if random number is <= Accuracy:

getDruidDamage = get random number between 1 and 5

druidDamage = subtract lichkingarmor from getDruidDamage

if druidDamage < 0

druidDamage == 0

subtract druidDamage from lichKingHP

print("The Lich King takes {druidDamage} from Malfurion!")

if lichKingHP < 0:

print("Congratulations, Malfurion the Druid. You have successfully defeated the Lich King. You have grown wise from the ways of battle.")

if random number is <= lichKingAccuracy:

getLichKingDamage = get random number between 1 and 7

lichKingDamage = subtract druid armor from getLichKingDamage

if lichKingDamage < 0:

lichKingDamage == 0

subtract lichKingDamage from DruidHP

print("Malfurion takes {LichKingDamage} from the Lich King!")

if druidHP < 0:

print "The forest cries for its protector. You have lost and the forest has died."