

## Diary Of A Grumpy Villager: Book 2 [An Unofficial MineCraft Book] (Minecraft Tales 58)

The ultimate sourcebook for players wishing to explore the world of Eberon, the "Explorer's Handbook" showcases the multi-continental aspect of the Eberon setting. This handbook encourages players to explore the entire world rather than remain fixed in one region.

From the International Bestselling Authors of the Wimpy Steve series, the first Minecraft diary books! The series previously published as Diary of a Wimpy Steve is NOW Wimpy Steve! It's the same bestselling Minecraft diary series, with a fresh NEW look! Wimpy Steve: Portal Panic! (Book 9) takes you on an epic adventure from the peaceful shores of a Mushroom Island to the flaming depths of the Nether! Join Wimpy Steve on a daring quest to escape from a dangerous land where deadly new mobs lurk around every corner, and mastering a few clever new crafting recipes could make all the difference between survival and disaster! Follow Wimpy Steve as he makes important discoveries like: Minecraft mobs don't need bodies to be dangerous! How to make awesome new weapons! Exciting new uses for lava! Snowballs are deadly?! Endermen will steal just about anything! Nether buildings are just as dangerous as they look! Everything's flammable in the Nether! (Especially him!) And much, MUCH more! With charming original illustrations and creative storytelling, Wimpy Steve: Portal Panic! is a must-read for any kid who loves Minecraft! Kids ages 6-14 (even reluctant readers) can't wait to "dig in" to these Minecraft adventures! Grab your copy of Wimpy Steve: Portal Panic! (Book 9) now and continue Wimpy Steve's hilarious adventure today! Disclaimer: This is an unofficial Minecraft book. Minecraft is a registered trademark of, and owned by, Mojang AB, and its respective owners, which do not approve, endorse, sponsor, or authorize this book. Minecraft(r)/TM & (c) 2009-2016 Mojang AB/Notch

In a whimsical memoir, the author of Five Men Who Broke My Heart, describes how she quit smoking after more than twenty years and eliminated other self-destructive habits--including alcohol, dope, gum, bread, and her psychiatrist--from her life. Reprint. 20,000 first printing.

Say hello to Minecraft's first superhero: The Mob Hunter. A deadly creeper attack left Steve for dead, but saved by Apollo Technologies, he was put back together using different parts of different mobs. He has the strength of a zombie. The aim of a skeleton. The teleportation of an enderman. And the ability to blow himself up of a creeper. Hey, you never know. The King of Mobs, Herobrine, is planning a deadly attack on Craft City and it's up to The Mob Hunter to stop him. Meet Gwen, Apollo, Paul, and a large cast of character as they battle and train the first superhero the world of Minecraft has ever seen. Will Steve be able to stop Herobrine? Will Paul's rap career ever take off? Find out in this exciting and action packed story: Minecraft's First Superhero: The Mob Hunter The Hunt Begins! Disclaimer: This book is

an unofficial Minecraft fanfiction. It is not endorsed, authorized, sponsored, licensed or supported by Mojang AB, Microsoft Corp. or any other entity owning or controlling rights to the Minecraft name, trademarks or copyrights. Tags: Minecraft, zombies, mobs, spider, Enderman, Minecraft creeper, computer games, gamer, xbox, adventure story, zombie, Minecraft Steve, unofficial minecraft book, minecraft book, children's book, children story, adventure story, minecraft secrets, crafting, minecraft handbook, miner, herobrine, building tips, trapped in minecraft, minecraft jokes, enderspider, enderdragon, minecraft skeleton, Minecraft story mode, choose your own adventure, picture book, illustrations, game guide, wimpy villager, wimpy middle school, half zombie, two faced zombie, diary kitten, cuusoo, capes, evil minecraft, minecraft seeds, gold sword, Marvel, DC Comics, Superhero, gravel, great seeds, diary of a wimpy kid,

