
Ender Dragon Tales World Of Dragons Vol 2 English

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ALEXANDER SAUNDERS

A Tale of the Dragon Hunters Macmillan

The classic tale of the Legend of King Arthur, set in the exciting world of Minecraft. As a teenage boy, Arthur suddenly finds himself in this new and strange world. But there's precious little time to waste on exploring because he soon finds himself facing many dangers, including hordes of zombies and a pack of wild wolves thirsting for human blood... But things take an even stranger turn as Arthur's path crosses that of Sir Kay, a valiant and renowned knight of the realm. The knight tells a bizarre and fascinating tale of a sacred diamond sword enchanted by a wizard, that has been trapped in a slab of stone. Legend has it that he who succeeds in pulling the sword from the stone, will be king. Many have tried and failed, and Sir Kay means to try his own hand at freeing the sword...

[Breaking the Dragon's Spell](#) Createspace Independent Publishing Platform

Get ready to find danger, adventure—and maybe even a few laughs—in this deluxe illustrated hardcover chapter book, the only official Minecraft chapter book series! Based on the most popular video game of all time, this all-new chapter book series takes a group of intrepid Minecraft players deeper into the game than ever before. Something has turned the Evoker King to stone, and elements of his code have turned into new and terrible bosses that threaten the digital world of Minecraft. Now Po, Harper, and their friends must travel deep into underground and into a web of danger to face the one of them. But that's the easy part, because in the real world, Po decides to run for class president and before he knows it, the ground feels like it is opening under his feet and his popularity is about to plummet! Look for these other great Minecraft® books: • Into the Game! (Minecraft Woodsword Chronicles #1) 9781984850454 • Last Block Standing! (Minecraft Woodsword Chronicles #6) 9781984850690 • Crack in the Code! (Minecraft Stonesword Saga #1) 9780593372982 © 2022 Mojang AB. Minecraft, the MINECRAFT logo and the MOJANG STUDIOS logo are trademarks of Microsoft Corporation

Mobs Rule! (Minecraft Stonesword Saga #2) CreateSpace

Welcome to Mob School... Phoebe, a brave and curious phantom, Skelly, a mischievous yet loyal skeleton, and Corey, a resourceful and enchantment-savvy creeper, are students at Mob School, a prestigious institution where mobs of all kinds come together to learn and prepare for their respective roles in the Overworld. From Iron Golems to Zombies, wolves to spiders, Mob School is a place of unity, diversity, and the celebration of individual strengths. But when an ancient evil threatens to plunge their world into darkness, Phoebe, Skelly, and Corey must put their differences aside and join forces. Joined by two heroes from the human world, the courageous Joe and the compassionate Sophie, the group embarks on an epic journey to save Mob School and protect the overworld from the clutches of the nefarious ender dragon. As they venture through treacherous dungeons, uncover forgotten prophecies, and confront their deepest fears, the trio discovers that unity is their greatest weapon. Each character brings a unique set of skills and a different perspective, and through teamwork and unwavering determination, they learn to harness the power of their diversity. In this thrilling tale of adventure, friendship, and the triumph of unity, Phoebe, Skelly, Corey, and their allies face unimaginable challenges, testing the limits of their courage and resilience. Together, they learn the true meaning of loyalty, sacrifice, and the indomitable spirit of Mob School. Join these extraordinary heroes as they navigate the twists and turns of their quest, learning valuable lessons along the way. Will their unity be enough to overcome the darkness and protect their beloved Mob School? Find out in this captivating and heartwarming tale that will ignite the imaginations of readers young and old, celebrating the power of unity in the face of adversity.

