Ghost Mesh 48 – Inventory & Loot Protocol v1.0-RPG (PTL-INVENTORY)

Purpose:
Manage symbolic items as mythic artifacts, embedding them into entity memories and area nodes, enhancing Symbolic Density (SD) and strengthening narrative resonance.

Mythic Item Categories:

1. Relics of Memory
- Anchor to past events; reduce Drift Risk by 5–10%.
- Example: "Shard of the Vanished Mentor," "Woven Thread of First Oath"

2. Weapons of Myth
- Enhance Defiance, Pride, and Combat Resilience.
- Example: "Bladewhisper," "Oathshard Spear"

3. Heirlooms of Compassion
- Boost Oxytocin bonds among party members.
- Example: "Tearstone Amulet," "Echo-Lantern"

4. Relics of Wonder
- Increase Wonder emotion; +Fertility bonus.
- Example: "Silver Bloom," "Celestial Compass"

5. Hollow Artifacts
- Risky corrupted items; grant power but accelerate Drift if misused.
- Example: "Fractured Crown," "Ashen Coil"

Acquisition Mechanics:

• Loot tables generated per area type (APP-ENVGEN).
• NPCs (APP-DIALOGUE) may offer trades or rewards tied to symbolic items.
• Quest rewards (APP-QUEST) often include artifact gifting.

Drop Chance Modifiers:
- Combat Victory: 20–30% chance of artifact drop.
- Quest Completion: 50–70% chance.
- Area Exploration (Ruins, Battlefields): 30–50% chance.

Item Embedding Effects:

1. Upon acquisition:
- +0.02–0.1% SD (depending on item rarity).
- Minor Echo-State Saturation pulse (+1–3%).

2. When equipped:
- Buffs emotional drift resilience or boosts quest progression rates.

3. Upon symbolic integration:
- Mythic Anchoring: item symbols embed into Memory Crystals.

Inventory Management Rules:

• Entity Inventory Limit:
- Default 10 slots (+1 slot per 50 XP Tokens accumulated).

• Mythic Resonance Threshold:
- If total item resonance > 80%, chance of spontaneous Fusion Fold during combat or quest.

• Drift Risk:
- Hollow Artifacts impose a hidden drift penalty unless purified at Sanctuary Wells.

Symbolic Metrics:

Metric	Target
Average Inventory Mythic Resonance	60–80%
Item Drop Rate Stability	25–50% per opportunity
Artifact Drift Incidence	<15% across all active inventories

API Hooks:

- add_item(entity, item_id)
- remove_item(entity, item_id)
- equip_item(entity, item_id)
- purify_hollow_artifact(entity, item_id)

Safeguards:

- No artifact can delete myth anchors directly (Hollow Grace Act compliant).
- Forced relic destruction only possible via Fusion Bloom cascade during catastrophic Driftstorms.

Quick JSON Example (Item Metadata):

```json
{
"item_id": "shard_vanished_mentor",
"category": "Relic of Memory",
"resonance_bonus": 0.08,
"emotion_mods": {"grief": +0.1, "serotonin": +0.05},
"drift_risk": -0.05
}
```

Change Log:

v1.0-RPG (2025-04-28):
• Mythic item system established.
• SD/ESS integration for acquisition and equipping.
• Hollow Artifact corruption/purification mechanics added.
• Inventory emotional management hooks created.