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There is a suggestion made in the web, that you can find the data for these lorepieces in the files, but they actually never dropped ingame. There is no entry for these lorepieces in the journal. Otherwise I'd have missed some notes. I still have to get a closer look on the sections Survivors - Port Valbury, - Ugdenbog and - Malmouth. Totally unconfirmed.SURVIVORS - PORT VALBURYA change of plans + Port Valbury: High Town - laying on the floor NNW of the map, before entering the Throne of Van Aldritch* (A Consensus Overruled + Throne of Van Aldritch (Port Valbury: High Town) - laying on the floor on the way after the bossfight with Van Aldritch - unconfirmed, perhaps listed in ENEMY INSIGHT ?)A Knife in the Dark + Port Valbury: Old Town - in a chest in a house in a secret area (accessible from the house most E on the map behind a breakable barrier)* (Journal of Paige Rehnaul - Part 1 + still to be unveiled)Journal of Paige Rehnaul - Part 2 + Port Valbury: Old Town - on the floor in a house N of start of map (not to get from there)Journal of Paige Rehnaul - Part 3 + Port Valbury: Old Town - on the floor in a house ENEJournal of Paige Rehnaul - Part 4 + Port Valbury: Old Town - laying on the floor some way NW of the exit to High TownJournal of Paige Rehnaul - Part 5 + Port Valbury: Old Town - on the floor in a house central NJarren's Journal - What Have I done? + Port Valbury: Old Town - dropping from an optional bossfight (Jarren, the Plaguewarped, his arena is in the very N of the map)* (Notice of Curfew + Port Valbury: High Town - ?? When my other Chars follow the line, some intel about where to find older pieces may become more specified, too. X There exist lorepieces, which can only be collected, when playing the game on difficulty ULTIMATE. With the new expansion additional lore is coming in piece after piece.TRIBUTE On my search for the lore I put a second eye on the "Guide to Notes" by Qarnij - thanks to him. So crashing of the bookshelves to get lore was always connected to "Devils Crossing to Burrrwich", but according to my observations it is obviously possible to get them by crashing bookshelves on later maps, too. The runestones vanish with the barrier hiding the temple. I prefer it easy, well, NORMAL.HISTORY - ARKOVIAADust Covered Journal + Crumbling Watch (above Arkovian Foothills) - laying on the floor in the ruinsExcept from the Annals of Arkovia + Cronley's Hideout - under a stone at the shrine (triggers Quest Annals of Arkovia, you have to bring an additional received book to the Rovers)Forbidden Art - Part 1 + Old Arkovia / Arkovian Undercity - randomly on lecternsForbidden Art - Part 2 + Old Arkovia / Arkovian Undercity - randomly on lecternsForbidden Art - Part 3 + Old Arkovia / Arkovian Undercity - randomly on lecternsLast Days of Arkovia + Old Arkovia / Arkovian Undercity - on lecterns (find Forgotten Passages, first one triggers Quest "The Depths of Old Arkovia", which aims to find three of them; the first one I got in Old Arkovia near the E edge of the map - the following in the Arkovian Undercity where marked with a star then)Malros Khas' Journal + Old Arkovia / Arkovian Undercity - randomly on lecternsPassing Judgement + Old Arkovia / Arkovian Undercity - randomly on lecternsWritings of Rolderathis - 1st Entry + Sunken Reliquary (entry in Flooded Passage), lecternWritings of Rolderathis - 2nd Entry + Sunken Reliquary (entry in Flooded Passage), randomly on bosskill (perhaps you have to kill him a few times)Writings of Yeathleanis + Tomb of Ugdall (Ugdenbog, run S of Barrowholm Rift and follow the N border of the map, the Ruin Entrance is quite central to this borderline) - in a chest in the small room before you meet Ugdall (a Wrath with a small Sidequest, kill him or help him)Writings of Zarthuzellan + Misery (=level 3 of The Steps of Torment / Broken Hills) - dropping on bosskill (Zarthuzellan, NE of the map, in front of the door, which needs a Skeleton-Key for trespassing)HISTORY - GODS OF CAIRNConvergence of the Covenant + Conclave of the Three (FG) - laying on the floor in front of the shrine of Solael (the red one)Gifts of the Gods + Altar of Rattosh (N of