

The Nice and Profitable Grindings of mp, georg



VOL. II

ENTER THE BONE ZONE

Version 1.5.3

"Are you a 90-echo weakling? Do Paramount Presences kick glim in your face and steal the Boneless Consort cutie you've been trying to impress all false-summer from you? Is Affair of the Box just too skinny for your needs? DONT BE A FBG FOOL - LET MP MAKE A DELICIOUS WEALTHY FRIEND OUT OF YOU! This exclusive training course and card discard guide will make your deck SLIMM and your wallet THICC! Does purchasing a single urchin make you tired and drained? MP'S GUIDE TO DECK-BUILDING will have you pumping an Ubergoat on each arm in no time! YOU'LL BE CHUGGING CIDER IN UNDER A YEAR! Don't let yourself be made a chump by chump change - transform your play style with MP's guide TODAY!!!!!!!" (🕷️Arachnonaut🕷️, Satisfied Customer)

"Nothing will turn a man's home into a castle more quickly and effectively than a dachshund" (Alexandrina Victoria, Queen)

Purpose (and limitations) of this guide

The goal of this guide is teaching you the not-so-ancient art of Mammoth Ranching: the most profitable, and (indisputably) most entertaining* money-making scheme in Fallen London! It'll cover the fundamentals of endgame grinding, familiarize you with the basic necessities, give step-by-step instructions, and, as an added treat, provide a list of all the opportunity deck cards you should be playing (and some you should remove).

But what is Mammoth Ranching, in practice? It's a Bone Market grind that relies on obtaining Mammoth Ribcages from Balmoral, and utilizing them to their fullest potential. Which, with the right know-how, can be incredibly lucrative—more so than anything else currently in the game!

There are, however, some limitations on what we're going to cover. In particular, this Guide will not:

- discuss any of the underlying calculations, for those are complicated and oft counter-intuitive, and addressing them would greatly expand the workload
 - Fortunately, you don't need to know them in order to execute (and enjoy!) the grind.
- touch upon grey and not-so-grey areas (e.g. mass alt usage), or extremely foolish ideas (e.g. trimming one's Deck with Obscurity)
- (for the card section) include cards available only in the early game, and impossible (or impractical) to obtain later (e.g. the Cheesemonger cards)

* This is more important than it may initially seem. A boring or tedious grind can lead to a burnout, which, in turn, may cause you to stop playing. And when you're not playing, you're not making any Echoes at all!

Methodology

This section covers some basic concepts that will help you better understand endgame grinding.

- **EPA:** Echoes Per Action, i.e. the overall profit from a grind divided by the actions required to achieve it. What constitutes a grind can vary, and may be anything from a single card to a complex chain of options. If there's randomness involved, statistical tools may be required.
 - EPA of Mammoth Ranching is estimated at **5.5-6.0+** (depending on your items)
- **Default action:** the action you take, and which you can always take, when no better opportunities are available. It forms the baseline for what's considered profitable: anything less worthwhile than your default doesn't make the cut, because, well, you can just do the default instead.

- **Opportunity cost:** how much would you earn if you did something else, typically your default actions, instead?
- **Net profit:** when you need to compare two grinds, especially ones that are of different lengths and can't be indefinitely looped, simply looking at their EPAs may not be enough. In such a case you should instead compare their net profits, i.e. how much better each of the grinds is than spending actions on your default.
 - One way of doing so is to subtract the opportunity cost of the grind (usually its length in actions multiplied by the EPA of your default action) from its total profit. This will show you how much additional money the grind provides, which you can then compare directly with other, potentially mutually exclusive, grinds.
 - An alternative method is to append the shorter grind with your default actions, until both of the grinds are equal in length. Afterwards, you can simply compare their EPAs to see which one is better, and by how much.
- **Mana flood:** too much of a good thing may turn into a bad thing. For (a somewhat dated) example, Revolutionary Favours used to be great, but if you were getting more of them than you could profitably liquidate, you'd spend most of the time capped out on them. This was undesirable, because it turned all your Revolutionary cards into dead weights. It also lowered their combined EPA, as the weaker cards used up actions that could've been taken by the strongest ones (which you were forced to discard).
 - This can be partially countered by playing your cards tactically. You may, for example, play the less profitable ones only when your total Favours are low, so that there's (almost) always room for the better ones.

