**Hunting Spots 20-24**

| **Solo Level Range** | **Group Level Range** | **Zone** | **Area** | **Monsters** | **Exp Mod\*** | **Era** | **Image** | **Notes (on Class/Faction/Drops/Quests/etc.)** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 | 20 | [Upper Guk](https://wiki.project1999.com/Upper_Guk) | "Squire Camp" | [A Froglok Gaz Squire](https://wiki.project1999.com/A_Froglok_Gaz_Squire) and other frogloks | 166% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  |  |
| 20-23 |  | [Oasis](https://wiki.project1999.com/Oasis) |  | [a deepwater crocodile](https://wiki.project1999.com/A_deepwater_crocodile), [a deepwater caiman](https://wiki.project1999.com/A_deepwater_caiman) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for DRU. |
| 20-24 | - | [Stonebrunt Mountains](https://wiki.project1999.com/Stonebrunt_Mountains) | [Kejekan Mines, #2](https://wiki.project1999.com/Stonebrunt_Mountains) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [a kejekan miner](https://wiki.project1999.com/index.php?title=A_kejekan_miner&action=edit&redlink=1) x4 | 100% | [**War**](https://wiki.project1999.com/Category:Warrens_Era) |  | Good for fear kiting. Extremely safe camp. The Kejek in the village do not see invis, and are indifferent to all but evil races. Multiple vendors in town. No creatures roam through or path across it's spacious mines, and the 4 miners working away within are able to be solo pulled without harmony. Kejek frequently drop food & drink, and these miners have the additional chance to drop a [Large Brick of High Quality Ore](https://wiki.project1999.com/Large_Brick_of_High_Quality_Ore) which sells for ~17pp.  There is a large, completely uninhabited portion of the mine behind a wall of rocks perfect for fear kiting. These rocks can be opened like doors (don't ask me why, I don't know) with a simple click. A good method for fear kiting is to pull miners back to this uninhabited portion, then proceeding to do all of the usual fear kiting stuff. Despite the odd geometry of the mine, I've yet to ever have a creature fall through the floor on me.  Adventurers seeking additional enemies to slay will find the Kejek guarding the main gate satisfactory. With care, they can be single pulled up to the mountaintops -- just be sure to /con them first. Groups or Enchanters will enjoy the static pairs of [a kejekan archer](https://wiki.project1999.com/A_kejekan_archer) perched outside of the village's walls. Lowers [Kejek Village](https://wiki.project1999.com/Kejek_Village" \o "Kejek Village) & [Peace Keepers](https://wiki.project1999.com/Peace_Keepers). |
| 20 - 24 | - | [West Freeport](https://wiki.project1999.com/West_Freeport) | [-107, -430](https://wiki.project1999.com/West_Freeport) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [Trissa Whistlesong](https://wiki.project1999.com/Trissa_Whistlesong) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for AFK, NEC, evil characters. Lazy single kill every 6m40s. Lowers [Guards of Qeynos](https://wiki.project1999.com/Guards_of_Qeynos), [Knights of Truth](https://wiki.project1999.com/Knights_of_Truth), [League of Antonican Bards](https://wiki.project1999.com/League_of_Antonican_Bards). |
| 20-24 | - | [Kurn's Tower](https://wiki.project1999.com/Kurn%27s_Tower) | Start at top, work down to the lower tunnels | Greater Scalebones, Lesser Icebones, Lesser Charbones | 200% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  | Good for MNK/NEC. Skeletons are not social, when you finish just zone out/in and repeat; if you've never killed any [Burynai](https://wiki.project1999.com/Burynai" \o "Burynai) then it's very easy to get to the basement, but if you've killed even one then [Invisibility to Undead](https://wiki.project1999.com/Invisibility_to_Undead) won't be enough |
| 20-24 | 17-22 | [Timorous Deep](https://wiki.project1999.com/Timorous_Deep) | Elven Outpost Docks | [An elven ranger](https://wiki.project1999.com/An_elven_ranger), [An elven scout](https://wiki.project1999.com/An_elven_scout) | 100% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  | Good for NEC, evil characters. Lowers [Inhabitants of Firiona Vie](https://wiki.project1999.com/Inhabitants_of_Firiona_Vie) and Greater Faydark factions. Mobs have lvl 9 ranger spells only. Drops moderate coin + rusty/ rare bronze weapons. [Beta Neutral](https://wiki.project1999.com/Beta_Neutral) vendor in hut sells to anyone. Excellent solo camp w/ minimal risk. Good mobs to recover [Indigo Brotherhood](https://wiki.project1999.com/Indigo_Brotherhood) faction from. |
