

Harbor Contracts

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The Tidemark Ledger keeps the long counts at the Izlude Company quay — paperwork for the kills that fill a day, not just a dock turn. Short work still posts at the Tidemark Bounty Board beside Quartermaster Brine; he handles the rest.

Where

Quartermaster Brine on Izlude (**150,169**), Company desk row beside the Tidemark Bounty Board (**141,168**) and Tidegauge (**153,161**). Hold Clerk and Ember Clerk share the same quay desks.

How It Works

- Pick a contract in your level band; kill the named stock anywhere in the world.
- Report back to Brine when the count is full to collect payment.
- **Two completions per day** (per character); one active contract at a time.
- The same mob cannot be claimed twice on the same day.
- First abandon is free; a second starts a **2-hour lockout**.
- Completions raise **Harbor Reputation** and pay Bronze Coins, materials, EXP, and Zeny — no combat gear, Mission Points, or costumes.

Tiers

Tier	Level band	Kill count	Standing	Bronze	Materials
Dock Ledger	20-49	100	+3	2	Sticky Mucus ×8
Lane Clearance	50-79	100 or 200	+6	3 / 4	Shell ×5 / Coral Reef ×2
Deep Cut	80-99	200	+10	5	Crystal Blue ×3

Tier	Level band	Kill count	Standing	Bronze	Materials
Company Seal Work	100+	200 or 400	+15	6 / 8	Red Blood ×3 / Mystic Frozen ×2

Base/Job EXP and Zeny scale with the tier and count you take.

Why Bother

Steady standing and Bronze between Tidemark dailies — the long counts that keep the Company ledger honest.

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