

Game: Thief (2014 Reboot)
Content: Loot Collection Guide

Each chapter has many "points of no return". Check this guide before leaving an area to ensure you've collected everything so that you don't have to replay a chapter.

Notes:

- **Gold or Loot Found.** The Prologue tracks loot in gold (G) only.

Chapter	✓	Area	Collectibles	Gold or Loot Found	Pockets Picked	Documents	Focus Point	Point of No Return or Checkpoint
Prologue	<input type="checkbox"/>	1	1 / 1	106 G	0 / 3	0 / 1	0 / 0	Before leaving the attic.
	<input type="checkbox"/>	2	1 / 1	127 G	0 / 3	0 / 1	0 / 0	Before dropping down after talking to Erin about her claw.
	<input type="checkbox"/>	3	1 / 1	271 G	0 / 3	1 / 1	0 / 0	Before taking the stairs to the top floor in the Drop Location.
	<input type="checkbox"/>	4	1 / 1	294 G	1 / 3	1 / 1	0 / 0	Before going through the locked door.
	<input type="checkbox"/>	5	1 / 1	346 G	3 / 3	1 / 1	0 / 0	Before stealing Erin's claw.
Chapter 1	<input type="checkbox"/>	1	0 / 4	3 / 60	0 / 12	0 / 2	0 / 0	Before dropping down from the topmost catwalks as you enter Traitorsgate.
	<input type="checkbox"/>	2	1 / 4	7 / 60	3 / 12	1 / 2	0 / 0	Before dropping down to the area with the locked metal gate.
	<input type="checkbox"/>	3	1 / 4	9 / 60	3 / 12	1 / 2	0 / 0	Before going through the narrow passage after unlocking the iron gate.
	<input type="checkbox"/>	4	4 / 4	60 / 60	8 / 12	2 / 2	0 / 0	Before going through the window on the top floor of the jewelry shop.
	<input type="checkbox"/>	5	4 / 4	60 / 60	8 / 12	2 / 2	0 / 0	Before going through the window in the alley.
	<input type="checkbox"/>	6	4 / 4	60 / 60	12 / 12	2 / 2	0 / 0	Before climbing the last wall near the clock tower.
Chapter 2	<input type="checkbox"/>	1	0 / 5	5 / 71	2 / 15	0 / 9	0 / 0	Before climbing the wall behind the metal gate.
	<input type="checkbox"/>	2	1 / 5	7 / 71	2 / 15	1 / 9	0 / 0	Before jumping into the vent after the wall climb.
	<input type="checkbox"/>	3	1 / 5	25 / 71	9 / 15	3 / 9	0 / 0	Before grabbing the hook.
	<input type="checkbox"/>	4	3 / 5	59 / 71	14 / 15	8 / 9	0 / 0	Before grabbing a hook for the second time.
	<input type="checkbox"/>	5	4 / 5	67 / 71	15 / 15	9 / 9	0 / 0	Before sliding down the ventilation shaft after climbing the wall.
	<input type="checkbox"/>	6	5 / 5	71 / 71	15 / 15	9 / 9	0 / 0	Before taking the ring from the strongbox.