| 22-27 | - | [Lake Rathetear](https://wiki.project1999.com/Lake_Rathetear) | [location 2, near South Karana zone line](https://wiki.project1999.com/Lake_Rathe) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [A greater zombie](https://wiki.project1999.com/A_greater_zombie), [An exhumed gnoll](https://wiki.project1999.com/An_exhumed_gnoll) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for CLR/MAG. All undead, but only at night: during the day there's only lower-level gnolls (see below for undead in nearby [Rathe Mountains](https://wiki.project1999.com/Rathe_Mountains" \o "Rathe Mountains)); because the mobs are close [Soothe](https://wiki.project1999.com/Soothe)/[Harmony](https://wiki.project1999.com/Harmony) helps, but characters at the higher-end of the level range can pull singles without it |
| 22 - 23 | - | [Rathe Mountains](https://wiki.project1999.com/Rathe_Mountains) | [Findlegrob's Tower, #7](https://wiki.project1999.com/Rathe_Mountains) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [dry bone skeletons](https://wiki.project1999.com/A_dry_bone_skeleton) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for CLR. Undead, you may have to clear green skeletons/zombies to make the [dry bone ones](https://wiki.project1999.com/A_dry_bone_skeleton) spawn |
| 22-30 | 20-30 | [Misty Thicket](https://wiki.project1999.com/Misty_Thicket) | west of the Great Wall, just east of the orc camp along the north zone wall. | [Slaythe](https://wiki.project1999.com/Slaythe) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for DRU. [Slaythe](https://wiki.project1999.com/Slaythe" \o "Slaythe) is spawned by asking [Bronin Higginsbot](https://wiki.project1999.com/Bronin_Higginsbot" \o "Bronin Higginsbot), on top of the southernmost Wall Tower in [Misty Thicket](https://wiki.project1999.com/Misty_Thicket), for a 'small favor'. After that run north along the west side of the Great Wall until you reach the north zone wall, where Slaythe is waiting. Kill the frog and and turn his leg into [Bronin Higginsbot](https://wiki.project1999.com/Bronin_Higginsbot" \o "Bronin Higginsbot) for [The Bloody Shank (quest)](https://wiki.project1999.com/The_Bloody_Shank), then you can respawn [Slaythe](https://wiki.project1999.com/Slaythe" \o "Slaythe).  Requires indifferent faction with the [Rivervale](https://wiki.project1999.com/Rivervale" \o "Rivervale) [Rogue](https://wiki.project1999.com/Rogue) faction, [DeepPockets](https://wiki.project1999.com/DeepPockets" \o "DeepPockets) (wolf form works); Bronin will not spawn [Slaythe](https://wiki.project1999.com/Slaythe" \o "Slaythe) at lower faction. Killing Slaythe lowers [Frogloks of Kunark](https://wiki.project1999.com/Frogloks_of_Kunark" \o "Frogloks of Kunark), while turning his leg in raises [Highpass Guards](https://wiki.project1999.com/Highpass_Guards" \o "Highpass Guards), [Carson McCabe](https://wiki.project1999.com/Carson_McCabe), [Merchants of Highpass](https://wiki.project1999.com/Merchants_of_Highpass), [Corrupt Qeynos Guards](https://wiki.project1999.com/Corrupt_Qeynos_Guards), [Freeport Militia](https://wiki.project1999.com/Freeport_Militia)  VERY good, safe and steady EXP. Druids (with wolf form and levitate, to jump off the stumps west of the wall to get to the top of the tower and respawn) can do this especially quickly. Just nuke/kite (unsnared) down the wall, avoiding the guards, and finish him off near the tower for a quick respawn. |
