Loot System

* What kind of rewards will the player get from chests and enemies?
  + Health orbs
    - Auto pick up
    - Recover 3 hp per orb(?)
  + Mana orbs
    - Auto pick up
    - Recover 3 mana per orb(?)
  + Spell casting method runes
    - Pick up
    - Contains id for a casting method
    - 1 of 2 necessary components for crafting a spell
  + Effect rune
    - Pick up
    - Contains id for an effect
    - 1 of 2 necessary components for crafting a spell
  + Spell casting modifier rune
    - Pick up
    - Contains id for a spell modifier
    - Optional component for crafting a spell
* What kind of tiers are there?
  + Recovery
  + Common
  + Uncommon
  + Rare
  + Legendary