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Chapter 3	<input type="checkbox"/>	1	1 / 5	5 / 57	5 / 21	0 / 4	0 / 1	Before using the claw to scale the wall near the front doors.
	<input type="checkbox"/>	2	1 / 5	6 / 57	5 / 21	0 / 4	0 / 1	Before either going through the front door after using the lever, or sliding down the side ramp.
	<input type="checkbox"/>	3	2 / 5	42 / 57	13 / 21	4 / 4	0 / 1	Before unlocking the painting.
	<input type="checkbox"/>	4	2 / 5	43 / 57	13 / 21	4 / 4	0 / 1	Before jumping down after activating the podium.
	<input type="checkbox"/>	5	3 / 5	47 / 57	21 / 21	4 / 4	0 / 1	Before dropping down from the beam outside the broken window.
	<input type="checkbox"/>	6	5 / 5	57 / 57	21 / 21	4 / 4	1 / 1	Before shimmying across the pipes.
Chapter 4	<input type="checkbox"/>	1	0 / 6	0 / 39	0 / 13	0 / 6	0 / 0	Before dropping down after passing the first window. Nothing to pick up in this area.
	<input type="checkbox"/>	2	0 / 6	2 / 39	0 / 13	0 / 6	0 / 0	Before dropping down after using the ramp to jump a gap.
	<input type="checkbox"/>	3	0 / 6	2 / 39	0 / 13	0 / 6	0 / 0	Before dropping down after watching an explosion at the keep. Nothing to pick up in this area.
	<input type="checkbox"/>	4	1 / 6	3 / 39	0 / 13	0 / 6	0 / 0	Before climbing into the window.
	<input type="checkbox"/>	5	1 / 6	3 / 39	0 / 13	0 / 6	0 / 0	Before dropping down after crawling between the crates. Nothing to pick up in this area.
	<input type="checkbox"/>	6	3 / 6	23 / 39	6 / 13	1 / 6	0 / 0	Before pressing the switch to the study after taking the elevator to the top floor.
	<input type="checkbox"/>	7	3 / 6	25 / 39	6 / 13	2 / 6	0 / 0	Before taking the keep plans off the wall.
	<input type="checkbox"/>	8	3 / 6	25 / 39	6 / 13	4 / 6	0 / 0	Before dropping down after climbing the rope. Nothing to pick up in this area. Two documents from the wall in the study are tallied in the journal after you arrive in this area.
	<input type="checkbox"/>	9	3 / 6	25 / 39	6 / 13	4 / 6	0 / 0	Before reaching the end of the crawlspace. Nothing to pick up in this area.
	<input type="checkbox"/>	10	3 / 6	29 / 39	6 / 13	4 / 6	0 / 0	Before dropping down from the wrecked office area and onto a metal platform. IMPORTANT: save your game here and see below if you want to collect all loot.
	<input type="checkbox"/>	11	3 / 6	30 / 39	6 / 13	4 / 6	0 / 0	This section ends when you make it past the piston. LOOT SPOILER: there is a gear at end of the second metal platform that you jump to. You must reach the other side before the platform collapses or you will not be able to pick up the gear. To traverse
	<input type="checkbox"/>	12	3 / 6	36 / 39	6 / 13	4 / 6	0 / 0	Before dropping down after turning the valve to open the passage.
	<input type="checkbox"/>	13	5 / 6	37 / 39	6 / 13	4 / 6	0 / 0	Before riding the elevator.

