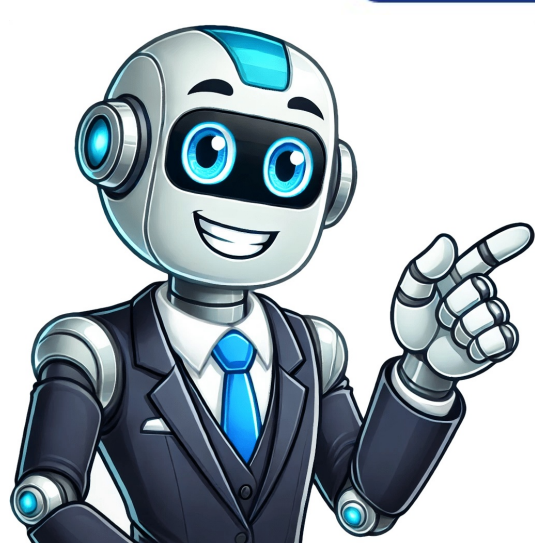


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## Low level barrows setup

You'll need to accept all cookies to get a better Reddit experience and help us improve our services and site. If you reject non-essential cookies, we still might use them for platform functionality. For more info, check out our [Cookie Notice](#) and [Privacy Policy](#). Some players think having over 30 magic attack bonus and more than nine prayer bonus is necessary for barrows requirements. They also need to have completed Priest in Peril, Restless Ghost, and Nature's Spirit quests. Completing the Underground PassHorror from DeepLost City quest can be helpful too. For a low-level setup, some players prefer having level 43 prayer, level 60 attack, level 60 strength, level 40 defense, level 50 magic, 0 range, and 60 HP. They don't need many prayer potions for this setup. Using certain books, like the Book of Balance or any available book, can be helpful. For a more advanced setup, players may use level 43 prayer, level 60 attack, level 60 strength, level 60 defense, level 50 magic, level 50 range, and 70 HP. This costs 1,000,000 gold pieces. They should also bring rune arrows, the Neitiznot helm, dragon boots, and a special attack weapon. At an even higher level, players may want to use level 43 prayer, level 70 attack, level 70 strength, level 70 defense, 50 magic, level 60 range, and 70 HP. This setup costs 5,000,000 gold pieces or more. Using a Torag's platebody instead of a Dharok's platebody can be beneficial. For the medium level, players are recommended to have level 43 prayer, level 70 attack, level 70 strength, level 70 defense, 50 magic, level 60 range, and 70 HP. They should also bring teleports, ice spells, and melee over magic weapons if possible. The high level setup requires level 70 prayer, level 75 attack, level 70 strength, level 70 defense, level 75 magic, level 75 range, and 85 HP. Players can use the Barrows Teleport, Canifis Teleport, Fairy ring codes BIP or BKR, Morty Hard Legs, or Shades of Mort'ton to get there. When it comes to the kill order, players are recommended to start with Dharok, then Verak, and finally Karil. You need to defeat Ahrim, Guthan, and Torag in a specific order, starting with the strongest opponents first. To do this, start from Northeast, Northwest, then South, followed by Southeast for Ahrim, then Southwest for Torag. Dharok can be found in Northeast who uses melee and has attack increased by missing HP. Verac is located in Northwest, weak to magic and can hit through armor as well. Karil can be found in the South, and you should use ranged prayers. He has a low max hit of 20. Ahrim is located at the center and has range weaknesses with a max hit of 20. Both Ahrim and Karil can lower your stats, so it's recommended to use restore doses after fighting them. Guthan in Southeast has a high max hit of 24 while Torag in Southwest has a max hit of 23. The Barrows mini-game requires you to kill the brothers and then exit through the staircase. Before entering, prepare your prayers and gear. It's also essential to have completed specific quests like Priest in Peril and Restless Ghost before starting Barrows. You should have the following stats for this setup: level 43 prayer, level 60 attack, level 60 strength, level 40 defense, level 50 magic, 0 range, and 60 HP. The gear required will cost around 500,000. You won't need to use a lot of prayer potions with this equipment. For food and potions, bring five to six prayer potions, a super attack potion, a super strength potion, a restore potion, and a stamina potion. You can also wear a brooder shield, any book you have or the Book of Balance if available, and mystic boots with a special attack weapon. The recommended stats for this setup are level 43 prayer, level 60 attack, level 60 strength, level 60 defense, level 50 magic, level 50 range, and 70 HP. This gear will cost around 1,000,000. For the medium level, you should aim for level 43 prayer, level 70 attack, level 70 strength, level 70 defense, level 