

Witches Vs Necromancers Vs Dragons: An Epic Battle Under Realm Academy

In the realm of fantasy, where magic flows like rivers and legendary creatures roam, the battle between witches, necromancers, and dragons stands as an epic clash of wills and power. In the hallowed halls of Realm Academy, where young sorcerers hone their arcane skills, these formidable forces collide, each pursuing their own sinister agenda.



Unhinged: Witches vs Necromancers vs Dragons (Under Realm Academy Book 2) by Rye Brewer

★★★★☆ 4.5 out of 5

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The Witches: Masters of Enchantments and Potions



Witches, with their intricate knowledge of herbs, potions, and enchantments, possess the power to manipulate both the living and the dead. Their potent brews can heal the sick or curse their enemies, while their seductive spells can charm even the most powerful minds. Led by the enigmatic Sorceress Celeste, the witches of Realm Academy are a force to be reckoned with.

The Necromancers: Lords of the Undead



Necromancers, masters of dark magic, command the spirits of the dead, bending them to their sinister will. They can raise armies of skeletons, zombies, and ghouls, instilling terror into the hearts of their enemies. Under the guidance of the cunning Warlock Darius, the necromancers of Realm Academy seek to harness the power of undeath for their own nefarious purposes.

The Dragons: Guardians of Ancient Fire



Dragons, the ancient guardians of magic, possess immense physical and magical prowess. Their scales are impervious to most weapons, and their fiery breath can incinerate entire armies. Once revered as symbols of wisdom and power, the dragons have been corrupted by the dark forces that threaten Realm Academy. Led by the formidable Dragon King Ignis, they seek to reclaim their lost glory and establish their dominance over the realm.

The Clash of Titans: A Battle for Supremacy

As the witches, necromancers, and dragons converge upon Realm Academy, a cataclysmic battle erupts. Spells fly through the air, arrows pierce the darkness, and swords clash with bone and scale. Each faction fights fiercely for their own survival and the ultimate prize: control of the realm.

The Witches' Strategy: Enchantments and Potions

The witches, relying on their agile movements and magical prowess, seek to outmaneuver their opponents. They cast spells of confusion and misdirection, poisoning the air with noxious fumes and summoning illusions to distract their enemies. Their potions enhance their allies' abilities and weaken their foes, giving them an edge in the chaotic melee.

The Necromancers' Strategy: Summoning the Dead

The necromancers, masters of the dark arts, rely on their undead hordes to overwhelm their enemies. They raise skeletons from the ground, each bone imbued with unwavering loyalty. Zombies, driven by an insatiable hunger, swarm the battlefield, while ghouls feast on the flesh of the living. The necromancers' control over undeath allows them to replenish their forces endlessly, creating a formidable and relentless army.

The Dragons' Strategy: Fire and Fury

The dragons, with their immense physical power and fiery breath, soar through the skies, raining destruction upon their enemies below. They breathe out jets of flame, incinerating entire units in a matter of seconds. Their claws and teeth are sharper than any blade, capable of rending flesh

and bone with ease. The dragons' aerial superiority and raw power make them a formidable force in the battle.

The Consequences of the Battle: A Realm Divided

The battle between the witches, necromancers, and dragons rages on, leaving a trail of destruction in its wake. The once-pristine grounds of Realm Academy are now a charred and desolate wasteland, littered with the bodies of the fallen. The conflict has torn the realm apart, dividing it into factions that struggle for control.

The witches, with their mastery of enchantments and potions, have emerged as victors. They have established a new order in Realm Academy, using their magic to ensure peace and prosperity. However, their victory has come at a price, as many of their allies have fallen in the battle.

The necromancers, weakened but not defeated, have retreated into the shadows. They continue to plot their revenge, seeking to raise a new army of the undead to challenge the witches' rule. Their dark legacy haunts the realm, a constant reminder of the horrors that may yet come.

The dragons, their pride shattered, have retreated to their ancient lairs. They watch over the realm with a watchful eye, wary of the witches' power. Their presence serves as a warning to all who would defy their dominance.

: A Legacy of Magic and Conflict

The battle between the witches, necromancers, and dragons under Realm Academy has shaped the destiny of the realm. The witches have emerged as victors, but the conflict has left an enduring legacy of magic, conflict, and division. The necromancers continue to plot in the shadows, and the

dragons remain vigilant, ever watchful for the day they may reclaim their lost glory.

The realm stands at a crossroads, its future uncertain. The witches' rule is fragile, dependent on their continued vigilance and the loyalty of their allies. The necromancers lurk in the shadows, their thirst for revenge unquenched. And the dragons, the ancient guardians of magic, watch patiently, waiting for their moment to strike.

The battle under Realm Academy has ended, but the conflict between witches, necromancers, and dragons continues. Magic flows through the realm, its power both a blessing and a curse. And as the forces of good and evil clash, the fate of the realm hangs in the balance.



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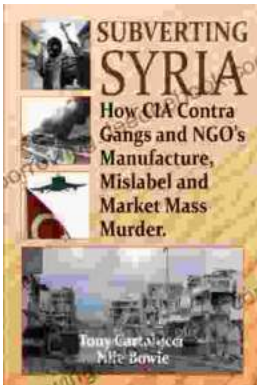
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