

Beyond The Grave 39 Clues 4

Jude Watson

The first book in the #1 bestselling phenomenon sends readers around the world on the hunt for the 39 Clues! Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Napoleon to Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on, and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents.

Beyond the GraveWattpad

KNOW THE TRUTH You are a member of the Cahill family, the most powerful family the world has ever known. The source of the family's power has been lost, hidden around the world in the form of 39 clues. Your Mission: Be the first to find the clues. This handbook has everything you need on the hunt: Get never-seen-before intel about the Cahill branches. Discover insider information about key players, including the Kabras. Track branch strongholds on your own Agent Map. Protect your secrets with 18 pages of codes. Forge documents to confuse rival clue hunters. Good luck on the hunt. You're going to need it.

What happens when a beloved pet refuses to go through to the other side? The protector of undead pets may be a fish out of water this time. Just when Joe thought things couldn't get any stranger, he is visited by Fizz, a zombie goldfish. Fizz was flushed down the toilet by his owner Danny's little sister,

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who doesn't realize that she's sent the fish to a watery grave. Fizz needs to ensure the truth is revealed before his fellow fish meet a similar fate. But how do you get a goldfish to rest in peace?

A brilliantly inventive, fabulously illustrated addition to the Far-Flung Adventures series from the award-winning, bestselling author and illustrator team Paul Stewart and Chris Riddell. Set in the same world as the Fergus Crane and Corby Flood stories, this is the tale of a small boy, Hugo Pepper, and his amazing exploits. Raised in the Frozen North by reindeer herders, his parents eaten by polar bears when he was just a baby, Hugo discovers that the sled they arrived in has a very special compass—one that can be set to "Home." And so Hugo arrives in Firefly Square—to discover a group of very special friends, and a dastardly enemy. With three-toed snowmen, a secret buried treasure, and a host of fabulous stories, this is a fantastic new tale in this series.

A guide to the characters and situations in "The 39 Clues" outlines the Cahills' secrets, including hidden facts, strategies, agents, lost founders, secret bases, and scandals, as well as information about all branches of the family.

Amy and Dan cross the oceans on the trail of a famous aviator, but they find more than they're looking for. Their enemies are becoming more vicious, and the truths they discover more crushing than ever.

The hunt continues in this NEW YORK TIMES best-selling series.

CALLING ALL CAHILLS! Announcing a 39 Clues Superspecial adventure -- the gang is back, and called to investigate one of their own: Sinead Starling.

Guardians of the 39 Clues, Dan Cahill and his sister Amy discover that the serum is missing and must race against time to get it back before catastrophe strikes

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Unable to return to their normal lives despite the end of the Clue hunt, new Madrigal leaders Amy and Dan anxiously prepare for a retaliatory strike by the Vespers, who kidnap a number of Cahill family members and demand that Amy and Dan steal a famous painting. Book 3 in the #1 bestselling The 39 Clues series may just be the most thrill-packed yet! ATTENTION! Amy and Dan Cahill have been located once again, this time in the company of the notoriously unreliable Alistair Oh. Could they have been foolish enough to make an alliance? Spies report that Amy and Dan seem to be tracking the life of one of the most powerful fighters the world has ever known. If this fearsome warrior was a Cahill, his secrets are sure to be well-guarded . . . and the price to uncover them just might be lethal.

Vince Luca is just like any other high school guy. His best friend, Alex, is trying to score vicariously through him; his brother is a giant pain; and his father keeps bugging him to get motivated. There is just one thing that really sets him apart from other kids—his father happens to be the head of a powerful crime organization. Needless to say, while Vince's family's connections can be handy for certain things (like when teachers are afraid to give him a bad grade), they can put a serious crimp in his dating life. How is he supposed to explain to a girl what his father does for a living? But when Vince meets a girl who finally seems to be worth the trouble, her family turns out to be the biggest problem of all. Because her father is an FBI agent—the one who wants to put his father away for good.

It seemed like a dream. The world had exploded...

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Summer's ending, Evie's step-father is finally home from the Second World War, and Evie is sick of her glamorous mother treating her like a little girl. Then a mysterious stranger appears: a handsome ex-GI who served in combat with Evie's step-father. Slowly, Evie realizes that she is falling in love with him. But he has dark secrets, and a strange control over her parents. When he is found dead, Evie's world is shattered. Torn between her family and the man she loved, Evie must betray someone. But who? "Gripping ... beautifully paced and told" The Times "You'll be holding your breath as you turn every page" News of the World

Could Amy and Dan's biggest enemy be . . . a friend? Book 6 in the bestselling The 39 Clues series challenges everything you thought you knew about the Clue race. Fourteen-year-old Amy Cahill and her younger brother, Dan, head to the Land Down Under to discover what their own mother and father knew about the hunt for the 39 Clues. But following in their parents' footsteps brings up lost memories for Amy so awful that she can't share them . . . even with Dan. Haunted by the ghosts of their past, chased by deadly competitors, Dan and Amy can't see who is an enemy and who is a friend. Their blindness leads to a terrible mistake . . . and the death of a hidden ally.

