

Baldur's Gate - The Harbour



1. Water Queen's House : [Jalantha Mistmyr](#), High Priestess of Umberlee. To persuade her to remove Lothander's geas she requires you to bring her the Book of Wisdom from [The Temple of Tymora](#).
For the body of Varci's brother you can either pay 2000gp or if you aided [Tenya](#) against the fishermen you can ask to see her and she will give you the body for free.
2. The Low Lantern : [Desreta](#) and [Vay-ya](#) (middle deck) two loonies asking for trouble. They have a fair amount of treasure including Gauntlets of Ogre Power (Strength 18-00), Dagger +1, Long Sword +1, Wand of Fire, Scrolls of Clairvoyance and Dispel Magic.
[Yago](#) (lower deck) : The mage who cursed the daughter of [Brielbara](#) and Coran. Kill him for the book she needs. There are Fireball, Melf's Acid Arrow, Sleep and Blur scrolls in the adjacent chest.
3. Jopalin's Tavern (and inn.)
4. Warehouse : There is an escaped [Greater Basilisk](#) in here. 7000xp for killing it. See [Nadarin](#) for 1800gp and 1300xp.
5. Warehouse : [Noralee](#), she's dropped some Gauntlets of Weapon Skill in a crate by the harbour. 1000xp and two potions of Infravision for returning them.
6. Noralee's Gauntlets of Weapon Skill.
7. [Larriaz](#) a Sirine who was captured by fisherman and brought here. She's just killed the family that live here because she's about to die from being away from the sea too long. I don't think there is anything to be done here (except killing her for 30xp and a pearl.)
8. [Ghorak](#) : Cursed with a disease for past misdemeanours. He asks you to retrieve the skull of his brother Kereph from behind a painting in [The Three Old Kegs](#) and take it to [Agnasia](#) at The Lady's Hall (The Temple of Tymora).
9. The Harbour Master's Building.
10. [Five Ogre Mages](#) : Yes that's FIVE, no prizes for guessing their intentions. The price on your head is up to 10000gp now! This is a very tough encounter, there is a fair amount of treasure but nothing terribly special.
11. The Iron Throne. There's an entrance to the sewers in the eastern corner of level 1.
Chapter 5 : Level 5 - Zhalimar Cloudwolfe, Gardush, Naaman, Diyab, Aasim, Alai. Two each of Magic Users, Priests and Fighters. Amongst the spoils are "Suryris' Blade" a Halberd +2, a Wand of Lightning, Wand of the Heavens, Ring

of Free Action, Bracers of Defense AC 7, Warhammer +1, Mace +1 and Scrolls of : Fireball, Know Alignment, Dispel Magic, Dimension Door, Protection from Normal Missiles, Confusion and Vocalise.