**Levels 18-24**

Crag spiders in [Eastern Karana](https://wiki.project1999.com/Eastern_Karana) right by the long winding entrance back into [Highpass Hold](https://wiki.project1999.com/Highpass_Hold" \o "Highpass Hold). Rarely camped by more than 2 people, and even then, there are so many spiders and other wandering dark blue con mobs, you have more than enough before your mana/hp can regen. The coin off these isn't that great, but they drop a ton of spider silk which you can sell to players for a good amount of plat as you will have well over 20+ stacks by the time these con light blue. If you happen to be a necro, Tol Nicelot in the Erudin library is an excellent solo camp for levels 20-24. You will want to use fear and kill him as soon as possible because he uses LoH, but he is worth a nice chunk of experience, has a five minute spawn, and averages over five platinum per drop.

(Edit): As a necro soloing Tol Nicelot, you'll want to pull him downstairs trough the teleporter as if you were exiting the city, and kill him there to avoid getting killed by the Paladin guild master that will aggro if he path nears her, as well as the enchanter GM at the INN during the night. I've died a couple times to these two until i wizened up to this strategy! Good hunting fellow necros, and stay EVIL!!! >=) P.S: Made all the way to 26 on Tol Nicelot until exp slowed down.

*-Manakim Devorare, 24 Erudite Necromancer*

**Levels 22-28**

(added to the guide Jan 12, 2021)

Haunted Island in [Ocean of Tears](https://wiki.project1999.com/Ocean_of_Tears). 8 total spawns of [**gargoyles**](https://wiki.project1999.com/A_gargoyle) which drop [**gargoyle eyes**](https://wiki.project1999.com/Gargoyle_Eye). These vendor for ~190pp per stack. Sometimes they will drop 2 at a time, but overall, I'd say that roughly 30% of your gargoyle kills will net you an eye. I took my Wood Elf Ranger to the island immediately after getting a level buffer at 22, and hunted for approximately 24 hours in a 2-day period. Starting at lvl 22, the gargoyles were giving roughly 2-3% of a level per kill. At 27, each kill was still approximately 1-2% of a level, even though gargoyles turned dark green.

The main thing that slows down experience and loot is how the island works with PH spawns: [skeleton](https://wiki.project1999.com/A_greater_skeleton) spawns are more frequent. At lvl 22, a few skeletons were giving negligible exp. At 23, no skeletons were providing experience. Their loot is exactly like that of [decaying skeletons](https://wiki.project1999.com/A_decaying_skeleton) in newbie zones: cloth armor, bone chips, rusty weapons, and the occasional cracked staff.

Skeletons and Gargoyles have some kind of beef with one another, as you'll occasionally see them in combat together. Skeletons are no match for the gargoyles, even when they gang up on them. However, this needs to be of note, because it's possible to get KS'd by a skeleton if you're not careful. Due to the hilly and grey-tone nature of the island, both skeletons and gargoyles are camouflaged by the background, day or night, making them difficult to see, and easily allowing you to get jumped. Because their paths cross often, you might end up in combat with 1 or 2 foes at a time. Again, this is a potential source for getting a gargoyle KS'd by a skelly, or getting jumped and having to deal with more mobs.

If the island hasn't been cleared any time recently, it's highly likely that the entire 8 spawns will have been replaced with all gargoyles. This is an ideal, but semi-dangerous, situation. If you've just started hunting the island, and don't know what you're doing, you'll easily get overwhelmed by 2 or 3 gargoyles, and you'll have little recourse for escape. If you don't have feign death or gate, you're going to die ... where are you going to swim to quickly enough to get help?

When you first arrive, you'll likely be coming from directly north west or north east of the island via the boat. Head to the east-north east corner of the island, as there is a peninsula jutting out that points toward the nearby goblin island. It's got a small tree up on its little hill, and this is a safe spot to camp, med, heal, or go AFK, as there are no paths near enough to aggro you.

The water line will become your friend during this endeavor, as you should be pulling to the water each and every kill for the foreseeable future. That is, until you have the island well and clear of mobs. Using whatever keyboard key you've bound to alternate between NPCs (this is valuable, even as a tracker - I use TAB), acquire a target and then visually find it before entering combat. It's best to pull with range, and run immediately to the nearest water line so you can fight / nuke them into oblivion. The vast majority of the time, you'll get a single pull. But during the initial stages of your camp when it's more populated, you've got a higher likelihood of pulling more than one, so keep that in mind, and keep your eyes open.

*Pet classes, take note: pull with a spell, don't send your pet in during the initial clearing stages, as it will drastically increase your potential for adds.*

TAB often, but be wary, 4 [spectres](https://wiki.project1999.com/A_spectre" \o "A spectre) are also on this island, and if you're facing them, they're going to end up targeted on occasion, which is just super annoying. Oh, and don't get too close to them, because they're around lvl 35 and can hit for 90+ dmg. You aggro THEM, you're gonna die, because you'll get a group of 3 or 4.

With all that in mind, some data:

**6 verified spawn points across the map**

* -675, -6815
* -1120, -7030
* -1075, -6920
* -1080, -6850
* -1250, -6860
* -985, -6655

The other 2 spawns could not be verified during my stay. They are likely the 2 spawns that wander through the center of the island, going into direct contact with the spectres, and I ain't risking that again o\_O

You can make this a semi-AFK camp, or an active one, it's up to you. When starting out, it's likely going to be very active, because you're just high enough to handle 1-2 gargoyles at a time with a long break in between. As skeletons replace the gargoyles, the speed in which you clear the island will increase. Pro tip: always always always keep at least 1 (ideally 2) gargoyles alive during your stay on the island. Again, they fight off skeletons, who are just - frankly - a waste of your time. The only major benefit of the skellies is bone chips. Necros / SKs will have a smorgasbord of them by the time they are done, while other classes will have the potential to sell bone chips to said Necros / SKs. If you clear out the island of all mobs, then you or someone else may come back to find the whole thing just littered with skellies, and that's no bueno! Also, when you're done, be courteous and leave at least 1 gargoyle for the next hunter, so that that one garg can help clear the skelly spawns and make room for his pals to party with the spectres.

After my 2 days of hunting, I left with just over 9 stacks of eyes, 11 stacks of bone chips, and 5 levels. I could have easily stayed to acquire another level, but I got impatient and wanted to move on. Nevertheless, it's still a viable hunting spot to get to 28 - even 29 - if a bit tedious (hello, this is EverQuest - tedium incarnate!)

Befallen – Level 15-25 – 160 Modfier – Very overlooked zone

Upper Guk – Level 10-30 – 150 Modifier – One of the most popular zones in the game, great for grouping.

High Keep – Level 25 – 55 – 150 Modifier – Populated zone. Great for groups 25+. Higher level players can get XP on the guards and nobles on the top floors.

Najena – Level 15-35 – 130 Modifier – Great zone. Not as popular as many other in this level ranger.

Sol A / Solusek’s Eye – Level 20-40 – 130 Modifier – Popular zone, great for groups and making plat as well.

The Warren’s – Level 5-25 – 150 Modifier – Practiaclly abandoned, but still great for leveling fast.

Crushbone – Level 10-20 – 160 Modifier – Packed all the time. Awesome XP for low level groups. Turn in belts for more XP.

The Estate of Unrest – Level 10-30 – 130 Modifier – Popular zone for groups. Mostly undead making it great for certain classes.

Kurn’s Tower – Level 10-25 – 150 Modifier – Great zone, the only place you want to stay as a lower level Iksar.