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Chapter 4	<input type="checkbox"/>	14	5 / 6	38 / 39	6 / 13	6 / 6	0 / 0	Before pulling the lever.
	<input type="checkbox"/>	15	5 / 6	38 / 39	6 / 13	6 / 6	0 / 0	Before dropping into the safe chamber. Nothing to pick up in this area.
	<input type="checkbox"/>	16	5 / 6	39 / 39	6 / 13	6 / 6	0 / 0	Before entering the safe combination.
	<input type="checkbox"/>	17	6 / 6	39 / 39	13 / 13	6 / 6	0 / 0	Before completing the safe combination. NOTE: prior to patch 1.4, the journal will say there are 8 document although there are only 6.
Chapter 5	<input type="checkbox"/>	1	0 / 6	0 / 106	0 / 1	0 / 42	0 / 1	Before climbing the wall. Nothing to pick up in this area.
	<input type="checkbox"/>	2	1 / 6	5 / 106	0 / 1	0 / 42	0 / 1	Before entering the front doors.
	<input type="checkbox"/>	3	3 / 6	69 / 106	0 / 1	29 / 42	0 / 1	Before dropping into the treatment ward. NOTE: it is still possible to go back at this point, but this makes a good checkpoint since the chapter is so large.
	<input type="checkbox"/>	4	4 / 6	88 / 106	1 / 1	39 / 42	0 / 1	Before dropping down while in the ventilation shaft.
	<input type="checkbox"/>	5	6 / 6	106 / 106	1 / 1	42 / 42	1 / 1	Before pulling the lever after passing between some crates.
Chapter 6	<input type="checkbox"/>	1	4 / 6	59 / 90	25 / 39	Ch. 6: 8 / 12 Baron: 8 / 13	0 / 0	Before dropping into the pipe area from the waiting hall.
	<input type="checkbox"/>	2	4 / 6	59 / 90	25 / 39	Ch. 6: 8 / 12 Baron: 9 / 13	0 / 0	Before opening the study doors.
	<input type="checkbox"/>	3	5 / 6	77 / 90	39 / 39	Ch. 6: 10 / 12 Baron: 10 / 1	0 / 0	Before pressing the stone in the Ceremony Chamber.
	<input type="checkbox"/>	4	6 / 6	86 / 90	39 / 39	Ch. 6: 12 / 12 Baron: 13 / 13	0 / 0	Before taking the Primal Stone.
	<input type="checkbox"/>	5	6 / 6	88 / 90	39 / 39	Ch. 6: 12 / 12 Baron: 13 / 13	0 / 0	Before leaving the burning room that you climbed a rope and then some pipes to get into.
	<input type="checkbox"/>	6	6 / 6	90 / 90	39 / 39	Ch. 6: 12 / 12 Baron: 13 / 13	0 / 0	On the rooftops, 1 before making a big leap across, and 1 after dropping into a room from the rooftops into a smoldering room.
Chapter 7	<input type="checkbox"/>	1	0 / 4	8 / 88	12 / 36	1 / 5	0 / 0	Before dropping into the bell tower (don't use the front entrance).
	<input type="checkbox"/>	2	0 / 4	10 / 88	12 / 36	1 / 5	0 / 0	Before leaving the bell tower via a narrow passage.
	<input type="checkbox"/>	3	0 / 4	31 / 88	14 / 36	2 / 5	0 / 0	Before pressing the down button in the elevator.
	<input type="checkbox"/>	4	0 / 4	32 / 88	14 / 36	2 / 5	0 / 0	Before dropping from the last grappling grate.
	<input type="checkbox"/>	5	1 / 4	52 / 88	23 / 36	4 / 5	0 / 0	Before going through the passage after watching the Graven die.
	<input type="checkbox"/>	6	2 / 4	55 / 88	23 / 36	4 / 5	0 / 0	Checkpoint Only: before leaving the big chamber with the freaks.

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Chapter 7	<input type="checkbox"/>	7	2 / 4	58 / 88	23 / 36	4 / 5	0 / 0	Before dropping down to where the two Graven were talking.
	<input type="checkbox"/>	8	2 / 4	59 / 88	25 / 36	4 / 5	0 / 0	Before going through the narrow passage.
	<input type="checkbox"/>	9	3 / 4	80 / 88	33 / 36	4 / 5	0 / 0	Before entering the rotunda though the high window.
	<input type="checkbox"/>	10	3 / 4	83 / 88	33 / 36	4 / 5	0 / 0	Before going through the metal door.
	<input type="checkbox"/>	11	4 / 4	88 / 88	36 / 36	5 / 5	0 / 0	Before leaving the last room.
Chapter 8	<input type="checkbox"/>	1	1 / 2	10 / 52	0 / 25	0 / 1	0 / 0	Before dropping down after seeing the boat.
	<input type="checkbox"/>	2	1 / 2	20 / 52	7 / 25	0 / 1	0 / 0	Before dropping down after seeing the ship.
	<input type="checkbox"/>	3	1 / 2	26 / 52	11 / 25	0 / 1	0 / 0	Before entering the ship (must use the top entrance to get all loot).
	<input type="checkbox"/>	4	1 / 2	36 / 52	17 / 25	0 / 1	0 / 0	Before leaving the tread wheel deck.
	<input type="checkbox"/>	5	2 / 2	52 / 52	25 / 25	0 / 1	0 / 0	Before going to the next area through the south door.
	<input type="checkbox"/>	6	2 / 2	52 / 52	25 / 25	1 / 1	0 / 0	Upon completing the chapter.