Encounter involves the players going for an ancient city that is guarded unbeknownst to them by the last defender who still watches over the city long after it's been abandoned with a small group of elite lizard Knights.

Encounter happens in a courtyard within the central city that has been overgrown, the last defender will ambush the party

every turn after the first round on initiative count 20 from one of the random for points marked in purple, Saurus Sacred Spawn and a horned one will join the fight, the source sacred spawn has Blessing of the Beast God and the horned one has the Blessing of the Hunter God. They take their turns immediately after the initiative count

jungle (green highlighted area) this is difficult terrain and lightly obscured, additionally any trees in the area can be climbed and are generally 20 feet high, a creature in the tree has half cover from ranged attacks.

drop off (Green and teal lines) he

Entrances (purple numbers)

**Easy Encounter (level 18)**

Have The Last Defender and Grimlokk with out their Legendry actions

mediume Encounter (level 20)

**Last Defender and Grimlokk**

hard Encounter (6 level 20 or have fully decked out magic items)

**Last Defender and Grimlokk with reinforcements**