A Zombie Charges My Villager!

Both my **villagers** go off all the time. All the time!

'Stay at home, **villagers,'** I tell them. 'Do not go in the cave.' Do they stay? They do not.

The strong river **plunges** them into a damp stone cave. One **villager** lifts both arms up and yells for help. But the cave is tight, the river is strong, and my **villagers** are... well, not so smart.

Then a thing moves in the dark.

A zombie **charges** out from the shadows and grabs the first **villager.** Slash! Bite! The second **villager** steps back, but it is too late. Green **germs** creep across the skin.

A second zombie groans deep in the cave. And my **villagers?** The gaze goes white and hollow. The skin goes green. They are not my **villagers** now.

One Zombie steps out into the sunlight at the cave mouth. Fwoosh! Bright flames **rage** all over it and burn it up.

My zombie **villagers** do not move. They stand back in the shadow with a hollow white gaze. Too spooked to step out. Too zombie to go home.

I have to get them out. But how do I help a pal who may bite my face off?

I sprint back to my shop and check each box on the shelf. A green mix can help my zombie **villagers.** Nether herb. Gray powder. Yes! I toss it all into the stand. The mix starts to fizz, and it turns a **strange,** bright green. It smells like old socks and hope. 'This **magic** mix must fix them,' I say. It is all I have. One try. Just one.

The cave is darker than before. I creep in with a bottle in each hand and try not to make a sound. There they are. Both zombie **villagers** sit on the stone ground and groan. They look up with that white, hollow gaze. 'Sorry about this, **villagers,'** I say. Then I throw both bottles as hard as I can. Smash! A **huge** green splash on both zombie **villagers!**

The green mix did it. It really did it! My **villagers change** back. The green fades. The groans stop. Both **villagers** stand there and smile. My **villagers** are back! They give me a **large** heap of green **gems. 'Gee,'** I say, as I stack up the **gems. 'Villagers,** I bet there are more zombie **villagers** out there that need help.' Both my **villagers** stop smiling.

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A Zombie Charges My Villager!

Two villagers keep wandering off, and this time the river plunges them into a cave where something moves in the dark. A zombie charges out of the shadows, and green germs spread strange and huge across their skin. Can their friend brew enough magic to save them before it's too late? Written for Jolly Phonics classrooms (Step 3, Unit 3: soft g as in giant), this book practices words like 'villagers', 'charges', 'germs', 'huge', 'strange'.

Phonics Focus: <soft> <g>

change, charges, gee, gems, germs, huge, large, magic, plunges, rage, strange, villager, villagers

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