What will you need?

- Access to the **Bone Market** (with a large stall) and **Balmoral Woods**
- **The Seal of St Joshua**
- A **well-developed** and **transformed Butcher in Ealing**
- Access to the **Helicon House** in Ealing (Recommended)
- A supply of **Scrip**, **Collated Research**, **Bone Fragments**, and **Warm Amber** to get things started
- **Player of Chess 10**
- **Monstrous Anatomy 10+** (Recommended)
- **Mithridacy 10+** (Recommended)
- **Artisan of Red Science 10** (Recommended)
- **Shapeling Arts 8**
- An outfit with **Dreaded 7+** and **Respectable 7+**
- An outfit with **Bizarre 7+** and **Respectable 7+**
- An outfit with **Bizarre 15+** (Recommended)
- Endgame levels of **Persuasive** and **Shadowy**

- A **Plated Seal**, or a **Young Terror Bird**, or an **Aurochs** (see below)
- **Scrimshander Carving Knife** (Recommended)
- **Counterfeit Head of John the Baptist** (Recommended)
- **A Complete Account of Frogs, Toads, and Other Croaking Beasts** (Recommended)

Spender Skeletons

The primary loop of the grind involves building skeletons on Mammoth Ribcages obtained from Balmoral. First, follow these steps:

- Travel to **Balmoral Woods**
- Extend your visit twice with **Collated Research**
- Enter the Woods, and head to the **Glades**
- **Wander** eight times
 - If you don't have Player of Chess 10, you can achieve a diminished form of the grind by **Darkening the wood** before Wandering (stop at sixteen). The Bombazine can be obtained by selling a Generator Skeleton to A Naive Collector
- Witness the **Deer** and report it to the **Keeper**
- Repeat until you accrue twelve or more **Moonlit**
- Head to the **Crathie**, and then to the **Distillery**
- Complete a **Painting** using Moonlit only—the goal is to achieve at least three successes, so remember to use your best Persuasive gear!
- Head back to **London**, present the Painting
- Proceed to the **Bone Market** and begin building a skeleton on a Mammoth Ribcage

From here, there are four routes available, depending on which items you have.

Holy Mammoth

First, if you have **four Saint Fiacre's Thigh Relics**, **Scrimshander Carving Knife** (recommended), and **Counterfeit Head of John the Baptist**:

- **Duplicate the skull of John the Baptist**
 - You can obtain the **Peppercaps** from the **Helicon House** with the **Forget the biscuits, take the Solacefruit** branch. For best results, enter using the Pendant and with a companion who increases either Casing (preferably) or Fitting-In. Then **Deploy your Morally and Physically Flexible Rubbery Cat**, **Draw tentacles from the cauldron**, and **Keep a close eye on everyone present** for the rest of the evening.
 - Once you accumulate a lot of Casing, spend it in the Clay Highwayman's camp through medium Larcenies (i.e. the Casing 8 ones).

- If you can't follow those steps exactly, plan to **Draw tentacles** as early in the evening as possible. If you have a surplus of Tentacles, you can skip this step for additional Casing.
- Affix **four Saint Fiacre's Thigh Relics**
- Apply a **Withered Tentacle** as the Tail, sourced from the Helicon House
- **Decrease the Antiquity** with the Knife (if needed)
 - If you don't have the Knife, substitute one of the limbs for another Tentacle
- Declare your Mammoth to be a **Reptile**, and sell it to a **A Familiar Bohemian Sculptress**
 - Preserved Surface Blooms can be used for Helicon entry if you're yet to unlock any of the free options

Mammoth From Hell

Then, if you have an **Aurochs**:

- Affix a **Horned Skull**, cloned by the Ealing Butcher
- Apply **four Fossilized Forelimbs**, bought in the Upper River Bazaar
- **Fix the Antiquity**, with the goal of landing it at no higher than nine
 - Make no changes at Antiquity nine or lower
 - Apply a **Withered Tentacle** as a tail at Antiquity ten
 - Use the Knife at Antiquity eleven
- Declare your creation as a **Chimera**, and sell it to an **Author of Gothic Tales**