After seven member of their family are kidnapped by a organization called the Vespers, Dan and Amy Cahill must race against time to track down an ancient map to pay as ransom to bring the hostages home.

Bestselling author Jude Watson takes Amy and Dan on a thrill-packed ride for the 4th installment of The 39 Clues series.

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Betrayed by their cousins, abandoned by their uncle, and with only the slimmest hint to guide them, fourteen-year old Amy Cahill and her younger brother, Dan, rush off to Egypt on the hunt for 39 Clues that lead to a source of unimaginable power. But when they arrive, Amy and Dan get something completely unexpected - a message from their dead grandmother, Grace. Did Grace set out to help the two orphans . . . ore are Amy and Dan heading for the most devastating betrayal of them all?

Amy and Dan Cahill learn an ultimate truth that reveals the Madrigal Mission's importance and the danger that their nefarious family members pose to the entire world.

Bestselling author Jude Watson takes Amy and Dan on a thrill-packed ride for the 4th installment of the 39 Clues. JOIN ANYTIME TO PLAY FOR THE CHANCE TO WIN! A Clue found in Book 3 sends Amy and Dan jetting off to find out just what's behind the fierce rivalry between the Tomas and Ekaterina branches of the Cahill family. Was a Clue stolen from the Tomas branch? Where is it now? And most important, can Amy and Dan get their hands on it before their rivals do? It's a wild race that will take Amy and Dan deep into the bowels of the earth . . . and right into the hands of the enemy.

Spies report that Amy and Dan Cahill seem to be tracking the life of one of the most powerful fighters the world has ever known, but his secrets are well-guarded and the price to uncover them just might be lethal.

Never turn your back on the Cahills . . . The most powerful family history has ever known returns with a vengeance in The 39 Clues: Doublecross! The Cahills are the world's most powerful family, but their strength is being tested. A sinister man calling himself "The Outcast" has targeted the family and set them an impossible test. He's recreating four of history's worst disasters and challenging the young Cahills to find and

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stop the tragedies before it's too late. Now, with one disaster behind them, siblings Dan and Amy Cahill and their friends have just days to discover what the Outcast's next move will be. Their frantic search seems to be pointing toward a terrifying air disaster, the explosion of the Hindenburg airship. But no one travels by airship anymore -- what do the Outcast's cryptic messages mean? The young Cahills must split up and take to the skies to try to find the answer . . . before their whole world comes crashing down.

CHECKMATE Thirteen-year-old Dan Cahill and his older sister, Amy, are running out of time. An exiled Cahill known as the Outcast has already re-created three of history's worst disasters, and he's saved the worst for last. If Dan and Amy can't find and stop the Outcast fast, he will initiate a full-scale nuclear meltdown. But as Dan and Amy race around the world, they discover something horrifying. The Outcast's disasters are only a smoke screen to cover up his true plan, a diabolical revenge on the family that betrayed him. Soon Amy and Dan will have to confront a hard truth: Sometimes the only way to save the world is to sacrifice everything you love. When seven members of their family were kidnapped, thirteen-year-old Dan Cahill and his older sister, Amy, got ready for the fight of their lives. But their enemy, a terrifying group known as the Vespers, remained frustratingly elusive. They stay in the shadows, picking off Cahills one by one. And now the Vespers have landed their most serious blow yet – a blow that strikes at the very heart of the Cahill family. Because Amy and Dan discover that there's a Vesper mole in their innermost circle. Amy and Dan need to smoke out the traitor before the next hostage dies. They have just days to discover who has their back . . . and who wants to sink a knife into it.

"What would happen if you discovered that your family was one of the most powerful in human history? What if you were

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told that the source of the family's power was hidden around the world in the form of 39 clues? What if you were given a choice: take a million dollars and walk away or get the first clue? If you're Amy and Dan Cahill, you take the clue and begin a very dangerous race."--Back cover.

The Outcast recreates the conditions for the Titanic disaster and gives Dan and Amy Cahill just days to stop the shipwreck from taking place.

When a struggling student teacher assigns a group project, seven-year-old Just Grace gets so involved in working with Grace W. and Grace F. that she fails to understand why she and her best friend, Mimi, are drifting apart. Reprint.

JACKPOT: the top prize in a game or lottery; a sensational and unexpected success, stroke of luck, windfall, bounty, pay day . . . What would you do with \$30,000,000? That's the question everyone in Cedarville and every town near it is asking, because right now there's an unclaimed lottery ticket worth that much -- and the money will go to whomever finds it first. Griffin Bing, The Man With The Plan, wants to be the lucky winner. But he's got competition. Darren Vader, Griffin's number-one enemy, will stop at nothing to find it. And a new kid in town, Victor Phoenix, is also in on the big hunt. He's got an advantage that Griffin would have never guessed: Griffin's own friends are helping Victor out. But why? Griffin's going to need a lot of help -- from a rowdy Doberman, a completely strange invention,

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and a very random set of wheels -- to hit this jackpot and win his friends back.

