

villain_health

d = die roll
 n = number of heroes
 h = villain health = $d * n * 2$ (at start of game)

Once the villain leaves his hiding place:
 $h = \lceil h/2 \rceil$

```
d = "die roll" newline
n = "number of heroes" newline
h = "villain health" = d * n * 2 "(at start of game)"
newline
newline
"Once the villain leaves his hiding place:" newline
h = lceil h/2 rceil
```