Central Casting One

An OP Alliance

A Family of Landlords across Three Indian Empires

Tales of an 8-Bit Kitten: A Call to Arms (Book 2)

Diary of a Wimpy Kid (BK1)

Watching the English, Second Edition

Big changes are afoot in a small English village— “ If you ’ ve ever enjoyed a visit to Mitford, you ’ ll relish a visit to Fairacre ” (Jan Karon, #1 New York Times–bestselling author of To Be Where You Are). Trouble brews in the tiny country village of Fairacre, when it is discovered that Farmer Miller ’ s Hundred Acre Field is slated for real estate development. Alarming rumors are circulating, among them the fear that the village school may close. The endearing schoolmistress Miss Read brings her inimitable blend of affection and clear-sighted candor to this report, in which a young girl finds her first love, an older woman accepts a new role in life, and the impassioned battle to save the village from being engulfed is at the forefront of every villager ’ s mind. “ Wise, ironic, kindly, full of atmosphere and characters, rural charm, broad dialects, and the impishness of children. ” —St. Louis Post-Dispatch “ Affectionate, humorous, and gently charming . . . Sometimes funny, sometimes touching, always appealing. ” —The New York Times

Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

THE VILLAGER Storm in the Village A Novel IHMH

For as long as they can remember, the twin endermen Fin and Mo have lived in the mysterious land of the End. On the outskirts of the great enderman city of Telos, they explore ancient ruins under the watchful gaze of the mighty ender

dragon. They have everything they need in the end ship they call home, and know everything there is to know about their world -- or so they think until the strangers from another dimension arrive. The invaders are called humans, and they've come to steal artifacts and slay the ender dragon. Fin and Mo are ready to protect their home from the trespassers, but when they come face-to-face with the humans, they discover that they aren't as prepared for battle as they'd thought. Caught off guard, the twins are trapped in the middle of a war between the endermen and the humans, with the future of their home at stake.

Microbe Hunters

Heroes of Legend

Wacky Stories (10 Short Stories for Kids)

Zombie Swap

Playground Worlds

The Lottery

*A Swiss orphan is heartbroken when she must leave her beloved grandfather and their happy home in the mountains to go to school and to care for an invalid girl in the city.*

*Join Zombie, as he faces his biggest fears, and tries to survive the next 3 weeks at Creepaway Camp*

*Traditional histories of the hard-fought Battle of the Bulge routinely include detailed lists of the casualties suffered by American, British, and German troops. Conspicuously lacking in most accounts, however, are references to the civilians in Belgium and Luxembourg who lost their lives in the same battle. Yet the most reliable current estimates calculate at approximately three thousand. the number of civilians who perished during the six weeks of fighting. Telling the stories of ordinary people caught up in the maelstrom of war, The Unknown Dead surveys this crucial battle and its consequences from an entirely new perspective. Renowned historian Peter Schrijvers, a native Belgian, describes in vivid detail the horrific war crimes committed by German military units on the front lines and by Nazi security services behind the battle lines, as well as the devastating effects of Allied responses to the enemy threat, including massive bombings of small towns. During the offensive, inhabitants of the villages of this region of Belgium lived in a state of chaos. Countless men, women, and children were killed in cold blood for aiding American soldiers, and the GIs themselves were often highly suspicious of German-speaking Belgians. Local services ground to a halt, and citizens formed volunteer groups to obtain water and meet other basic needs. Even after the violence had ended and the postwar reconstruction had begun, the small communities remained in turmoil. The countryside was dotted with abandoned land mines and explosives, and the emotional tension between civilians and battle hardened veterans often took years to dissipate. Based on recently discovered sources including numerous personal testimonies, municipal and parish records, and findings of the Belgian War Crimes Commission, The Unknown Dead vividly recounts the experiences of innocents in the violence of one of World War II's seminal battles. Now a Major Motion Picture From the internationally bestselling author of Measuring the World and F, an eerie and supernatural tale of a writer's emotional collapse A screenwriter, his wife, and their four-year old daughter rent a house in the mountains of Germany, but something isn't right. As he toils on a sequel to his most successful movie, the screenwriter notices that rooms aren't where he remembers*

