This should be very similar to the clearing version of the forest scene, except since it is a “final climatic boss fight”, feel free to make it seem darker. Everything is just a little more eerie

* An idea to add to the eerieness is to have a few eyes in the background, maybe some wild animal stalking the scene, more dark shadows between the trees.
  + Note: the scene is not haunted, so dont go too overboard, its just supposed to look more dramatic
* This scene takes place in the night, some dramatic moonlight shining into the meadow could replace the sunlight we have in the forest version