One-Winged Mammoth

Otherwise, if you have a **Young Bird of Terror**:

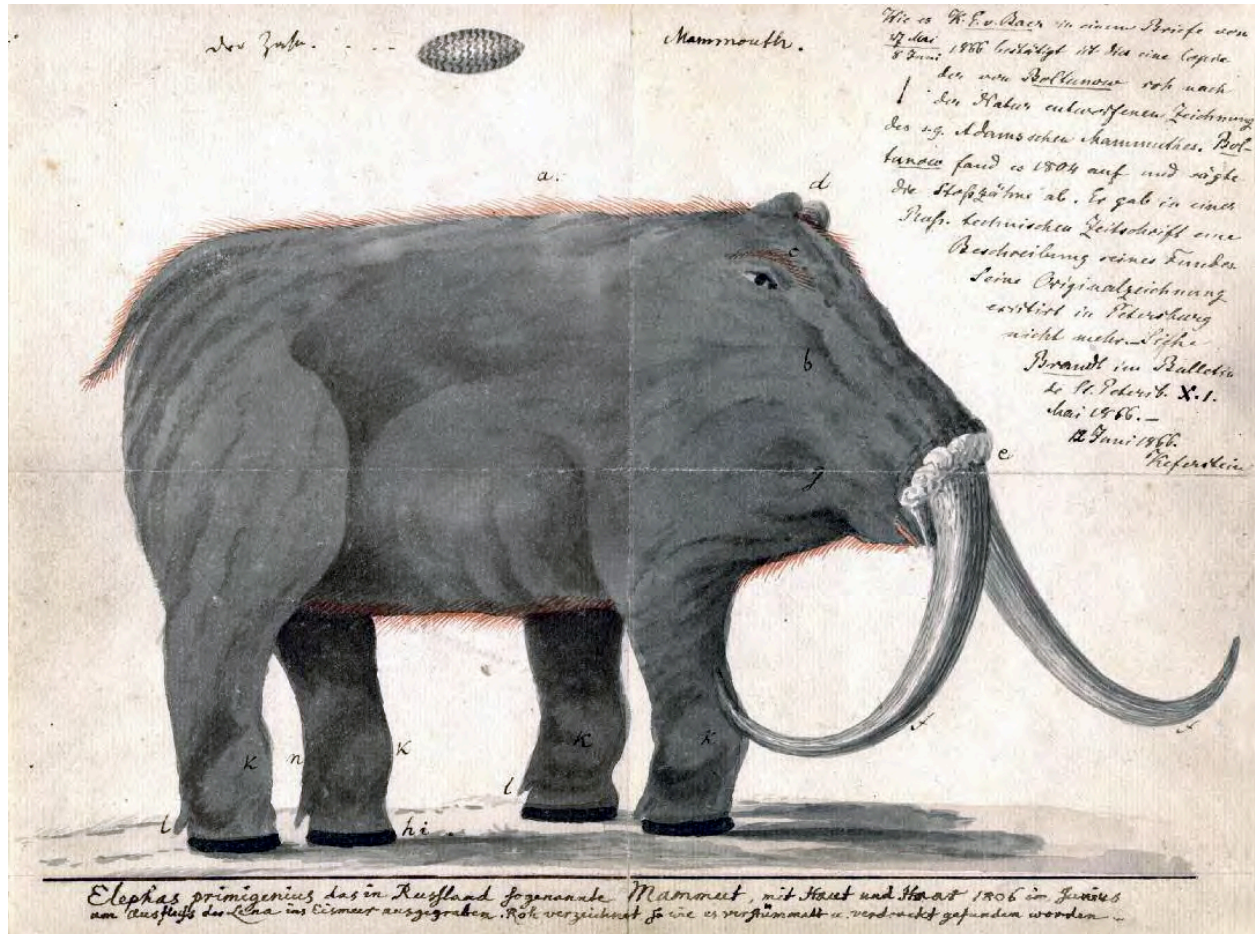
- Affix a **Sabre-toothed Skull**, bought from the **Enthusiast of the Ancient World**
- Add a **Wing of a Young Terror Bird**, cloned by the Ealing Butcher
- Apply **three Fossilized Forelimbs**, bought in the Upper River Bazaar
- **Fix the Antiquity**, with the goal of landing it at no higher than nine
 - Make no changes at Antiquity nine or lower
 - Apply a **Withered Tentacle** as a tail at Antiquity ten
- Declare your creation as a **Chimera**, and sell it to an **Author of Gothic Tales**