*them—and finds in his notebook words that are not his own.*

*His 55th Book*

*Mug Cakes*

*Pixel Raiders #1: Dig World*

*Zombie Goes to Camp*

*Creating and Evaluating Experiences of Role-playing Games*

Grab your pickaxes and jump back into the action in this second installment of the Diary of an 8-Bit Warrior graphic novel series. The pixelated adventures continue in this graphic novel adaptation of the bestselling Diary of an 8-Bit Warrior series! Readers can reconnect with their favorite characters and the beloved Minecraft universe while enjoying a colorfully illustrated story. In this installment, Runt and his unusual crew—a friendly zombie, a loyal wolf, and a clumsy human—embark on a quest to defeat the dragon . . . if they can go five minutes without getting lost, that is. But if vanquishing a legendary boss monster weren't a big challenge, along the way the gang learns of an even more mysterious enemy lurking just around the corner. The second installment of this graphic novel series will knock your blocks off!

From The Makers of Diary of a Minecraft Zombie. Did You Ever Want to Know About The Secret Life of Creepers? Well, meet Jasper...He's a Creeper. If you've ever wondered what a day in the life of a Creeper would look like, Jasper gives us a never before sneak peek into his secret diary.

Enter Dig World, Level One of a virtual reality game where things are all too real! Rip and Mei have been invited to play a beta of the top secret new game from INREAL GAMES. Once they start playing, they're amazed by how true to life everything feels and smells. They collect materials to build a house, find food, and craft weapons. But soon they're faced with real danger. If they can't find a way out in three days, they'll be stuck FOREVER. Can they survive attacks from goblins, flametigers, fire lizards, and many spiders to win the game?

In this innovative, micro-historical approach to law, empire and society in India from the Mughal to the colonial period, Nandini Chatterjee explores the dramatic, multi-generational story of a family of Indian landlords negotiating the laws of three empires: Mughal, Maratha and British. This title is also available as Open Access.

The Diaries of Donald Friend

101 Healing Stories for Kids and Teens

Diary of Herobrine's Child [An Unofficial Minecraft Book]

Gods and Ends

The Unknown Dead

Heidi

*Uncover the hidden secrets of the Village...The Village has never been quite safe. Zombies, Creepers, Witches, Skeletons, and tons of other little bad guys are always crawling around. But lately, things have gotten worse. Much worse... This story follows the tale of a young villager, who is struggling to handle all of the different things that have been going on lately within the Village. This is the first book of the Unofficial Minecraft Diary Series, by Kwick Reeds. Stay tuned for his upcoming books! Disclaimer: This book is not official. It is not funded or supported by Mojang AB or any other entity owning or controlling rights to the Minecraft name, trademarks or copyrights.*

*Minecraft (r)/TM & (c) 2009-2013 Mojang / Notch*

*A New York Times Bestseller! Narwhal and Jelly spread some holiday cheer (and warm waffle pudding) in the festive fifth book of this blockbuster graphic novel series! Dive into three new stories about Narwhal's favorite time of the year! It's the festive season in the world wide waters, and Narwhal is looking forward to cozying up with a good book, singing and partying with pod pals and enjoying some warm waffle pudding. But most of all Narwhal is excited about the arrival of the Merry Mermicorn! According to Narwhal, she's part mermaid, part unicorn and completely mer-acularous! Jelly is of course skeptical about the existence of the "Mira-Miny-What-A Corn" . . . even when he receives a mysterious present. It must be from Narwhal. Now Jelly has to get the perfect gift, but finding a present for someone as unique as Narwhal is no easy feat, even when you have six tentacles. How will Jelly ever come up with a whaley great gift for a best pal who spreads cheer all through the year?*

*Find out what happens as 12 year old Zombie has to pretend to be human and Steve pretends to be a zombie.*