50 magic, level 60 range, and 70 HP. The cost of this setup can go up to 5,000,000 or more. You might want to consider using the Neitiznot helm and dragon boots. At a high level, it's recommended to have level 70 for prayer, level 75 for attack, level 70 strength, level 70 defense, level 75 magic, level 75 range, and 85 HP. To achieve this, you can use various teleports like the Barrows Teleport or the Canifis Teleport. When it comes to the kill order, it's suggested that you start with Dharok, followed by Verak, then Karil, Ahrim, Guthan, and finally Torag. This order is based on their priority in praying against them. Torag in the southwest has a maximum hit of 23, while Guthan can steal your health. Both monsters are easier to defeat than others and often miss their targets. You can easily kill them. To participate in the Barrows mini-game, dig with a spade on top of the mound and enter the tomb. Your prayer will be drained every 20 seconds after entering. Kill each brother first before entering the crypts. When you're inside, navigate to the center where your reward chest is located: The path is random, but you can teleport out if needed. Be cautious when opening doors as brothers may spawn simultaneously. To safely spot melee brothers at lower levels, run and trap them on the other side then disable your run and attack. Don't use this strategy against Dharok; hold the control key and run away instead. It's recommended to have more than -30 magic attack bonus and nine prayer bonus for the requirements. You must complete the Priest in Peril quest, Restless Ghost quest, and Nature's Spirit quest before attempting Barrows. Having completed the Underground PassHorror from DeepLost City quest is also beneficial. A minimum low-level setup should include level 43 prayer, level 60 attack, level 60 strength, level 40 defense, level 50 magic, and 0 range. Your gear will cost approximately 500,000 GP. You may also use any book you have or the Book of Balance for an additional boost. For food and potions, bring 5-6 prayer potions, a super attack potion, a super strength potion, a restore potion, and a stamina potion. Additionally, consider using mystic boots and a special attack weapon. A higher setup should include level 43 prayer, level 60 attack, level 60 strength, level 60 defense, level 50 magic, level 50 range, and 70 HP. This setup will cost around 1,000,000 GP. You'll need to use rune arrows in this case. Using the Neitiznot helm and dragon boots is also recommended. A medium-level setup should have level 43 prayer, level 70 attack, level 70 strength, level 70 defense, level 50 magic, level 60 range, and 70 HP. The cost for this setup will be around 5,000,000 GP or more. Consider using a Torag's platebody instead of a Dharok's platebody. For the high-level setup, you may want to bring teleports and ice spells. It's also recommended to do Zul'rah if you have high stats. The recommended levels are level 70 for prayer, level 75 for attack, level 70 strength, level 70 defense, level 75 magic, level 75 range, and 85 HP. When preparing to play Barrows, use the teleportation options such as the Barrows Teleport, Canifis Teleport, Fairy ring codes BIP or BKR, Morty Hard Legs, or Shades of Mort'ton. The recommended kill order is Dharok first, followed by Verak, then Karil, Ahrim, Guthan, and Torag in that priority. Focus on praying against the harder-to-pray-against ones. At low levels, prioritize stronger opponents first to avoid dying. For locations, start with Northeast for Dharok, Northwest for Verac, South for Karil, Center for Ahrim, Southeast for Guthan, and Southwest for Torag. Dharok uses melee attacks that increase with missing HP, has 64 max hit at 1 HP, and benefits from health loss bonuses. Always pray melee against him; he is weak to magic. Verac can be found in Northwest, weak to magic, with 15 max hit using prayer. He can also penetrate armor and prayers. Pray melee as well. Karil is in the South, has a range of 20, and lowers agility. Weak to magic and melee, use an Iban staff against him. Ahrim is