**Goal for The Three Pillars of Diatz**

**Requirements**

**Solution**

To start: listen Galvan, say “”

\*\* Task Added : Find the guardian of the stone pillar.

Say “stone”
Run 2ue;o u;u to reach Leupold and task update.

\*\* Task Added : Procure the object to cure Leupold's malady.

O d;run 3dw;o d;d;run 4n
Buy cake
Run 2s;say “stone”;run 2ue;o u;u to task update.

\*\* Task Added : Find the guardian of the marble pillar.

O d;run 3dw;o d;d;run 2n
Say “marble”
Run 2ue;o u;u to reach Mishra and task update.

\*\* Task Added : Procure the object to cure Mishra's malady.

Kill all of the ‘a local drunkard’ until one drops ‘a cask of aged wine’.
Make your way back to Galvan.
Say “Marble”;run 2ue;o u;u to task update.

\*\* Task Added : Find the guardian of the glass pillar.

Say “glass”
Run 2ue;o u;u to reach Stuvieaux and task update.

\*\* Task Added : Procure the object to cure Stuvieaux's malady.

In the courtyard section, find and kill Hyam for ‘a coffee mug’.

NOTE: I believe this is a random drop.

Go to Galvan.
Say “Glass”;run 2ue;o u;u to task update.

\*\* Task Added : Request more information from Galvan.

O d;run 3dw;o d;d;run 3w2s to Galvan
Say “Information” to task update.

\*\* Task Added : Bring the Magic Mirror to Galvan.

Find and kill Jalla for ‘A Marble key’.
Go to Galvan
say “Marble”;u;o s;s;open chest;get all chest for the Magic Mirror
run sd;o d;d3e2s to Galvan.
‘give mirror Galvan’ to task update.

\*\* Task Added : Relinquish the mirror while the pillars are alight.

For this part, you’re going to need 3 other players. All 4 at Galvan.
Player1: ‘give coffee player2’;‘give cask player3’;‘give cake player4’

When ready, have the players do the following:

Player2: say “Glass”;run 2ue;o u;u;‘give coffee Stuv’
Player3: say “Stone”;run 2ue;o u;u;‘give cake Leupold’
Player4: say “Marble”;run 2eu;o u;u;‘give cask Mishra’

Once they’ve given the items, you will receive a message.
‘give mirror Galdan’ to task update.

\*\* Task Added : Brave the rift and the sorcery of Lord Diatz!

En rift, then be ready for first fight. Kill him for the key.
O n;n to reach Lord Diatz. Kill him to goal complete.

**Reward**

2 shitty pieces of EQ not worth listing.

+-----------------------------------------------------------------+
| Keywords : chain malevolence diatz |
| Name : Chain of Malevolence |
| Id : 567451351 |
| Type : Armor Level : 80 |
| Worth : 1,500 Weight : 6 |
| Wearable : waist |
| Score : 80 |
| Material : metal |
| Flags : evil, invis, magic, burn-proof, nolocate, V3 |
| Found at : The Three Pillars of Diatz |
+-----------------------------------------------------------------+
| Stat Mods : Intelligence : +4 Luck : +4 |
+-----------------------------------------------------------------+
| Resist Mods: All magic : +3 All physical : +4 |
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| Keywords : leggings malice diatz |
| Name : Leggings of Malice |
| Id : 567451350 |
| Type : Armor Level : 82 |
| Worth : 1,500 Weight : 8 |
| Wearable : legs |
| Score : 100 |
| Material : metal |
| Flags : evil, invis, magic, burn-proof, nolocate, V3 |
| Found at : The Three Pillars of Diatz |
+-----------------------------------------------------------------+
| Stat Mods : Strength : +4 Luck : +2 |
| Intelligence : +2 |
+-----------------------------------------------------------------+
| Resist Mods: All magic : +3 All physical : +4 |
| Negative : +12 Shadow : +12 |
| Light : -24 |
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