*'Breathtaking.' Sunday Times 'Exquisite.' The Times 'Beautiful.' Independent 'Powerful.' New York Times An international bestseller and a modern classic, this suspenseful epic of one family's tragic undoing and their remarkable reconstruction has been read, adored and shared by millions around the world. This story is told by the wife and four daughters of Nathan Price, a fierce, evangelical Baptist who takes his family and mission to the Belgian Congo in 1959. They carry with them everything they believe they will need from home, but soon find that all of it - from garden seeds to Scripture - is calamitously transformed on African soil. What readers are saying 'This remains one of the most fascinating books I have ever read.' 'I felt every emotion under the sky with this book.' 'Riveting.' 'This novel left a lasting - YEARS LASTING - impression.' 'This is one of those books that stands the test of time and is worth rereading.' 'Five epic, no-wonder-this-book-is-so-well-loved stars!'*

*Diary of a Minecraft Zombie Book 4*

*The Studio's Classic Films, 1931-1946, 2d ed.*

*The CRPG Book: A Guide to Computer Role-Playing Games*

*Diary of a Minecraft Zombie Book 6*

*Trapped Trilogy an Unofficial Minecraft Book for Kids Ages 9 - 12 Preteen*

*The Mob Hunter*

In 2007, Diary of a Wimpy Kid was published, introducing readers to Greg Heffley and his family, his best friend Rowley Jefferson, and the dreaded Cheese Touch. More than 250 million copies later, Diary of a Wimpy Kid has become a beloved book all around the world, and now, for the first time ever, Greg's diary-um, make that journal-is coming to life in a full-color, 3D animated Disney+ production. Whether you're meeting Greg for the first time or you're a lifelong fan of Jeff Kinney's hilarious series, you'll love diving into the Wimpy Kid universe.

A comprehensive guide to understanding and using storytelling in therapy with kids and teens "George Burns is a highly experienced clinician with the remarkable ability to create, discover, and tell engaging stories that can teach us all the most important lessons in life. With 101 Healing Stories for Kids and Teens, he strives especially to help kids and teens learn these life lessons early on, providing them opportunities for getting help and even learning to think preventively." -Michael D. Yapko, PhD | Author of Breaking the Patterns of Depression and Hand-Me-Down Blues "George Burns takes the reader on a wonderful journey, balancing metaphor, good therapeutic technique, and empirical foundations during the trip. Given that Burns utilizes all three aspects of the Confucian story referred to in the book-teaching, showing, and involving-readers should increase their understanding of how stories can be used therapeutically." -Richard G. Whiteside, MSW | Author of The Art of Using and Losing Control and Working with Difficult Clients: A Practical Guide to Better Therapy "A treasure trove for parents and for professionals in the child-development fields." -Jeffrey K. Zeig, PhD | Director, The Milton H. Erickson Foundation Stories can play an important and potent role in therapy with children and adolescents-helping them develop the skills to cope with and survive a myriad of life situations. In many cases, stories provide the most effective means of communicating what kids and teens might not want to discuss directly. 101 Healing Stories for Kids and Teens provides straightforward advice on using storytelling and metaphors in a variety of therapeutic settings. Ideal for all who work with young people, this unique resource can be combined with other inventive and evidence-based techniques such as play, art, music, and drama therapies as well as solution focused, hypnotic, and cognitive-behavioral approaches. Offering guidance for new clinicians and seasoned professionals, George Burns's latest work delivers a unique combination of information on incorporating storytelling in therapy, dozens of ready-made stories, and tips for creating original therapeutic stories. Innovative chapters include: \* Guidance for effective storytelling \* Using metaphors effectively \* Where to get ideas for healing stories \* Planning and presenting healing stories \* Teaching parents to use healing stories In addition, 101 Healing Stories for Kids and Teens includes dozens of story ideas designed to address a variety of issues, such as: \* Enriching learning \* Teaching self-care \* Changing patterns of behavior \* Managing relationships, emotions, and life challenges \* Creating helpful thoughts \* Developing life skills and problem-solving techniques