| 20-26 | - | [Najena](https://wiki.project1999.com/Najena) | [Crystal Room (#4)](https://wiki.project1999.com/Najena) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [A Magician](https://wiki.project1999.com/A_Magician) | 173% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for MAG. This room has 3 [magicians](https://wiki.project1999.com/A_Magician) which you can split just by using line of sight. Edge down the left side of the hall until you can "see" the right mob and pull. Repeat on the right side. These magicians drop [Mage focus item components](https://wiki.project1999.com/Magician_Focus_Items): [A Broom](https://wiki.project1999.com/A_Broom), [A Shovel](https://wiki.project1999.com/A_Shovel), [A Stein](https://wiki.project1999.com/A_Stein), & [A Torch](https://wiki.project1999.com/A_Torch) (although not initially in [**Classic**](https://wiki.project1999.com/Category:Classic_Era)).  At 26 I was getting 6% of level for 1 Mage and pet. Respawn is 18:30. In that time you can also kill the 2 [Skeletons](https://wiki.project1999.com/Skeleton) just in the cave before the crystal room and two possible [tentacle terrors](https://wiki.project1999.com/A_tentacle_terror_(Najena)) in the entrance room (or some spiders not too far from the skeletons).  Alternatively in [**Classic**](https://wiki.project1999.com/Category:Classic_Era) you can wait on the /list for [Drelzna](https://wiki.project1999.com/Drelzna" \o "Drelzna), as this room is within the /list range. |
| 20-28 | 20-28 | [South Karana](https://wiki.project1999.com/South_Karana) | "KFC" (Aviak town near Lake Rathe zoneline) | Aviaks | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for BRD/SHM. Some races (not [Barbarians](https://wiki.project1999.com/Barbarian)) can use the merchant at the top level |
| 21 | 21 | [Mistmoore](https://wiki.project1999.com/Mistmoore) | Entrance |  | 120% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  |  |
| 21-23 | 17-22 | [Blackburrow](https://wiki.project1999.com/Blackburrow) | Deep in (area around [Lord Elgnub](https://wiki.project1999.com/Lord_Elgnub)) | Gnolls | 133% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Save [Gnoll Fangs](https://wiki.project1999.com/Gnoll_Fang" \o "Gnoll Fang) for [Gnoll Bounty](https://wiki.project1999.com/Gnoll_Bounty" \o "Gnoll Bounty) or [Moonstones](https://wiki.project1999.com/Moonstones); trains are common |
| - | 21-24 | [Estate of Unrest](https://wiki.project1999.com/Estate_of_Unrest) | Fireplace | Assorted | 173% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  |  |
| 21-24 | - | [East Karana](https://wiki.project1999.com/East_Karana) | Bottom of ramp/road to Highpass | [Crag Spiders](https://wiki.project1999.com/Crag_Spider) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for ENC/NEC/WAR. [spiders](https://wiki.project1999.com/Crag_Spider) drop lots of [Spider Silk](https://wiki.project1999.com/Spider_Silk) for [Tailoring](https://wiki.project1999.com/Tailoring) |
| 21-24 | 18-24 | [Lake of Ill Omen](https://wiki.project1999.com/Lake_of_Ill_Omen) | Beach north of river from Firiona Vie | Goblins, Sarnaks, Sabre-tooth Tigers, etc. | 87% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  |  |
| 21-24 | 18-24 | [Lake of Ill Omen](https://wiki.project1999.com/Lake_of_Ill_Omen) | Around windmill | Goblins, Sarnaks, Sabre-tooth Tigers, etc. | 87% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  |  |
| 21-24 | 19-26 | [Ocean of Tears](https://wiki.project1999.com/Ocean_of_Tears) | ? | Gargoyles, Mermaids |  | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for DRU/NEC. Gargoyles have pretty good loot - Read [this guide](https://wiki.project1999.com/Ultimate_Leveling_While_Making_Money_Guide#Levels_22-28) for further details. |
| 21-30 | 21-30 | [Warsliks Woods](https://wiki.project1999.com/Warsliks_Woods) | Forest giant fort | Forest giants | 100% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  | Good for ENC/SHM. |
| 21-25 | - | [West Karana](https://wiki.project1999.com/West_Karana) | [Small House Just East of Barbarian Fishing Village](https://wiki.project1999.com/West_Karana) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [Lempeck Hargrin](https://wiki.project1999.com/Lempeck_Hargrin) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for AFK, NEC, evil characters. Respawns every 10 minutes. You can sell to [Analya](https://wiki.project1999.com/Analya" \o "Analya) in the nearby Barbarian village, as she is on [Beta Neutral](https://wiki.project1999.com/Beta_Neutral) faction. Lowers [Antonius Bayle](https://wiki.project1999.com/Antonius_Bayle) [Guards of Qeynos](https://wiki.project1999.com/Guards_of_Qeynos), [Knights of Thunder](https://wiki.project1999.com/Knights_of_Thunder), [Priests of Life](https://wiki.project1999.com/Priests_of_Life) |
