



Zombies in the Cave!

An Unofficial Minecraft Book

My two villagers were always going off alone. Always. 'Stay close to the house,' I told them. 'Do not go by the cave.' Did they stay? They did not. The river was fast and cold. It **dragged** them right inside the cave, and now they were **trapped**. The cave was small and dark. Water **dripped** down the walls and was **getting** up to their knees. One villager **stepped** back against the back wall. The other stretched both arms up high, calling for help. But the walls were too tight, the water too strong, and my villagers were just... well, my villagers.





Then a shadow moved in the dark. They were not alone. A zombie lunged out and **grabbed** the first villager. It bit down hard, **snapping** and scratching at the villager's arms. The second villager stumbled back, **slipping** on the wet stone floor, but it was hopeless. Green patches spread across their skin like spilled paint. A second zombie groaned from deep in the cave, watching and waiting. And my two villagers? Their eyes went hollow and white. Their skin went green. They were not my villagers. Not at all.

One zombie walked up to the mouth of the cave and **stepped** into the sunlight. Bright flames swept over it. Just like that, the zombie was ash. My zombie villagers did not move. They stayed deep in the shadows, staring at the flames with empty white eyes. They groaned softly, rocking on the cold wet floor. They were **trapped**. Too afraid to burn. Too zombie to leave. I had to get them out of there, but I had to do it fast. How do you save a zombie who might try to bite your face off?





I sprinted back to my shop and dug into each box. Red goo. Golden carrot. Gunpowder. Yes, that was all of it. I **dropped** it all into the brewing stand and **stirred**. The mix fizzed and **bubbled, spinning** into a glowing bright green. Bubbles **popped** at the top. It **dripped** down the bottles and smelled like old socks and hope. My hands shook. 'This must work,' I whispered, watching it drip and fizz. I had stuff for just one try. One chance to get my villagers back. That was it.

The cave was darker than before. I crept inside with a glass bottle **gripped** tight in each hand, trying not to make a sound. Each step was loud on the wet stone floor. There they were. Two zombie villagers crouching on the cold dark floor, groaning softly. One slumped against the other. They looked up at me with those hollow white eyes. My hands shook again. 'Heads up!' I called. Then I threw both bottles as hard as I could. Smash! Splash! The mix **dripped** and splashed all over them. I **stepped** back and waited.





It worked! It worked! The green faded slowly. The groaning **stopped**. And just like that, my two villagers were standing there, blinking and **grinning** and very much alive. They could not stop **grinning**. They piled the table high with golden carrots and all the loot they had. My villagers were back. I was **grinning** too, **cramming** loot in my pockets. 'I think more zombie villagers are out there,' I said. 'They need my help.' My villagers **stopped grinning**.



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Two villagers keep wandering off, and this time the river drags them straight into a dark cave. Something is waiting in the shadows, and it isn't friendly. Can they get out before it's too late? Created to align with the UFLI Foundations scope and sequence (Lesson 107: Doubling Rule -ed, -ing), this book practices words like 'dripped', 'stepped', 'trapped', 'grabbed', 'dragged'.

Phonics Focus: Doubling Rule -ed/-ing

bubbled, cramming, dragged, dripped, dropped, getting, grabbed, grinning, gripped, popped, slipping, snapping, spinning, stepped, stirred, stopped, trapped

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