A delicious cake you make in a mug, in a microwave, in less than 10 minutes? Yes, it may sound crazy but it actually works! Fancy giving it a try? Here is the definitive mug-cake cookbook that will guarantee you success every time with 40 fantastic, foolproof recipes. Covering everything from everyday classics (carrot, chocolate, vanilla), to treats for special occasions (birthday bonanza, red velvet valentine, black forest gateau) to all out indulgences (chocolate fudge, knickerbocker glory), happy hour (pina colada, Irish cream) and of course not forgetting low-fat, dairy-free, gluten-free, sugar-free cakes to stop you from getting completely carried away... So when you want after-school snacks, easy desserts, unique party nibbles or to treat yourself with a quick cup of tea, make up a mug cake.

Enjoy some fun and wacky short stories. Are you ready to hear your kids giggle through some amusing stories? Story 1. Kids will enjoy these strange animal noises. They're fun to make, too. Story 2. The suspense builds as everybody except for Santa comes out of a fireplace. Story 3. There are some funny things in this pond. Story 4. Wacky tastes are the feature of this story. Story 5. Sea creatures are doing something strange. Story 6. You won't believe what's laughing. Story 7. It's the silliest zoo that you'll ever visit. Story 8. What do you do when your

reflection won't cooperate? Story 9. A princess saves a knight in distress, but that's not the wacky part. Story 10. Imagine the power of this super remote control. The stories are short enough (around 200 words each) to keep kids focused on the story and to not seem overwhelming. Pictures are kept to a minimum (mostly in the form of story headings) so that children can focus on the storytelling without too many visual clues. Each story is followed by four optional multiple choice questions designed to assess basic reading comprehension and reasoning skills. Answers are tabulated in the back of the book. Each story is followed by a storytelling prompt, with blank lines for writing, which can be used to try and get kids to write their own wacky stories. May your children or students learn to love reading and make it a lifelong habit.

## THE VILLAGER

A Novel

Happy Narwhalidays (A Narwhal and Jelly Book #5)

Garfield Sings for His Supper

You Should Have Left

Diary of an 8-Bit Warrior Graphic Novel

Best-selling author, Cube Kid, introduces the second book in his series about Eebs the kitten who lives some incredible adventures in the world of Minecraft. Fans of the Diary of an 8-Bit Warrior series will find familiar, emblematic characters here in the Nether. Now that Eebs knows he's part of the Prophecy and the coming war against the Eyeless One, he has one goal: find Runt and help him in his quest. While stationed at Villagetown, the little cat tries to find his place among the Lost Legion and learn more about his hidden powers. But life in Villagetown never stays quiet for very long!

Revised and updated since its first publication in 1990, this acclaimed critical survey covers the classic chillers produced by Universal Studios during the golden age of hollywood horror, 1931 through 1946. Trekking boldly through haunts and horrors from The Frankenstein Monster, The Wolf Man, Count Dracula, and The Invisible Man, to The Mummy, Paula the Ape Woman, The Creeper, and The Inner Sanctum, the authors offer a definitive study of the 86 films produced during this era and present a general overview of the period. Coverage of the films includes complete cast lists, credits, storyline, behind-the-scenes information, production history, critical analysis, and commentary from the cast and crew (much of it drawn from interviews by Tom Weaver, whom USA Today calls "the king of the monster hunters"). Unique to this edition are a new selection of photographs and poster reproductions and an appendix listing additional films of interest.

Eebs isn't a very disciplined kitten. His mom warned him not to play in the forest, but he didn't listen. That's how he found himself in the Nether, a bizarre world inhabited by scary creatures. In the company of a ghastr, almost cheerful witch, Eebs develops supernatural powers. Will this be enough to fight against Endernova's army, the Enderman, who want to rule over the Overworld? In order to save his friends, Eebs must become the champion of the Nether, as the prophecy of The Chosen One tells . . .