Barrowholm) - laying on the floor next to the altar* (Mogdrogen's Ruminations + Tainted Wood (Ugdenbog (Ancient Grove, skeleton key-area) - dropping on endbosskill of this area (Gargabol, Heart of the Wild), which counts for the Quest Cleanse the Corruption - ?? X Comment 2: Some sources enlist two more lorepieces called Abby's Note and Nora's Note (compare:). Additionally in brackets may add info, i.e. in which place I found it, when there is more than one. Well, I've never found a trace of them. Hovering with the mouse over them in the inventory will do the trick. If someone thinks it's useful, feel comfy.Sternengruesser = Stargreeter DE-ENAchievementsFor collecting lore you get the following (Steam.) ACHIEVEMENTSLet me gather my notes (5 lorepieces)Notes Collector (20 lorepieces)Lorekeeper (50 lorepieces)Loremaster (70 lorepieces) and with the announced expansionKorvan Loremaster (85 lorepieces).Well, there are a lot of Achievements in the game, for mastering things in different difficulties or playing hardcore (without dling), even one for winning the game in ultimate hardcore.Thinking about I enlist here without the lorepieces coming with the expansion already more than 150 lorepieces, this seems even more ridiculous than just the pure existence of this ultimate hardcore achievement. X You're not able to choose Kymon's Chosen, if you're yourself a Necromancer. On the other hand I found some, he missed.However, I do this guide for my following chars and my own fun, unconfirmed)Port Valbury Mayor's Journal - Part 1 + Port Valbury: Old Town - in a chest in the first house you have to pass (SE corner of the building)Port Valbury Mayor's Journal - Part 2 + Port Valbury: High Town - in a chest in a house E (a second floor)Progress in Old Town + Port Valbury: Old Town - laying on a shelf in a building in the W* (The same dream again + Port Valbury: High Town - in a ruined house ??? I take my finding of Origin of the Slith - Page 2 on the map Infested Farms as an evidence for this. Actually I found these lorepieces for crashing the bookshelves up to Darkvale Gates by now. I think no one can miss the lore-related Achievements without malice aforethought.JUST A SUGGESTIONI would suggest to implement more Achievements for the collecting of lorepieces: Scholar of Burrrwich Prison (all lorepieces you can get in the original game in normal) Scholar of the Resistance (all lorepieces you can get in the original game and AoM in normal) Scholar of Korvak (all lorepieces you could get before and in the new expansion on normal) I would take out the lorepieces you get only on higher difficulties, because I think lorehunters and ultimate-challengers are two completely different types of gamers.ENEMY INSIGHT" The Brutser" Romanov's Note + Cronleys Hideout - randomly dropped by Cronleys men A Calling Shadows + Mourndale - laying on the floor in a cultists camp NNW of the map* (A Consensus Overruled + Thron of Van Aldritch (Port Valbury: High Town) - laying on the floor on the way after the bossfight with Van Aldritch - unconfirmed, perhaps listed in SURVIVORS: PORT VALBURY ?)A new Consensus + The Infestation (Malmouth, behind Crown Hill) - laying on the floor in the first room W of the entranceAvalline's Note - Page 1 + Gates of Necropolis - dropped by cultist (maybe in other places, too)Avalline's Note - Page 2 + most likely dropped by cultist (wherever they are)Avalline's Note - Page 3 + The Blood Grove - laying on the floor just S of the shrine under the tree (or has it been dropped by a cultist there?)Birthing Success + Fleshworks (Malmouth, behind Crown Hill) - dropping on arena bosskill (Fleshweaver Krieg, NW area of the map, related Achievement: It's You Again! - Slay Fleshshaper Krieg in the Fleshworks)Blood for Ch'thon + Darkvale Gate (1st level) - on a lectern in the NW-corner of the mapBloodstained Note + Cronleys Hideout - randomly dropped by Cronleys menCouncil Report to Theodin Marcell - Chamber of the High Council (Malmouth / Crown Hill) - related to Faction-Questline, needs Honored (Quest Rise of the Insurgence) at Malmouth Resistance - in a chest in the room with the three Councilmembers (3 bosses)Cronley's Notes - Part 1 + Cronley's Hideout - laying on the floor in his secret room after the bossfightCronley's Notes - Part 2 + Cronley's Hideout - laying on the floor in his secret room after the bossfightDirt Covered Note + Cavern (Wightmire) - laying on the floor on the W side of this small pit (the entrance to the Cavern shows up randomly a little bit S or N of the riftgate, but near E and W borders of the map (there is no mark on the map); there is a tiny sidequest (A Rover Rescue) to liberate some rovers in this cavern, too)Final Sermon: The End of Times + Darkvale Gate (2nd level) - dropping from the bossfight with Karroz, Sigil of Ch'thonGethrand's Notes - 1st Entry + Hidden Laboratory - behind Krieg's Cellar-lecternGethrand's Notes - 2nd Entry + Living Quarters - behind Krieg's Cellar - lecternGethrand's Notes - Final Entry + Living Quarters - behind Krieg's Cellar - lecternLoyalty Through Blood + Lone Watch - laying in a tent beneath the riftgate, where you arriveMissive to Warden Krieg + Hidden Laboratory - dropping on bosskill (Warden Krieg)Missive to Wightmire Bloodbound + Cultist's Lair - under trapdoor in a house in Foggy Bank, S of Foggy Bank riftgate (no mark on the map) - on a lecternMissive to the Master of Flesh + Sanctum of Flesh (Malmouth, behind Crown Hill) - dropping on endbosskill (The Master of Flesh - Theodin Marcell)Missive to the Mourndale Bloodbound + Mourndale - laying on the floor in a tent central on the mapThe Amalgamation + The Guesome Harvest - dropping from the boss (Quest The Aetherial Farm)The Call of Blood + Village of Darkvale - dropped by a cultist (maybe in other places, too)Warden Krieg's Journal + Burrrwitch Estates - lectern in Krieg's houseWilkins' Note + Hanneffy Mine - laying on the floor in central areaZanbrandt's Notes + Underground Jail (behind Krieg's Cellar) - lecternFACTIONSAcolyte's Pledge + Kymon's Sanctuary - laying on the floor (accessible after choosing Kymon's Chosen instead of the Order of Death's Sigil, located Sorrow's Bastion NE)Beacon of Hope + Kymon's Sanctuary - laying on the floor (accessible after choosing Kymon's Chosen instead of the Order of Death's Sigil, located Sorrow's Bastion NE)Black Legion Scouting Report + Homestead - laying on the floor next to NPC Captain Somer in HomesteadKymon's Journal - Page 1 + Kymon's Sanctuary - laying on the floor (accessible after faction quest on honorable)Kymon's Journal - Page 2 + Kymon's Sanctuary - laying on the floor (accessible after faction quest on honorable)Kymon's Scripture: First Passage + Kymon's Retreat (most S part of Arkovian Foothills) - lectern in a house* (Kymon's Scripture: Second Passage + I suppose it collectable only if you play on ULTIMATE difficulty and following a then available last step of the Faction-Questline)Laruka's Journal + Bastion of the Order (located Sorrow's Bastion SW) - laying on the floor in the second room (accessible after choosing Order of Death's Sigil instead of Kymon's Chosen)Order Doctrine + Chamber of Souls (located Bastion of the Order / Sorrow's Bastion SW) - laying on the floor (accessible after choosing Order of Death's Sigil instead of Kymon's Chosen and some progression in the faction questline)Praetorian's Report + Fort Ikon - laying on the floor next to Spellbreaker Moira and the Black Legion Bounty TableUroboruk's Journal - Page 1 + Craig's Crags (East Marsh) - laying on the floor in a tent at a kind of graveyard (NNE on the map, near the most N point*) (Uroboruk's Journal - Page 2 + I suppose it collectable only if you play on ULTIMATE difficulty and following a then available last step of the Faction-Questline)X Comments: X If you choose the Faction Kymon's Chosen instead of the Order of Death's Sigil you just get the lore connected to this faction and vice versa. + Barrowholm - in a chest in a house NSURVIVORS - BLACK LEGIONArmory Explosion Investigation + Fort Ikon Armory - laying on the floor shortly before you see the first signs of etherfire Down there or rather the boss (Commander Lucius)Black Legion Scouting Report: Necropolis + Fort Ikon - laying on the floor in the Black Legion camp behind Inquisitor Creed and UlgrimCompilation of Fort Ikon Reports + Fort Ikon Reports + Fort Ikon Armory - laying on the