

Dire Maul North Dungeon Quests

The following quests are marked by Wowhead as [Dire Maul](#) dungeon quests.

[A Broken Trap](#)

Non-Tribute Run: Optional

Tribute Run: Required

This quest starts and ends with a [Broken Trap](#) located in Dire Maul – North.

Bring a [thorium widget](#) and [frost oil](#) when entering Dire Maul – North. These reagents will be used to repair the broken trap.

[The Gordok Ogre Suit](#)

Non-Tribute Run: Optional

Tribute Run: The quest reward, a [Gordok Ogre Suit](#), is required for a tribute run. However, the quest can be completed on a non-tribute run and the quest reward can be retained for future tribute runs.

This quest starts and ends with [Knot Thimblejack](#) in Dire Maul - North. The objective of this quest is to bring items to Knot that can be used for him to create a [Gordok Ogre Suit](#). Most of the items are common items:

- Bolt of Runecloth (x4)
 - Rugged Leather (x8)
 - Rune Thread (x2)
 - [Ogre Tannin](#)
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[Free Knot!](#)

Non-Tribute Run: Optional

Tribute Run: No. After the completion of Free Knot! Knot Thimblejack runs off before the ogre suit is completed.

Quest ID: 5525

Repeatable: No

This quest starts and ends with [Knot Thimblejack](#) in Dire Maul - North.

The quest has you kill ogres (focus on the guards) until a [Gordok Shackle Key](#) drops. When the key is returned to Knot, he will flee, leaving his cache behind. This crate has many professional supplies and a chance for Tailoring and Leatherworking recipes.

This quest has a prerequisite quest:

- [Free Knot!](#) <- This quest
- [Free Knot!](#)

[Free Knot!](#)

Non-Tribute Run: Optional

Tribute Run: No. After the completion of Free Knot! Knot Thimblejack runs off before the ogre suit is completed.

Quest ID: 7429

Repeatable: Yes

This quest starts and ends with [Knot Thimblejack](#) in Dire Maul - North.

The quest has you kill ogres (focus on the guards) until a [Gordok Shackle Key](#) drops. When the key is returned to Knot, he will flee, leaving his cache behind. This crate has many professional supplies and a chance for Tailoring and Leatherworking recipes.

This quest has a prerequisite quest:

- [Free Knot!](#)
- [Free Knot!](#) <- This quest

[Unfinished Gordok Business](#)

Non-Tribute Run: Not Available

Tribute Run: Available

This quest starts and ends with [Captain Kromcrush](#) located in Dire Maul – North.

This quest is offered to the party only during a Tribute Run. Captain Kromcrush will ask you to retrieve the [Gauntlet of Gordok Might](#). This item is located in a chest behind Prince Tortheldrin in Dire Maul West and can be looted after killing him.

Once you have the Gauntlet of Gordok Might, you must complete another Dire Maul - North Tribute Run in order to turn in the quest to Captain Kromcrush.

[The Gordok Taste Test](#)

Non-Tribute Run: Not Available

Tribute Run: Available

This quest starts and ends with [Stomper Kreeg](#) located in Dire Maul – North. The entirety of this quest happens in Dire Maul – North.

This quest is offered to the party only during a Tribute Run.

Foror's Compendium

The entirety of this quest happens in Dire Maul. It is initiated by a random book drop in Dire Maul. The book is the [Foror's Compendium of Dragon Slaying](#). It must be brought to [Lorekeeper Lydros](#) located in Dire Maul.

Returning this book to Lorekeeper Lydros is the first step in obtaining [Quel'Serrar](#), a tanking weapon for Warrior tanks and Protection paladins.

Elven Legends

This quest starts with [Scholar Runethorn](#) in Feathermoon, Feralas and ends with [Scholar Runethorn](#) in Feathermoon, Feralas. The objective of this quest is to locate and click on the Skeletal Remains of Kariel Winthalus in Dire Maul library in Dire Maul North. They are next to Lorekeeper Lydros.

Libram of Focus

This quest starts with [Lorekeeper Lydros](#) in the Dire Maul North library and ends with [Lorekeeper Lydros](#) in the Dire Maul North library. The reward from this quest is an enchantment to a head or leg slot item. The enchantment adds +8 to healing and Damage from spells.

This quest has the following prerequisite quest:

- [Elven Legends](#)

Libram of Protection

This quest starts with [Lorekeeper Lydros](#) in the Dire Maul North library and ends with [Lorekeeper Lydros](#) in the Dire Maul North library. The reward from this quest is an enchantment to a head or leg slot item. The enchantment adds +1% dodge.

This quest has the following prerequisite quest:

- [Elven Legends](#)

Libram of Rapidity

This quest starts with [Lorekeeper Lydros](#) in the Dire Maul North library and ends with [Lorekeeper Lydros](#) in the Dire Maul North library. The reward from this quest is an enchantment to a head or leg slot item. The enchantment adds +1% haste.

This quest has the following prerequisite quest:

- [Elven Legends](#)
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[The Instigator's Enchantment](#)

Note: This quest should be attempted after acquiring D1 set.

This quest starts and ends with Farlin Treeshaper located in Dire Maul – North. Bring the following items to Farlin to receive an enchantment:

- [Jeering Spectre's Essence](#)
- [Dark Rune](#) (4)
- [Large Brilliant Shard](#) (8)

This quest is part of a series:

- Just Compensation (There are multiple versions of this quest, dependent on the class of toon)
 - In Search of Anthion
 - Dead Man's Plea
 - Proof of Life
 - Anthion's Strange Request
 - Anthion's Old Friend
 - Farlin's Vendetta
 - The Instigator's Enchantment
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[The Right Piece of Lord Valthalak's Amulet](#)

Note: This quest should be attempted after acquiring D1 set.

This quest starts and ends with Bodley.

This quest is part of a series:

- More Components of Importance
 - The Right Piece of Lord Valthalak's Amulet (this quest)
 - Final Preparations
 - Mea Culpa, Lord Valthalak
 - Return to Bodley
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[The Left Piece of Lord Valthalak's Amulet](#)

Note: This quest should be attempted AFTER acquiring D1 set.

This quest starts and ends with Bodley.

This quest is part of a series:

- More Components of Importance
- The Left Piece of Lord Valthalak's Amulet (this quest)

- I See Alcaz Island in Your Future...
-

Things to Bring to Dire Maul – North

If the quest Broken trap is to be completed, bring the following:

- Thorium Widget
- Frost Oil

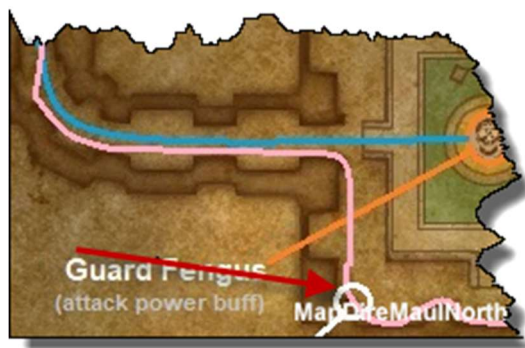
If the quest The Gordok Ogre Suit is to be completed, bring the following:

- Bolt of Runecloth (x4)
- Rugged Leather (x8)
- Rune Thread (x2)
- Ogre Tannin (x1)

A Dusty Tome Spawn Locations

Dire Maul – North

Location 1: Area where Guard Fengus spawns, between plant and pillar.





Location 2: Under stairs in Halls of Destruction





Location 3: Area where King Gordok is located, between two rocks