For the first time ever, fans of Minecraft and the hit series Diary of an 8-Bit Warrior can enjoy these fun and fully illustrated graphic novels. This new graphic novel series is an adaptation of the best-selling Diary of an 8-Bit Warrior series. Readers will reconnect once again with their favorite characters in a familiar Minecraft world and embark on new, heart-pounding adventures. Runt is not a village boy like all the others. Growing carrots doesn't really interest him and selling them interests him even less. All he wants is to be a warrior! One day, he gathers up all his courage and decides to head off on a journey. He meets a zombie who dreams of being a human, and together, they set off on an extraordinary journey. Follow these two unlikely friends as they trek across the Minecraft universe in search of excitement and a little bit of danger—now in graphic novel format.

Book for Kids: Diary of a Minecraft Evoker

The Hidden Rules of English Behavior Revised and Updated

Tales of an 8-Bit Kitten: Lost in the Nether

Creeper Life

Storm in the Village

The Boy Who Cried Wolf

Garfield's Got Talent! The famous fat cat with the awesome appetite sings for his supper, dances for his dessert, and acts for his snacks in this collection of hilarious daily and Sunday comics. On with the show!

The shepherd boy shouts "Wolf!" when he gets bored. What will happen when a real wolf comes?

A seemingly ordinary village participates in a yearly lottery to determine a sacrificial victim.

Philomena Sequeira knows what she wants by the time she turns fourteen. Her father wants something else. Her neighbours deal with adultery, abandonment and abuse, by hoping for a place in heaven. Life is unyielding for the tenants of the rundown Obrigado Mansion in Orlem, a Roman Catholic parish in suburban Bombay. They grapple with love, loss and sin, surrounded by abused wives and repressed widows, alcoholic husbands and dubious evangelists, angry teenagers and ambivalent priests, all struggling to make sense of circumstances they have no control over. Gods and Ends takes up multiple threads of individual stories to create a larger picture of darkness beneath a seemingly placid surface. It is about intersecting lives struggling to accept change as homes turn into

prisons. This is a book about invisible people in a city of millions, and the claustrophobia they rarely manage to escape from.

Minecraft: the End

Diary of a Minecraft Creeper Book 1

Land and Law in Mughal India

An Unofficial Minecraft Adventure

Diary of a Wimpy Villager

Using Metaphors in Therapy

*Read the Amazing Story of Herobrine's Child! Hiroko is a young girl who was adopted by a village couple when she was a baby and has been living peacefully with them and their son Tom. She is unaware of her origins, but she is the daughter of Herobrine and his wife, who left her there to avoid capture by Steve, who is Herobrine's sworn enemy. Then on her 12th birthday her powers awaken and her eyes start to glow white. After finding out about her real parents from her current family, she decides to find them but Steve, who feels threatened by Hiroko's powers, is also trying to find Hiroko. Will she be able to find her real parents before Steve captures her? Find out in the Diary of Herobrine's Child!*

*Donald Friend's legendary years in Bali in the 1960s and 1970s and his subsequent final decade in Australia are revealed in detail in this fourth and final volume of The Diaries of Donald Friend. In Bali he lives luxuriously, like a lord even keeping his own gamelan orchestra and becomes an international celebrity artist. He welcomes guests such as Mick Jagger and the Duke and Duchess of Bedford, entertains numerous other visitors who want to buy his paintings and drawings, and socialises freely with friends, including many other artists. He engages in significant building activity and property development while also producing superb illustrated manuscripts and books. And despite increasing ill-health, Friend continues to revel in his life's drama and creativity, remaining an eloquent, often charming and sometimes irascible companion. Including over 60 drawings from his diaries, many of them in colour, this volume confirms Friend's quicksilver creative brilliance and extraordinary insight. He is perhaps Australia's most important twentieth-century diarist.*

*The international hit returns with even more wit and insight into the hidden rules that make England English.*