floor in one of the first rooms, SE of the entranceUntitled Letter + Fort Ikon Armory - dropping from the bossfight (Commander Lucius)SURVIVORS - BURRWICHAlister's Diary + Moldering Fields - laying on the floor in a house near the street (not exactly at the street)Burrrwitch Reconnaissance Report + Burrrwich Outskirts - on the floor near Burrrwitch Outskirt riftCh'thonic Heresy - Page 1 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomlyCh'thonic Heresy - Page 2 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Living Quarters, Darkvale Gates)Ch'thonic Heresy - Page 3 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomlyCh'thonic Heresy - Page 4 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Burrrwitch Estates, Darkvale Gates)Criminal Records - Page 1 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Burrrwitch Estates, Darkvale Gates)Criminal Records - Page 3 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Burrrwitch Estates)Crudely Scrawled Note + Devil's Crossing - laying on the floor in W-edge of the prisonFrancis' Note + Lower Crossing - search on a dead body in a central buildingGildam Arcanum - Page 1 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Deprived Sanctuary)Gildam Arcanum - Page 2 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Deprived Sanctuary)Harbormaster's Log - Burrrwich + Abandoned Waterfront - lectern in house of customsHarbormaster's Log - Lower Crossing + Lower Crossing - lectern in house of harbormasterHargate's Journal - Page 1 + Hargate's Isle (take the first rowboat NW of Devils Crossing) - lectern in houseHargate's Journal - Page 2 + Hargate's Laboratory - Floor 1 - (needs Honored (Quest) at Devil's Crossing) - lecternHargate's Journal - Page 3 + Hargate's Laboratory - Floor 1 - (needs Honored (Quest) at Devil's Crossing) - lecternHargate's Journal - Page 4 + Hargate's Laboratory - Floor 2 - (needs Honored (Quest) at Devil's Crossing) - lecternMilton Hart's Note + Sodden Hollow + dropping from the hero Milton Hart (Quest A sisters gift - you get it together with his amulet) at a house N of Wightmire riftMuddy Note + East Marsh - laying on the floor next to a wagon, near the point, the map opens to the NEOrigin of the Slith - Page 1 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Deprived Sanctuary)Origin of the Slith - Page 2 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Deprived Sanctuary, Infested Farms)Origin of the Slith - Page 3 + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Deprived Sanctuary)Warning: Groble Attacks on the Rise + Devils Crossing to Burrrwich - Crash the Bookshelves (Furniture) - randomly (Burrrwitch Estates)X Comment: Most of these Lorepieces are usually connected to Act 1, which ends with the defeat of Warden Krieg and the construction of the bridge to the NW. - unconfirmed)SURVIVORS - UGDENBOGBloodsoaked Scribbles + Gloomwald - laying on the floor near the street and a plundered wagonCratch Moore's Orders + Gloomwald - in a chest in a house (Inn) NNE, near broken bridge)Nane's Stash + Gloomwald - chest in a house E of the first crossing (the one with stairs down)Trista's Diary + Cove's Refuge - in a chest S near two NPCsWhispers from beyond + Cove's Refuge - in a chest SE near NPC IvokSURVIVORS - WITCH GOD CULTS'Worthy Purpose + Conclave of the Three - laying on the floor next to the smugglerX COMMENT: This section is introduced with the FORGOTTEN GODS - EXPANSION.Lore without EntryCultists' Orders + Burrrwitch Village - Dusty Lectern (at begin of N route)Dangerous Roads + Pine Barrens - laying on the floor in a camp near the road shortly after the dynamite suiteElara's Journal + Rotting Croplands - laying on the floor in a camp with NPCs very S of the mapExcept from Daila's Diary + Thornsbury Farm (E of Homestead) - lectern in Farmhouse (triggers Quest Missing Diary to return the book to Daila in Homestead)Imperial Proclamation + Tyrant's Hold (worldmap) - laying on the floor in the NE-towerThe Journal of Duke Cavanil + Tyrant's Hold (inside) - laying on a table in NW aera in SW-room after climbing up the stairsThe Last Will of Marthos Everbrook + Infested Farms - search on a dead body in barn W of the shrine (according to other