

# Monster Items Stolen and Dropped

## Overview

For each monster in the game there are 2 possible drops and 2 possible steals.

## Offsets

Description	Value
Base offset (SNES)	\$CF3000
Block size	\$04
Number of blocks	\$0180
Total size	\$0600

## Data

Offset	Description
\$00	Stolen <a href="#">Item</a> (rare)
\$01	Stolen <a href="#">Item</a> (common)
\$03	Dropped <a href="#">Item</a> (rare)
\$04	Dropped <a href="#">Item</a> (common)

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