| 21-30 | 21-30 | [Warsliks Woods](https://wiki.project1999.com/Warsliks_Woods) | Forest Giant Hut (#8 on the map) | Forest giants | 100% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  | Three spawns outside of each others aggro range. only 2 pathers (usually goblins) Great for Root/Rotting |
| 22-25 | 22-25 | [Dagnor's Cauldron](https://wiki.project1999.com/Dagnor%27s_Cauldron) | ? | [Aqua Goblin Bosuns](https://wiki.project1999.com/Aqua_goblin_bosun), [Aqua Goblin Tidal Lords](https://wiki.project1999.com/Aqua_goblin_tidal_lord) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for BRD. |
| 22-25 | 22-25 | [The Overthere](https://wiki.project1999.com/The_Overthere) | Near Warsliks Woods zoneline | Cockatrices, Succulents, Sabre-toothed Tigers, etc. | 100% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  |  |
| - | 26-29 | [Clan Runnyeye](https://wiki.project1999.com/Clan_Runnyeye) | ? | Goblins | 133% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Lots of casters; [Snare](https://wiki.project1999.com/Snare) is necessary |
| 23-25 | - | [Rathe Mountains](https://wiki.project1999.com/Rathe_Mountains) | North of [Zazamoukh](https://wiki.project1999.com/Zazamoukh" \o "Zazamoukh) (#20) | Drakes ([an ebon drake](https://wiki.project1999.com/An_ebon_drake), [a basalt drake](https://wiki.project1999.com/A_basalt_drake), etc.) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for RNG. Avoid [Zazamoukh](https://wiki.project1999.com/Zazamoukh" \o "Zazamoukh) and watch out for [Rharzar](https://wiki.project1999.com/Rharzar" \o "Rharzar) and if you see [a drake](https://wiki.project1999.com/A_drake) leave it up as it's [Rharzar](https://wiki.project1999.com/Rharzar" \o "Rharzar)'s placeholder |
| 23-25 | - | [South Karana](https://wiki.project1999.com/South_Karana) | West of Aviak town | [Elephants](https://wiki.project1999.com/Elephants), [Bull Elephants](https://wiki.project1999.com/A_bull_elephant) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for BRD/DRU/SHM. |
| 23-25 | - | [Najena](https://wiki.project1999.com/Najena) | [Caves in the North end of zone](https://wiki.project1999.com/Najena) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [A Giant Black Widow](https://wiki.project1999.com/A_Giant_Black_Widow) | 173% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for MAG. To get to this spot you'll have to "crawl" through the rest of the dungeon. There are three [tentacle terrors](https://wiki.project1999.com/A_tentacle_terror_(Najena)) along the way that should be good XP, although you can avoid all of them if you are careful. Once you get to the spiders you want to be VERY careful not to get close to the massive groups of goblins, or you will die before you can gate. Also beware that the spider at [460, 220](https://wiki.project1999.com/Najena) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) can spawn [The Widowmistress](https://wiki.project1999.com/The_Widowmistress) if you are unlucky. |
| 24-30 | 24-30 | [Lake of Ill Omen](https://wiki.project1999.com/Lake_of_Ill_Omen) | North of windmill | Goblins, Sarnaks, Sabre-tooth Tigers, etc. | 87% | [**Kun**](https://wiki.project1999.com/Category:Kunark_Era) |  | Keep an eye out for the rare [A Sarnak Courier](https://wiki.project1999.com/A_Sarnak_Courier) which can drop a  [Goblin Gazughi Ring](https://wiki.project1999.com/Goblin_Gazughi_Ring)   (sells for a few thousand plat) |
| 24-30 | - | [West Karana](https://wiki.project1999.com/West_Karana) | [Along Karana river, East end of zone](https://wiki.project1999.com/West_Karana) [Map Icon.png](https://wiki.project1999.com/File:Map_Icon.png) | [Ryshon Hunsti](https://wiki.project1999.com/Ryshon_Hunsti) (23) | 100% | [**Cla**](https://wiki.project1999.com/Category:Classic_Era) |  | Good for NEC. A solitary human Paladin fishing along the Karana river, on a 22 min timer, with no faction hit. Evil characters can also kill [Lempeck Hargrin](https://wiki.project1999.com/Lempeck_Hargrin" \o "Lempeck Hargrin), who isn't too far away. |