sources the body lays randomly in buildings all over the farmlands, triggers Quest Hidden Wealth leading to a treasure in the farmlands and an achievement)Trip South - Part 1 + Asterkarn Road - laying on the floor in a campsite central in the area before the bridgeTrip South - Part 2 + Asterkarn Road - laying on the floor in a campsite at the street behind the bridgeTrip South - Part 3 + Asterkarn Road - laying on the floor in a campsite in the area behind the bridge in the SW cornerWald's Note + Rotting Croplands - search on a dead body in a camp very SW of the map (and the riftgate, the camp will be overrun with harpies)Walter's Note + Infested Farms - on a lectern in a house S of the map (at the first part of burning road)SURVIVORS - MALMOUTHAlimee Brenoch's Journal - 1st Entry + Mourndale - laying on the floor in a cage far N of the bridge you have to cross at the beginning of the mapAlimee Brenoch's Journal - 2nd Entry + Malmouth Outskirts - in a chest in a house W of the shrineCity Guard's Log + Malmouth Harbour - laying on the floor in a house (2nd level) W of where the weapons are to secure, E of the Embalming Service buildingClipping from Ivonda's Memory + Malmouth Harbor - in a chest in a house N before the bridge leading to Crown Hill (you get it together with Ivonda's Memory (a book, compare LORE WITHOUT ENTRY) related to the Quest Mad Ramblings)From the Office of Councilman Cole + Crown Hill - in a chest in a house N of the shrineLetter to Councilman Cole + Candle District - laying on the floor in a house E, N of E corpse wagonLetter to Ronald Marion + Crown Hill - in a chest in a house (2nd level, W edge of the building) in the middle building complex of the NW Border of the mapNear to Theodin Marcell + Crown Hill - in a chest in a house S of the living flesh door (2nd level, SW corner of the building)Nearan's Work Log + Malmouth Harbor (Blackiron Docks) - in a chest on the second pier, NW edge of the map (accessible with the Quest The Blackiron Docks)Note to Alimee Brenoch + Steelcap District - laying on the floor in the first house you have to pass, on the second floorRipped Note - First Half + Candle District - laying on the floor in a central house E, way to of S corpse wagonRipped Note - Second Half + Candle District - searching a rotting corpse at the big crossing of the streets leading to the drawbridge and to the S areaRenoch the Rat's Warning + Candle District - searching a body called Renoch's Remains on the southern city wall above the street leading to the bridgeTo Shatter a City + Malmouth Harbour - laying on the floor in a house (2nd level) SE of the map, with the Steelcap District laying more SE of itX COMMENT: There seem to be at least 2 additional lorepieces to get with further exploration: Allostria's Orders in The Infestation, Katrine's note to Alice in The Fleshworks. So there will be additional lore to come in. I suppose, I will add them later without own experience, because I do not think, I will like to play it on this difficulty. Perhaps some of these are listed in other parts of the journal, like ENEMY INSIGHT OR FACTIONS. - Compare section LORE WITHOUT ENTRY.HISTORY - NECROPOLISA Terrible Discovery + Lost Tomb of the Damned (Fort Ikon/ Tomb of Barthollem) - laying on the floor near the entrance (secret area, Fort Ikon/ 2nd level of the Tomb of Barthollem, near the exit is an unlit torch usable - it opens the way to the passage to this map)Carity of Valor + Tomb of the Watchers - laying on the floor in SW-aeraCommission of the Necropolis - Page 1 + Gates of Necropolis - laying on the floor, follow the way NW from the Gates of Necropolis RiftCommission of the Necropolis - Page 2 + Gates of Necropolis - laying on the floor around a corner just S of the Necropolis Interior RiftCommission of the Necropolis - Page 3 + Necropolis Interior - laying on the floor exactlyN of the entrance to the tomb of the Watchers, half way to the bridge repair suiteLoose Ends + Tomb of the Archon Barthollem (2nd level, Fort Ikon) - laying on the floor in one of these small rooms quite central of this little map, SE of the exitSealed In + Seal of the Loghorrsean - laying on the floor N of the boss (Bloodlord Thalonis)Secret