

How do we keep the player vaguely engaged with the high level game plot? If they feel like it.

1. Letter from the king item (and find a couple more + a couple other tome/text items for Boring Backstory)

2. Dredmor personally taunts the player once per dungeon level (and casts a curse or sets them on fire or something - controlled by director to be reasonable).

Dredmor encounter #X:

*[player walks into room, Dredmor appears in a puff of smoke]*

*Dredmor: FOOLISH MORTAL! YOU DARE ENTER MY DUNGEONS, YOU DARE THINK YOU CAN DEFEAT ME? DO YOU HAVE ANY ... HOLD ON, THE KETTLE IS GOING*

*[disappears in a puff of smoke]*

*[player takes two steps]*

*[Dredmor re-appears in a puff of smoke]*

*RIGHT. WHILE I ENJOY MY CHAMOMILE, WHY DONT YOU ENJOY ... SOME FIRE! [sets player on fire; low-damage damage-over-time] [disappears in a puff of smoke]*

Can dump some backstory here. Dredmor likes to taunt people, doesn't consider the player a threat.

Can handle these as pop-up comic panels?

Maybe throws pieces of other heroes at the player, maybe even gives the player some kind of [cursed] magic item to "help" them out. If player is poor, Dredmor donates to the "foolish mortal charity fund" or something - always with the snarky, condescending comments, throws some zorkmids at the player. Can even act as a boost to a player who sucks - a Director-controlled narrative agent that makes the game harder when the player is doing better, makes it easier when they're doing worse, and at every interaction giving the player some more feeling of Dredmor as a character.

This could solve the problem of the player not being engaged with a character who they only truly fight at the end of the game.

3. ...