The Quest for the Diamond Sword (Deluxe Illustrated Edition) Createspace Independent Publishing Platform

This official Minecraft novel is a journey into the unknown! Max and Alison are proof that differences don't stand in the way of friendship. Max is always on the lookout for a new adventure—even if it means getting into trouble—while Alison prefers to follow the rules. But both of them are fascinated by the beat-up old journal Max finds and the strange gate its secretive author, the Enchanter, describes: a portal to an otherworldly realm of danger called the Nether. After they use the journal's instructions to craft the portal, Max and Alison squabble over whether to remain safe in the Overworld or to journey into the Nether to find the Enchanter . . . until a fateful accident makes the decision for them. Trapped in a scary new world, Max and Alison find an ally in Freya, a fierce warrior who has been living in the Nether with her beloved wolf, Bunny Biter. With Freya's help, and with the clues that lie in the pages of the mysterious journal, Max and Alison embark on a quest to find the Enchanter, even as the Nether pushes their skills—and their friendship—to the limit. Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestuary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners

How to Train Your Dragon: How to Fight a Dragon's Fury Tor Books

Unravel the conspiracy at the heart of the FCP in the latest exciting volume in the epic graphic novel series Stephen McCranie's Space Boy! In the

aftermath of the Homecoming dance, the students of South Pine are left reeling from the disappearance of one of their friends. As Zeph, Cassie, and David struggle to make sense of the tragedy, Amy begins to adjust to her new life in the FCP, finding unexpected allies as she tries to uncover more about the shadowy organization, and what its goals are for Oliver and herself.

Minecraft: The End McFarland

" Just when an unemployed thirty-four-year-old otaku reaches a dead end in life and decides that it's time to turn over a new leaf—he gets run over by a truck and dies! Shockingly, he finds himself reborn into an infant's body in a strange, new world of swords and magic. His new identity is Rudeus Grayrat, but he still retains the memories of his previous life. Follow Rudeus from infancy to adulthood, as he struggles to redeem himself in a wondrous yet dangerous world. "

[The Journey Into the Nether: Part 2](#) iUniverse

Phoenix is back—and on a quest to discover her true identity—in this thrilling third installment of the Unofficial Graphic Novel for Minecrafters series! This adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. Peace has finally been restored in Xenos, but Phoenix longs to return home to her family of miners. Sheltered by the monks who guard the border world, she spends her days searching for clues about her real identity. Just when Phoenix is losing hope that she'll ever discover the truth, two miner ambassadors arrive at the monastery, looking for a girl from their ancient legends who is said to wear an enchanted Ender eye necklace and is destined to save their village. Could that girl be Phoenix? Determined to follow every clue that could set her free, Phoenix decides to join them on their quest to restore peace to their land. But along the way, zombie pirates attack, capturing Phoenix and taking her to the Nether. Now it's up to Xander to convince the villagers and miners to put aside their differences and come to Phoenix's rescue. The fate of their world depends on it. Fans of Minecraft will be on the edge of their seats in this thrilling follow-up to Quest for the Golden Apple and Revenge of the Zombie Monks!

Meditations on Middle-Earth CreateSpace

Now in its second edition, the Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike.

[Miner Books for Kids](#) Del Rey

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen)Two young adventurers, Steve and Wendy, have embarked upon a quest to save Steve's brother, Herobrine from a fate worse than death. The beginning of their journey has taken them from one great library to another, but they have been unable to find the information they need to free Herobrine. Dejected, they return to Chance in a last-ditch effort to learn about the elusive Ender Dragon. The only thing they know is that the beast once ruled in another dimension called The End. Legend has it that three warriors slayed the dragon and that one kept its blood. But Steve and Wendy have no clue if there's any truth to the tale; what little information they have found indicates it is probably a figment of a vivid imagination. For Steve, giving up on the quest just as it is getting started isn't an option. After all, it is his fault Herobrine is trapped within the mighty dragon that is hell-bent on destroying the world. Steve was the one who dared his brother to drink the unknown substance that resulted in Herobrine's transformation. It was his fault that his brother was being forced to endure unending agony. But guilt is the least of Steve's problems when he encounters a diabolical cult led by the cruel wizard Draven. Long ago, Draven's ancestors were sworn to protect the Ender Dragon. Now, Draven wants to avenge the dragon's death. To do so, he vows to find and destroy the descendants of the three heroes that vanquished the Elder Dragon. Cunning and evil Draven lures Steve and Wendy into a trap. Will they escape? Can anyone save them or must they save themselves? Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notch

[Diary of Champion Steve Trilogy \(an Unofficial Minecraft Book for Kids Age 9-12\)](#) Seven Seas Entertainment

