:33 PM

Well, I find it less immersive for games like Zelda because it stops gameplay, but yes it is fun to document impressions.



**Benjamin** 04/24/2017 6:57 AM

I just discovered that all the chests on Eventide Island seem to respawn alongside the Blood Moon. This is way less annoying than the other chests because, unlike Hateno or Lurelin Village, chances are you won't be stumbling around Eventide after your first visit. It's interesting that the chests have this unique feature. Too bad they don't have any great loot though!



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