centered, weak to ranged attacks, with 20 max hit using prayer, and can lower attack, defense, and strength. Use restore doses after fighting. Guthan and Torag are southeast and southwest respectively, both having a range of 24-23 max hits and accuracy issues. They have special abilities like Guthan's health stealing. The Barrows mini-game is simple: dig with a spade on the mound to enter the tomb. Prayers will drain every 20 seconds; use short fights for prayer conservation. Prepare prayers and gear before entering. Kill brothers first, then leave via staircase. The Barrows brothers are six unique burial mounds that can be explored by navigating through a crypt beneath a random sarcophagus. The goal is to defeat the Barrows brothers to access their reward chests, which contain valuable items. ##### Requirements To participate in Barrows, players must complete the Priest in Peril's quest and meet certain additional requirements for easier gameplay. These include completing the Morytania hard diary, finishing the Faithful Servants quest, and acquiring specific items such as Ghommal's hilt 2 and In Aid of Myreque. ##### How to Access The quickest method to reach Barrows is by using the Barrows teleport tab or unlocking the Arceus spellbook at level 83 magic. Other options include utilizing the Nexus teleport in a player-owned home, Fairy code B I P. Morytania legs 3 or 4, or Draken's Medallion. ##### Gear Setup For optimal gameplay, players should equip the best available gear for their level. A recommended low-level setup includes having high attack and magic defense stats. The necessary gear includes Iban's staff for magic attacks against specific enemies and a magic shortbow for ranged attacks. requires 50 ranged. And for melee against the Barrow brothers, use:Dragon scimitar: this requires 60 attack and completion of Monkey Madness I.Ring slotSeer's ring (I): can be imbued using 650,000 nightmare zone reward points.Boot slotDragon boots: this requires 60 defence to wear.Gloves slotDragon gloves: can be bought from Culinaromancer's chest after completing 8 subquests.Shield slotCrystal shield: this requires 70 defence and 50 agility.Legs slotDragon Platelegs: this requires 60 defence to wear.Cape slotArdougne cloak: reward from Ardougne diary.Neck slotAmulet of glory: no requirement to wear.Head slotDragon full helm: this requires 60 defence to equip.High-level gear setupFor weapon slotTrident of the Swamp: this requires 78 magic to wield.For rangedtoxic blowpipe: this requires 75 ranged to wield.For meleeto Abyssal tentacle: this requires 75 attack to wield.For ring slotring of the gods(I) : can be imbued using 650,000 nightmare zone reward points.Boot slotPrimordial boots: this requires 75 strength and defence to wear.Gloves slotBarrows gloves: can be bought from Culinaromancer's chest after completing recipe for disaster series.Shield slotArcane spirit shield: this requires 75 defence, 65 magic, and 70 prayer to wield.Legs slotAncestral robe bottom: rare drop from Chambers of Xeric.Body slotAncestral robe top: rare drop from Chambers of Xeric.Cape slotImbued God cape: this requires 60 magic to wear.Neck slotOccult necklace: this requires 70 magic to wear.Head slotancestral hat: this requires 75 magic and 65 defence to wear.To fight the Barrow brothers, use appropriate protection prayer when digging burial mounds. All six brothers use melee combat except Ahrim, who uses magic, and Karil, who uses ranged. Brothers drain your prayer every 14 seconds once you enter each mound. Magic is best for fighting all brothers except killing Ahrim, who requires ranged. When searching a brother's sarcophagus, find deeper crypt instead of brother himself. Kill other brothers first before entering crypt. To navigate the crypts, you must use trial and error to reach the center, exercising caution as opening a door can spawn various creatures with different chances. For instance, opening the final door has a 12/128 chance of spawning the final Barrows brother, while opening it has a 32/128 chance of spawning a crypt rat and a 