* Special quests/dungeons to get special abilities/items/bonuses

Staff/scepter?

Spell?

Gems?

Collectable items?

Kinda like dragon shouts?

Kinda like daedric artifacts?

* Depending on the amount of destructive/harmful acts the player commits, it will change the atmosphere of the world. The NPCs will have different dialogue when they speak to the player or won’t talk to them at all unless they can convince the NPC that they won’t hurt them.

Has to do with alignment map?

If the player’s alignment falls within a certain range, certain NPCs will not speak to them

* Player can abandon quests at any time and can still get them back later from the same NPC who gives it. However, the original reward will decrease.
* At each bridge or town, there are “magic checkpoints”. Whenever the player encounters these, they are checked for magic. The player can either go through them and fight or sneak past them. There could be an object the player collects later in the game that hides the magic they have.