Work + Seal of the Loghorrsean - laying on the floor S of entranceThe Blood Flows + Necropolis Interior - laying on the floor beside a blood wagon far (the outer way) WNW of the Necropolis Interior (the door has opened + Tomb of the Watcher - laying on the floor in room leading to Crypt EntranceThe Final Seal + Seal of the Loghorrsean - dropping on bosskill (Bloodlord Thalonis)INQUISITOR CREEDJournal of Inquisitor Creed - 1st Entry + Lower Crossing - laying on the floor in "Public House" (behind hangmans tree)Journal of Inquisitor Creed - 2nd Entry + Lower Crossing - laying on the floor in "Public House" (behind hangmans tree)Journal of Inquisitor Creed - 3rd Entry + Burrrwitch Estates - laying on the floor in Krieg's houseJournal of Inquisitor Creed - 4th Entry + Hidden Laboratory - laying on the floor in Krieg's houseJournal of Inquisitor Creed - 5th Entry + Hidden Laboratory - laying on the floor in first room behind riftJournal of Inquisitor Creed - 6th Entry + Hidden Laboratory - laying on the floor in first room behind riftJournal of Inquisitor Creed - 7th Entry + Homestead - laying on the floor next to a lectern in HomesteadJournal of Inquisitor Creed - 8th Entry + Homestead - lectern in Homestead (same like before)Journal of Inquisitor Creed - 9th Entry + Fort Ikon - laying on the floor behind Creed after introducing MalmouthJournal of Inquisitor Creed - 10th Entry + Sewer Hideout (Malmouth Sewers) - laying on the floor near the Malmouth Bounty Table, Inquisitor Creed and Ulgrim after opening Malmouth's Gates for the Black LegionMISCELLANEOUSDiren's Directions + Devils Crossing - Quest "A Cultist in the Midst", beware: let Dirani live, starts Quest "Cultist Orders", otherwise you don't get it)SURVIVORS - BARROWHOLMAurin's Recipe + Barrowholm - in a chest in a central house (NPC Terise inside)The Ravanger + Den of the Wendigo (E of Barrowholm) - on the floor by the bossWhat does the future hold? unconfirmed)Mysteries of Ugdenbog + Ugdenbog - laying on the floor shortly behind the dynamite suite leading to the Den of the AncientRamblings of Ughdar + Temple of the Three (entered in the East Marsh) - laying on the floor in the second area to the NEScribe Osteram's Notes + Shrine of the Forgotten God (hidden area E of Gryver's Mill, behind the little waterfall) - laying on the floor SE of the area at the stonework depicting the forgotten godThe Hidden Path - Bysmiel + The Hidden Path (Asterkarn Road, between Asterkarn Mountains and Asterkarn Valley, after you went down the staircase into the wilderness again, look S for a hidden way) - dropping after the bossfight (4th part of the Quest The Hidden Path after Desecrated)The Hidden Path - Desecrated + Asterkarn Valley - search on a Rotting Corps behind a breakable wall W of the stone circle and the shrine (the very W of the map, 3rd part of the Quest The Hidden Path after Solael)The Hidden Path - Dreeg + The Hidden Path (hidden E of Lower Crossing, behind a dynamite suite) - drops after the bossfight (Quest The Hidden Path is triggered here)The Hidden Path - Solael + The Hidden Path (hidden in Broken Hills, SW of the riftgate, big aera surrounded by the street, entry from the SSW-corner of the map) - dropping after the bossfight (2nd part of the Quest The Hidden Path after Dreeg)The Runes Fall Silent + Temple of the Three (entered in the East Marsh) - laying on the floor in the second bigger room from the entranceX Comment: There ist additional lore on the Runestones of Dreeg, Solael and Bysmiel leading the way to the Temple of the Three. They really don't want to cooperate with you then. My first char just entered the content of the Forgotten Gods -Expansion (FG). - unconfirmed)The City is Rotting + Port Valbury - dropping from Bossfight before the Gates * (Wanted Poster + Port Valbury: High Town - randomly (rate 1 of 4) dropping on bosskill (Watcher Ygraad) ?? An Asterix (*) before marks lore, which I haven't found yet, but is supposed to be somewhere.WORK-IN-PROGRESS It is still a work in progress. Home > Guides > Grim Dawn - Lore NotesSYSTEMATICStitle of the Lore-Piece; which map; small description, where to find or how to get it.

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