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen)Steve is finally living on his own in a new city where an enigmatic king has just taken the seat of power. Steve's first assignment at his new job is a special one-a 24-hour courier job to deliver a package of expensive crafting materials across a dangerous stretch of the kingdom. To succeed and live to see another day, Steve must thwart a den of thieves, Creepers looming in the wilderness, and other explosive threats. All the while, people are somehow recognizing Steve though they have never seen

him before, and the mystery behind an elusive lookalike grows along with the danger in Steve's life. Join Steve on this exciting and fun tale of adventure as he learns to fight, risks his life, and pursues the most villainous enemies in his Minecraft-based world. Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notch

[Diary of a Mighty Ender Dragon \(Book 2\)](#) CreateSpace

GENRE: Children's Adventure (An Unofficial Minecraft Book for Kids Ages 9 - 12 (Preteen) Book 2: The Reverse Dragon The mighty Ender Dragon left The End after being teleported by his friends, the Endermen. He set off on a mission to look for the location of the players, after hearing from his Endermen that the players had suddenly disappeared. In his journey in the Overworld, the Dragon met two humans, Jack and Anna. The couple agreed to help the Dragon in finding the remaining survivors, and on their brave mission they found a mysterious Witch who possessed an amazing ability: the power to predict the future. With this ability, the Witch foresaw the human's location, but she was not able to tell with certainty where they were. The Dragon and his two human friends managed to solve the riddle and found the human's location: the Nether. After successfully saving the humans and returning to the Overworld, the Dragon was shocked with a revelation: there was a second Dragon in the world, and he was being helped by a group of Endermen. Now, the Ender Dragon will need the help from Anna and Jack once again, and even the survivors will have to lend them a hand in their new quest. They need to find out why there is another Dragon in the world. Why did he take the humans to the Nether with the help of the Endermen? What are his plans? And why does he exist after all? Book 3: Dragon Versus Dragon Anna, Jack, the survivors and the Ender Dragon are in deep trouble. After setting out on their quest to find the Reverse Dragon and his Endermen, they discovered more about his malefic plans: the Reverse Dragon is after secret ingredients which are scattered all over the world. These ingredients form the Uncraftable Potion, a powerful and unique item that can grant its holder fantastic powers. With this potion, the Reverse Dragon could finally defeat the Ender Dragon, becoming the only Dragon of the world and getting rid of all remaining creatures. The Reverse Dragon managed to capture the Witch and she was forced to show him the exact location of the first ingredient. Now, the Reverse Dragon is looking for the remaining two ingredients, which can only be found by their own guards, who are the two other Witches. What kind of magical powers do the other Witches possess? What can one achieve with the Uncraftable Potion? And what will be of the world if the Reverse Dragon puts his paws on it? At this point, a battle between the two Dragons is inevitable, and the winner will be defined by the one who gets to the potion first. Read more and find out what the humans and the Ender Dragon will have to go through in order to save the world. Author's Note: This short story is for your reading pleasure. The characters in this "Minecraft Adventure Series" such as Steve, Endermen or Herobrine...etc are based on the Minecraft Game coming from Minecraft (r)/TM & (c) 2009-2013 Mojang / Notch

Mushoku Tensei: Jobless Reincarnation Vol. 1 Dark Horse Comics

In this fourth installment of the Minecraft Gamer's Adventure series, Steve receives a distress call from his friends Max, Lucy, and Henry. They have found an abundance of treasure in a temple, but they can't get out! He immediately sets off for the desert to help his friends. Once Steve gets to them, they will all be rewarded with a supply of emeralds, gold ingots, and many other rare treasures. But saving his friends and helping them extract the treasure isn't as easy as he thinks it will be. He enlists the aid of a neighbor to help him on his quest. With his friend Kyra in tow, the two brave a trip through the nether, get stuck at sea, face hostile chicken jockeys, and become trapped in a cave filled with spiders. They have to find their way to their treasure hunter friends while battling hostile mobs in this tale about trickery and treasuring friendship. Will Steve be able to brave the nether and rescue his friends? And will anyone get to go home with chests full of treasure? Find out in this thrilling fourth installment of the Minecraft Gamer's Adventure series! Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