52/128 chance of spawning a skeleton. Using the Strange Old Pick to quickly pass through the doors can eliminate these spawns but decreases loot potential. The central room requires solving pattern puzzles to unlock the door leading to the reward chest, which come in four varieties. Failing the puzzle will change the door's layout, forcing you to re navigate the crypts. To kill the Barrows brothers efficiently, use protection prayers against Dharok, Karil, Verac, and Ahrim, as they can deal significant damage without them. It is recommended to save Verac for last when low on prayer points to tank his hits. The best sequence for killing the six brothers depends on your defense level and combat stats. Some players recommend starting with Dharok followed by Ahrim, then Karil, Verac, Torag, and finally Guthan. Understanding the Barrows reward system is crucial to maximize rewards. Killing all six brothers before the reward chest opens increases chances of finding armor or weapon pieces, while eliminating other monsters within the crypt boosts potential rewards up to 1,000 points per monster. To get the best rewards, kill all six brothers, complete the Morytania hard diary, and reach a combat level of 880 points. The six Barrows brothers with different amounts of crypt spiders, skeletons, and bloodworms yield various rewards. Rewards from the Barrows brothers include Ahrim's equipment, Dharim's equipment, Guthan's equipment, Karil's equipment, Torag's equipment, and Verac's equipment, each requiring a minimum of 70 defence to wear or wield. Some other rewards include bolt racks, loop half keys, and dragon med helm. Barrows, quite rare to get, requires only 60 defense. Some runes are commonly found in reward chests, including mind, chaos, and death runes. To meet requirements, you need over -30 magic attack bonus, nine prayer bonus, completed Priest in Peril, Restless Ghost, and Nature's Spirit quests, and Underground PassHorror from DeepLost City. You can have level 43 prayer, 60 attack, 60 strength, 40 defense, 50 magic, 0 range, and 60 HP as your minimum setup. Your gear will cost around 500,000. For medium-level setup, you may want to have level 43 prayer, 70 attack, 70 strength, 70 defense, 50 magic, 50 range, and 70 HP, costing 5,000,000 or more. You can use Torag's platebody instead of Dharok's, Neitiznot helm, dragon boots, and melee over magic at medium level. For high-level setup, you may want to bring teleports and ice spells, considering Zul'rah if you have high stats. Recommended levels are 70 for prayer, 75 for attack, 70 strength, 70 defense, 75 magic, 75 range, and 85 HP. To get there, use Barrows Teleport, Canifis Teleport, Fairy ring codes BIP or BKR, Morty Hard Legs, or Shades of Mort'ton. Start with Dharok, then Verak, Karil, Ahrim, Guthan, and Torag in the recommended kill order, based on highest priority to pray against. Verak and Ahrim can be found in different locations, each with unique characteristics. Verak is located in the South, while Ahrim is found in the center. Both are weak to magic and melee attacks. To take down Verak, use an Iban staff against him, as he has a high damage reduction. For Ahrim, using range can be effective due to his low defense. Guthan and Torag offer distinct challenges. Guthan is located in the southeast with a higher max hit of 24, but also has the ability to steal health from players. Torag, on the other hand, is found in the southwest with a max hit of 23. Both Guthan and Torag have accuracy issues. To access the Barrows mini-game, use a spade on top of the mound and enter the tomb. Prayer will deplete every 20 seconds, so plan accordingly. Killing each brother before entering the crypts is advised. Once inside, navigate to the center to claim your reward chest. Be cautious with door puzzles, and avoid using negative magic attack items when praying. In addition, consider safe spotting melee brothers when at a lower level, or use run and trap mechanics to take them down without being interrupted. For Dharok, hold the control key to immediately run away from combat.