*Ever wondered what it would be like to be a Minecraft Evoker? Experience the daily life of a very special Minecraft Evoker, Tony who has gained an unusual awareness of his existence in the Minecraftia world. What kind of mischief will he get into? What are the Illagers doing in the secluded woodland mansion? This diary book is a great read or gift for a Minecraft lover of any age! Join the adventures of Tony the Evoker and see the limitations of being a Minecraft Evoker. Witness how the Evoker and his friends cope with the dangers above the land and deep underground. \*Over 15,000 words with 26 pictures. Enjoy!*

*The Poisonwood Bible*

*Eberron Explorer's Handbook*

*Wimpy Steve Book 9: Portal Panic! (an Unofficial Minecraft Diary Book)*

*Civilians in the Battle of the Bulge*

*An Ominous Threat*

*Lighting Up*

First published in 1927.

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 1: Tom's Guide Bill washed ashore to an unknown island completely devoid of any form of humans or civilization. At first he was worried at the sheer emptiness of the place, how was one to survive in the wild? As a modern man, Bill is worried of his survival and safety. It's quickly changed when he stumbles upon an odd book. Placed on a pedestal, it's certainly hoping for attention. Bill takes the book and finds out that a person named Tom had written the book. What's even more surprising is that the book contained numerous entries about surviving in this unknown island. Bill is unsure if he should trust the book but gives it a try. As the only one on the island, Bill strives to survive and overcome the odds that a life in the wilds has for him. With monsters lurking about in the dark, an inexperienced man with so little knowledge can only get so far. Slowly but surely, Bill tries to make his mark on the island and builds a home for himself in the island. Armed only with the knowledge written by Tom and the mystery of the island, can Bill survive long enough to get out of the island? Will he be able to fend off the beasts that make their way into his makeshift home at night or will he succumb to the treacherous nature of the unknown island? Only Tom's guide can help him on his journey, or will it be his fall? Book 2: The Mysterious Island Bill has just begun to get used to the life alone in the island. While it's not the most ideal way of life for him, a man must learn to survive on his own. Tom's journal has become his greatest companion through the days, as a wellspring of knowledge and guide that make his life in the island easier than one can imagine. Home is still a place that Bill wants to go back to and he still dreams of his life before the island. One day, he stumbles upon some visiting natives, a pair of tribal individuals who were visiting to gather some goods from the island. Bill asks for their aid to get back home but alas, it's due to the island's power that Bill can't go home just yet. In order to break the series of misfortune, Bill must find Tom in order to give the journal back; and only then can Bill truly get home. However, the big question is, where is Tom? With so many secrets sprawling about in the island and the promise of home becoming more and more complicated, Bill must rise to the occasion to prove that he can get through the obstacles presented to him. Book 3: The Journey Ends Bill has made his way through the Nether. Guided only by the hearsay of the villagers along with his gut feeling, Bill must wade through numerous undead and walk through the thin paths of land between lava. No matter how many times,

Bill wakes up to the Nether, it will never grow on him. Despite that, his drive to get home gives him the willpower to press onwards. With skeletons and endermen and fortresses to explore, there are surely a lot of things on Bill's plate. Armed with the weapons he's crafted along with the guidance of what he's learned from the past few days, Bill tries his best to outwit all the dangers of the Nether. Had he prepared enough for this journey? Will he be able to find Tom in due time? And if he does manage to find the writer of the journal, can they escape the treacherous nature of the beasts of Nether? This unofficial Minecraft book is not authorized, endorsed or sponsored by Microsoft Corp., Mojang AB, Notch Development AB or any other person or entity owning or controlling the rights of the Minecraft name, trademark or copyrights. All characters, names, places and other aspects of the game described herein are trademarked and owned by their respective owners. Minecraft(R) /TM & (c)2009-2016 Mojang/Notch.

Minecraft's First Superhero

Universal Horrors

How I Stopped Smoking, Drinking, and Everything Else I Loved in Life Except Sex