

# This Zelda Breath of the Wild Mod For Minecraft Absolutely Hyrules

The beautiful and vast landscapes of Breath of the Wild are such a great match for Minecraft that someone designed the entire BOTW map last year, but it was just a base. Modders from another group added some Zelda gameplay to the map with a Sheikah slate and all its capabilities, including a boomerang, and Sheikah towers. You can give the creeps you don't like the sound of their explosive efforts to experience the torture by using Link's remote detonator bombs.

PCGamesN has spotted that the Breath Of The Wild datapack was created in collaboration with modders Craiy and Joris. It's amazing.

The Bokoblin camps are fairly frequent in Minecraft and the more rare Sheikah Towers, which look like the huge spires Link climbs to reach Hyrule are the most obvious things that you'll encounter in your Minecraft world. Fighting Bokoblins and taking their Boko Stick clubs is a great first step however, your next priority should be crafting some ladders and climbing to the top of the Sheikah tower. This is where you'll find the old Sheikah multitool of destruction and be able to begin wreaking destruction.

You can grab and move around metal blocks like copper or iron using the magnesis function. You can utilize both the round and square remote bombs to terrorize bokoblin camps, make use of stasis to send goats off cliffs exactly as they deserve, and make incredibly difficult parkour courses using cryonis.

Actually, it would be quite cool to construct floating water bases that could only be entered with cryonis ice pillars, isn't it? I did try to channel my inner Link by dropping iron blocks on top of bokoblins but they'll just slither through them and fall to the ground instead of doing damage. Don't pretend I didn't attempt to smack them in the face.

The boomerang and hero's tunic are rare but are worth a look-up, especially the tunic that allows you to observe the current health of an opponent. Craiy will go over everything and more in the mod show video below.

The current version of the BOTW datapack is for Minecraft 1.19 with all those cool new features, however Craiy claims that the group is planning to make another version of the pack with even more Zelda tidbits.

The person who created the previous year's Breath of Wild map chose not to make it available for download. Instead, perhaps keep an eye on the one being worked on by Grazy, which is what Craiy and Joris used to showcase their datapack. I'm not sure if you'd

want to put both of them, as Grazy is building her own Sheikah towers, and the BOTW datapack makes them itself, for what it's worth. Maybe even mix your Zeldas with the Wind Waker style you can see on our top Minecraft texture packs list.

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