

Tears of the Kingdom - Maxed Inventory

Weapons

The Royal Rush

- Royal Claymore (Pristine) fused to Molduga Jaw + Bone Attack Up > Royal Claymore (Pristine) fused to Silver Lynel Saber Horn
- **The Royal Rush** is only to be used when flurry rushing.

The Can Opener

- Scimitar of The Seven fused to Molduga Jaw + Bone Attack Up > Scimitar of The Seven fused to Silver Lynel Saber Horn
- Just use it whenever. It doesn't really matter as long as you repair it when it's low on durability. It is considered a legendary weapon, so be sure to fuse it to a repairable weapon or shield, let a rock octorok repair the weapon (tricking the game to repair the two), kill the rock octorok and use the Break-A-Part store in Tarrey Town to get your materials (and the weapon itself of course) back.

The Lynel Backscratcher

- *Royal Guard's Claymore (Pristine) fused to Molduga Jaw + Bone Attack Up on last hit > Royal Guard's Claymore (Pristine) fused to Silver Lynel Saber Horn on last hit.*
- *Make sure that **The Lynel Backscratcher** is only ever used when Link is mounted on a Lynel, as those attacks never use durability. Never repair it using rock octoroks either, as the weapon will lose its massive double-double damage. And, please, please, don't accidentally throw it...*

Shields

- Hylian Shield fused to whatever the heck you want.

Bows

- Savage Lynel Bows. Try fusing eyeballs (homing arrows), wings (sniper arrows), and monster nails / fangs / claws / hooves / Gibdo Bones (extra damage, much more than when fused to a weapon) for the best results.
- Maybe the Great Eagle Bow too? If you really need a more aesthetically pleasing weapon?

Meals/Elixirs

Extra Spaces

For Meals and Elixirs, you'll want fill up remaining spaces with the following materials, listed by effectiveness in descending order:

- Any Dragon Horn (only one should of these should be aded to a dish, as this automatically gives you the max duration of 30 minutes)
- Any Dragon Fang(max of 3 in a dish as this adds 10 minutes)
- Any Dragon Claw (+ 3:00)
- Any Kind of Guts or Tails besides Gibo Guts (+ 2.40) (however Gibdo Guts do guarantee critical cooks)
- Anything else obtained from monsters other than horns should add 1:20.

Notes

The way I chose the best materials for each buff was simply finding out the fewest amount of materials cooked to reach the highest possible buff without surpassing the potency amount required.

Substitutes will occasionally be provided in the case of many rare materials being required.

For each meal/elixir, the more potent ingredients are in front of the less potent. So if you don't have the less potent ingredients, you can always add more of the more potent ingredients. In most cases, just one extra will do.

Critical Cooks are not represented at all and are ignored completely in this list, for the sake of consistency.

FYI: Critical cooks either give a bonus 3 hearts, add an extra lvl to a buff, or increase the duration. By default, the chance of a Critical Cook is 10%, but this is increased to 30% by all guts, tails and sugar cane. Dragon parts other

than dragon spikes, Gibdo Guts, Star Fragments and Golden Apples increase it to 100%. Cooking between 11:30PM and 12PM (in in-game time) during a blood moon will give you an 100% Critical Cook chance with each dish cooked, so Blood Moons are your sign to get cooking!

Attack Up

- 2 Mighty Porgy + Mighty Thistle
- 1 Mighty Porgy + 2 not Mighty Thistle

Defence Up

- 2 Armored Porgy + Amaranth
- 1 Armored Porgy + 2 not Amaranth

Speed Up

- 3 Swift Violet/Fleet-Lotus Seeds + Rushroom /Swift Carrot
- 3 Hot-Footed Frog + Hightail Lizard

Glow

- 3 Glowing Cave Fish + Brightcap

Slip Resist.

- 3 Sticky Frog + Sticky Lizard

Stealth Up

- 3 Silent Princess
- Substitute: 5 Silent Shroom/Stealthfin Trout

Weather Attack Up

- 1 Elemental Fruit + Critical Cook for the Lvl 2 Buff

Swim Speed Up

- 1 Splash Fruit

Shock Resist.

- 2 Voltfin Trout
- Substitute: 3 Zapshroom/Electric Darner

Cold Resist.

- 2 Sizzlefin Trout
- Substitute: 3 Sunshroom/Warm Darner

Heat Resist.

- 2 Chillfin Trout
- Substitute: 3 Chillshroom/Cold Darner

Flame Guard

- 3 Smotherwing Butterflies + Fireproof Lizard

Gloom Resist.

- 3 Dark Clumps (these cannot be on their own, like Oil Jars. They are additives, and must be cooked with at least 1 of the other meal based foods (that don't give buffs) or the aforementioned duration materials)

Gloom Recovery

- 5 Sundelions

Stamina Recovery

- 2 Staminoka Bass + Courser Bee Honey/Bright-Eyed Crab + Stamella Shroom/Stambulb
- While this does overshoot, the most space efficient recipe is: 2 Energetic Rhino Beetles. Not very useful though, as there isn't a duration to be increased here anyway.

Bonus Stamina

- 5 Endura Carrot


Extra Hearts

- 5 Big Hearty Radish

Hearty Salmon, Hearty Lizards and Big Hearty Truffles are also some of the best options, each giving 4 extra hearts, rather than 5 like the Big Hearty Radish.

Sources

 [The UPDATED Hidden Cooking Mechanics of Tears of the Kingdom Expl...](#)

 [Tears of the Kingdom Data Sheet v5 \(check Links\)](#)