Mammoth of the Zee

And if you have neither:

- Affix a **Plated Skull**, cloned by the Ealing Butcher
- Apply **four Fossilized Forelimbs**, bought in the Upper River Bazaar
- **Fix the Antiquity**, with the goal of landing it at no higher than nine
 - Make no changes at Antiquity nine or lower
 - Apply a **Withered Tentacle** as a tail at Antiquity ten
- Declare your creation as a **Chimera**, and sell it to an **Author of Gothic Tales**

If you **don't have the key items necessary for building Holy Mammoths**, instead aim to reach at most nine Antiquity with your designs, and fill unused limb slots with Holy Relics. Any **leftover Relics** can then be sold to a **Palaeontologist with Hoarding Propensities** if you require Bone Fragments, or otherwise to a **Theologian of the Old School**.



All the **Scrip** you obtain can be cashed out into **Echoes** via arbitrage on **Tinned Hams**.

You should generally **avoid Exhaustion** while on this grind, but it's still profitable to acquire **four points** of it shortly before your Time the Healer. To do so, simply aim for **six levels of Antiquity**, and sell your skeleton to an **Investment-Minded Ambassador** instead (an outfit with Respectable 15 is recommended). You can use a **Ball of Stygian Ivory** to save some Scrip.

Generator Skeletons

To obtain the resources needed to keep the grind going, occasional assembly of Generator Skeletons is required:

- Travel to **Balmoral Woods**

- Extend your visit twice with **Collated Research**
- Enter the Woods, and head to the **Glades**
- **Wander** five times
- Back out, and head to the **Fringes**
- Track the **Capercaillie** and report it to the **Keeper**
- Repeat if needed, and spend **Moonlit** on **Painting**
- Return to **London**, and head to the **Bone Market**
- Begin your construction on a **Skeleton with Seven Necks**
- Affix seven **Sabre-toothed Skulls**, bought from the **Enthusiast of the Ancient World**
- Apply two **Fossilized Forelimbs**
- Declare your creation as a **Chimera**

Your choice of the **buyer** depends on which components you need:

- For **Collated Research** sell to the **Tentacled Entrepreneur**
 - You will acquire **Memories of Distant Shores**, which you'll then have to upconvert
 - You can get **Connected: Benthic** efficiently with the **Direct a small grant to Benthic College** branch from the **Endowment of a University Fellowship**
 - **Abominable Salts** can be bought from the Bazaar
- For **Bone Fragments** sell to a **Palaeontologist with Hoarding Propensities**
- For **Warm Amber** sell to a **Zailor with Particular Interests**. Note that this will likely trigger **Exhaustion** which is undesirable:
 - To avoid it, you can use **Wings of a Young Terror Bird** or even Bat Wings instead of Fossilized Forelimbs
 - This guide, however, recommends that you **play into it** and instead replace just one Fossilized Forelimb with a **Helical Thighbone**, as the resulting Scintillack is both rare and can be used for a **Prismatic Surprise**

The Prismatic Surprise

This alternative generator shouldn't be actively pursued, but the materials required for it may occasionally fall into your lap through normal gameplay. You'll need:

- The **Recipe for Scintillack Snuff**
- One **Preserved Surface Bloom**
- Eight **Knobs of Scintillack**
- Two **Antique Mysteries**
- Ninety-eight **Rumours of the Upper River**

If you happen to have all of the above, assemble an **Oil of Companionship**, and then **Lead an expedition to the strangest point on the horizon** to acquire a **Prismatic Frame**. Once you have one, it can be combined with three **Sabre-toothed Skulls** and three **Fossilized Forelimbs** for a Generator Skeleton of higher efficiency.