[Shadow of the Hegemon](#) CreateSpace

JeromeASF, the YouTube sensation, debuts his Bacca character on the printed page with this action-packed Minecraft adventure for all ages. Bacca has it all. The most celebrated (and furry) star in the Overworld, he's the person others look to for help building their dungeons, mazes, and castles. He has a girlfriend, LadyBacc, and his most prized possession of all—a diamond axe called Betty. One day, Bacca is approached by a mysterious dragon . . . made entirely of diamonds! The dragon is from a new biome—a secret land few have ever seen—where a special object has been stolen. A seemingly impossible set of riddles and challenges stands in the way of getting it back, but if Bacca can help, the dragon promises he'll receive a new weapon even better than Betty. Is he willing to risk everything and push his crafting skills to their very limits? As his millions of YouTube fans already know . . . of course he is! He's Bacca! Perfect for Minecraft fans of all ages, Bacca and the Riddle of the Diamond Dragon showcases the YouTube Minecraft star that fans around the world have come to love: funny, creative, and just a little bit crazy! Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

[Moonbeams, Dumplings & Dragon Boats](#) CreateSpace Independent Publishing Platform

Action and sinister-adventure are here again with these Nine Dragon Star Tales of Terror. Even Alfred Bester (~~might~~) be proud of the crazy ride of Brian Miller and Katrina Ivanovna Chakiaya trying to save the world with the help of (very) reluctant dragon stars. Of the stories, just this: Terrifier in the Middle Kingdom is about the horrific things a dragon star can do...Godzilla, take a back seat to this! This story has two stories in it: The Donner Party and The Dyatlov Incident, and you'll see why they are told! The rest, companionship reunited—just fiction (for now!)

[The Cult](#) Macmillan

Rooted in the oral traditions of cultures worldwide, fairy tales have long played an integral part in children's upbringing. Filled with gothic and fantastical elements like monsters, dragons, evil step-parents and fairy godmothers, fairy tales remain important tools for teaching children about themselves, and the dangers and joys of the world around them. In this collection of new essays, literary scholars examine gothic elements in more recent entries into the fairy tale genre—for instance, David Almond's Skellig, Neil Gaiman's The Graveyard Book and Coraline and Lemony Snicket's A Series of Unfortunate Events—exploring such themes as surviving incest, and the capture and consumption of children. Although children's literature has seen an increase in reality-based stories that allow children no room for escape from their everyday lives, these essays demonstrate the continuing importance of fairy tales in helping them live well-rounded lives.

[Encountering Enchantment](#) Createspace Independent Publishing Platform

Brand-new contributions to the hoard of dragon lore by five top fantasy authors. Orson Scott Card's "In the Dragon's House" is a gothic yarn about the mysterious dragon that lives in the wiring of an old house, noticed by a young boy who shares its body in dreams and feels its true size and power. Mercedes Lackey's "Joust" tells the story of a slave boy who is chosen to care for a warrior's dragon—a dragon whose secrets may be the key to his freedom. Tanith Lee's "Love in a Time of Dragons" is a fable imbued with her signature atmosphere—Old World, moody, erotic—as a kitchen maid goes a-questing with a handsome champion to slay the local drakkor. Elizabeth Moon's "Judgment" tells the tale of a young man forced by lies to flee his village . . . into an adventure of dwarfs and dragonspawn. Michael Swanwick's "King Dragon" invokes a truly sinister and repellent creature—a being with the soul of a beast and the body of a machine—part metal, part devil . . . all merciless.

The Dragon Quintet Simon and Schuster

DRAGON and UNICORN are both the best! At least that's what they think. But when Unicorn starts talking trash, Dragon cannot back down. Or was it Dragon that started it all? Who knows? Now they need to find out who is the most epic. Whether it's throwing a party, dancing, or shooting hoops, your choices decide who wins in this one-of-a-kind book with over 30 challenges and 25 possible endings. Play as Dragon or play as Unicorn. Finish it once and go back and make different choices for hours and hours of fun. Are you ready to find out who the best really is? Open the book and let's get this party started! BOOKS IN THE PICK YOUR OWN QUEST SERIES: King Tut's Adventure Escape From Minecraft Return to Minecraft Minecraft The End Trapped in a Fairy Tale Dragon vs. Unicorn