Appendix A: Thinning your Deck

- **Remove your Lodging cards**
- Get a good Lodging:
 - (Option A) Lodgings with Remote Address trim all the City Vices cards from your Deck.
 - (Option B) Five-card Lodgings allow you to hold more cards in your hand (which is especially useful if you have some bad high-frequency ones), and to be more tactical with your Conflicts.
 - Drawing one card at a time is optimal, but it can also feel tedious. Try drawing them in twos to avoid burnout.
- If you're still in the early game, avoid visiting the Palace wine cellars, and only help Mr Wines with his revels up to "The Charming of F. F. Gebrandt" part.
- Don't pick up a gift from a Mysterious Benefactor (you can reset this story with Fate if you need to).
- Don't seduce (or recall) the Struggling Artist. Employ him in your Lab, if you're already stuck with him.
- Either side with Big Rat, or use Albino Rat for a Lab upgrade.
- If you have the Library, move it completely into your Lab.
- Lend out your **Transports** and the Gymnasium
- Do not hire a Gang of Hoodlums
- Get rid of your Connected pet
- Finish all the Dream storylines.
 - This is more tricky for dreams about Thunder, as you will have to build them up twice: once to obtain Stormy-Eyed, and a second time to lock-out all of the cards.
- Keep your Nightmares at 0.
- Keep your Scandal at 0.
- Keep your Notability at 0.
- Try to keep your Hell, Criminals, and Bohemian Favours at 0.
- Avoid conflict cards by keeping other Favours at 4 or less where possible.
- Sell all companions who add cards to you Deck (including the Neathmon).
- Check if you currently need your Spouse's bonuses for anything—separate if you don't.
- Get rid of the soul-buying Devils, one way or another.
- Make your Plant as powerful as it can be.
- Keep "A Boxed Cat?" or "A Partially Unwrapped Cat?" in your inventory.
- Either immediately sell your Proscribed Materials, or get your Connected: Masters to 11.
- Don't play the Epilogue of "Cricket, anyone?" (you can reset this story with Fate if you need to).
 - But **do play** the story itself, if you can, for it is a great one!
- Watch out for items with card-granting qualities: take them off before you draw.
- Draw your cards in an area without any extra ones (e.g. Moloch Street)

- In general, take a look at the requirements of every undesirable card, and ask yourself if there's a way to lock yourself out of it.

Appendix B: The current list of all the good cards

- All options on the **A Visit** card are strong, but this guide recommends going with the **Soldier**
 - You can cash-out Dock Favours through Parades in **Jericho Locks**, and use the resulting Esteem (as a Doctore) on trips to **Eversmoulder**
 - Constable Favours can be cashed-out through their conflict with Rubbery Men
 - Someone is Coming obtained from this and other sources can eventually be spent on Bone Fragments
- **A trip to Arbor** can provide you with a net gain of thirteen Attar.
 - Spend all your time **Walking the Walls** in the Center section of Far Arbor. When you need the money, go **South**, and give all your Attar to the **Queen**.
- Playing the **Aunt** storyline and picking the ending with **Mr Wines** unlocks the best card in the game: your Aunt will restore ten of your Action Points with a 30% chance! This card grows in power together with you, and will therefore never depreciate!
 - The Stars may end, and so may the Darkness, but the **Aunt is forever**.
- The **Clay Tailor** Club card has a highly valuable **Invite your companions to investigate Infernal Fashions** branch, especially if you max out your Train Luxuries
 - It trades the Rumours you'll acquire through your travels for Thirsty Bombazine Scraps
 - Under the right circumstances, the **Jasmine Leaves** can be profitably traded in bulk through the **Sell all your Jasmine Leaves via the contacts of the Gracious Widow** branch
- **A disgraceful spectacle** is a rare card that allows you to grab one of two 12.5 Echo items (the **Blue Stone** option is marginally better).
 - Whichever item you pick, sell it immediately, as the card won't come back while you have it.