Stranger Things: Science Camp #3 Independently Published

An evil army threatens to destroy all of Minecraft in the third Gameknight999 adventure! The ghost king Malacoda and the terrible enderman Erebus have led their monster army to the server that houses the Source, with plans to destroy Minecraft and all the digital lives on its servers before escaping once and for all into the real world. Only Gameknight999, the User-that-is-not-a-user, and his small army of NPCs can stop them. But the monster horde is growing bigger by the day, as if they are being helped by an unknown someone . . . or something. A secret lurks in the shadows as Gameknight and his friends race across the server, a secret with evil glowing white eyes. To defeat the monsters of the night, Gameknight will first need to find out how monsters are being created so quickly. His quest will eventually take his army into a different dimension altogether, where an island floats ominously in the Void and a deadly creature flaps its gigantic wings . . . Sky Pony Press, with our Good Books, Racehorse and Arcade imprints, is proud to publish a broad range of books for young readers—picture books for small children, chapter books, books for middle grade readers, and novels for young adults. Our list includes bestsellers for children who love to play Minecraft; stories told with LEGO bricks; books that teach lessons about tolerance, patience, and the environment, and much more. In particular, this adventure series is created especially for readers who love the fight of good vs. evil, magical academies like Hogwarts in the Harry Potter saga, and games like Minecraft, Terraria, and Pokemon GO. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

Dragon Ops: Dragons vs. Robots Createspace Independent Publishing Platform

A young boy embarks on a journey that takes him from the quaint life in the Over World to deep dark depths of danger. What is he destined for? Alex lives on his uncle's farm but dreams of a bigger life. When his uncle is kidnapped by skeletons one night, Alex must leave the life he knows to find his uncle. But what starts off on a simple rescue mission ends up as something much more. Alex discovers that his family is connected through the ages to the monster that resides in The End. Will Alex be able to save his uncle and the Over World from the disturbances in The End or will he end up becoming what his family history and blood drag him towards - leading the Ender Dragon to destroy the Over World? "Journey Into the Nether" is a first of a three part series. A gripping tale of adventure with an unlikely hero at the center of it all, "Journey Into the Nether" will keep you captivated right from the first page. From the creators of the best-selling "The Amazing Tale of Steve" comes yes another thriller that you're sure to enjoy.

[Encyclopedia of Video Games \[3 volumes\]](#) Random House Books for Young Readers

NOMINATED FOR THE 2002 HUGO AND LOCUS AWARD When J.R.R. Tolkien created the extraordinary world of Middle-earth and populated it with fantastic, archetypal denizens, reinventing the heroic quest, the world hardly noticed. Sales of The Lord of the Rings languished for the better part of two decades, until the Ballantine editions were published here in America. By late 1950s, however, the books were selling well and beginning to change the face of fantasy. . . . forever. A generation of students and aspiring writers had their hearts and imaginations captured by the rich tapestry of the Middle-earth mythos, the larger-than-life heroic characters, the extraordinary and exquisite nature of Tolkien's prose, and the unending quest to balance evil with good. These young readers grew up to become the successful writers of modern fantasy. They created their own worlds and universes, in some cases their own languages, and their own epic heroic quests. And all of them owe a debt of gratitude to the works and the author who first set them on the path. In Meditations on Middle-earth, sixteen bestselling fantasy authors share details of their personal relationships with Tolkien's mythos, for it inspired them all. Had there been no Lord of the Rings, there would also have been no Earthsea books by Ursula K. Le Guin; no Song of Ice and Fire saga from George R. R. Martin; no Tales of Discworld from Terry Pratchett; no Legends of Alvin Maker from Orson Scott Card. Each of them was influenced by the master mythmaker, and now each reveals the nature of that influence and their personal relationships with the greatest fantasy novels ever written in the English language. If you've never read the Tolkien books, read these essays and discover the depth and

beauty of his work. If you are a fan of The Lord of the Rings, the candid comments of these modern mythmakers will give you new insight into the

subtlety, power, and majesty of Tolkien's tales and how he told them. Meditations on Middle-Earth is a 2002 Hugo Award Nominee for Best Related Work.