A million dollars, or a clue? Police report a break-in at an elite hotel, and the suspects sound suspiciously like Amy and Dan. There's a car and speedboat chase and an angry mob! When there's a Clue on the line, anything can happen.

The Cahill family has a secret. For five hundred years, they have guarded the 39 Clues -- thirty-nine ingredients in a serum that transforms whomever takes it into the most powerful person on earth. If the serum got into the wrong hands, the disaster would rock the world. So certain Cahills have always made it their mission to keep the serum safe, buried, locked away. Until now. Thirteen-year-old Dan Cahill and his older sister, Amy, are the latest guardians of the Clues. They think they've done everything right, but a tiny mistake leads to catastrophe. The serum is missing and Dan and Amy have to get it back and stop who stole it . . . before it's game over. For everyone.

A Nightmare Come True As a member of the most powerful family history has ever known, thirteen-year-old Dan Cahill has been shot at, kidnapped, and even thrown into a pit with a deadly snake. He's survived it all due to luck, smarts, and his older sister, Amy, who always sticks by his side. Now Dan and Amy are facing their greatest threat yet, an enemy who has found a way to use the source of the

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Cahill family power against them. To stop him, Dan and Amy must set out on a desperate mission that will take them from one of the world's hottest regions all the way to the frozen blast of the Arctic Circle. But with the enemy closing in , Dan finds himself facing the one terror he never imagined - being betrayed by his own sister.

The sequel to Gordon Korman's SWINDLE---the Man With A Plan is back! When Griffin Bing's class goes to a floating zoo, they don't expect to see animals being treated so badly. They don't expect to find Cleo, Dog Whisperer Savannah's pet monkey who's been missing for weeks. And they really don't expect to have to hide the animals once they've rescued them! Hilarity ensues as Griffin's team once more pulls off a heist . . . trying to break the animals back into a (better) zoo!

When Amy and Dan learn the truth about the Madrigals and Grace Cahill's alternate will, these discoveries lead to the revelation of a secret about their family and a showdown with the man in black who has been following them.

Minutes before she died Grace Cahill changed her will, leaving her descendants an impossible decision: "You have a choice - one million dollars or a clue." Grace is the last matriarch of the Cahills, the world's most powerful family. Everyone from Napoleon to Houdini is related to the Cahills, yet the source of the family power is lost. 39 Clues hidden around the world will reveal the family's secret, but no one has been able to assemble them. Now the clues race is on,

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and young Amy and Dan must decide what's important: hunting clues or uncovering what REALLY happened to their parents. The 39 Clues is Scholastic's groundbreaking new series, spanning 10 adrenaline-charged books, 355 trading cards, and an online game where readers play a part in the story and compete for over \$100,000 in prizes. The 39 Clues books set the story, and the cards, website and game allow kids to participate in it. Kids visit the website - www.the39clues.com - and discover they are lost members of the Cahill family. Experience the complete adventure with Dan and Amy Cahill in this fantastic 10 book series collection - including the finale 39 Clues Book 10: Into the Gauntlet! A Clue found in Japan has Amy and Dan jetting off to Egypt to find out just what's behind the fierce rivalry between the Tomas and Ekaterina branches of the Cahill family. Was a Clue stolen from the Tomas branch? Where is it now? And most important, can Amy and Dan get their hands on it before their rivals do? It's a wild race that will take Amy and Dan deep down into the tombs of Egypt . . . and right into the hands of the enemy.

A clue takes Amy and Dan Cahill to Egypt, where they investigate the origins of the rivalry between the Tomas and Ekaterina branches of their family and try to figure out if they can trust a message from their dead grandmother Grace. This book consists of articles from Wikia or other free sources online. Commentary (books not included). Pages: 149. Chapters: Additional Books, Agent Handbook, Alliances, Antagonists, A King's Ransom, Beyond the Grave, Books in Series One, Cahills vs Vespers, The 39 Clues, Arthur Trent, The 39 Clues, The Black Book of Buried Secrets, Alistair Oh's Alliances, Dan and Amy's Alliances, Ian and Natalie's Alliances, Irina's Alliances, Jonah's Alliances, Madison Holt, The Holt's Alliances, Bae Oh, Casper Wyoming, Cheyenne Wyoming, Cora Wizard, Damien Vesper, Eisenhower Holt,

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Isabel Kabra, The Dead Of Night, The Vespers, Vesper Five, Vesper One, Vesper Two, Vikram Kabra, Alistair Oh, Amy Cahill, Audio Books, Broderick T. Wizard, Cahill Timeline, Cairo, Egypt, Card Combos, Codes, Dan Cahill, Fiske Cahill, Hillary Vale, Irina Spasky, Jonah Wizard, Jude Watson, Katherine Cahill, Minor Characters in "The 39 Clues," Myrrh, Saladin, Sami Kamel, Senet Board, Theo Cotter, The 39 Clues, Agents Kidnapped in The Medusa Plot, Agent Handbook, Audio Books, Authors, A King's Ransom, Beyond the Grave, Cahill Timeline, Cheyenne Wyoming, Codes, Into the Gauntlet, In Too Deep, Linda Sue Park, Microwavable Burrito, Minor Characters in "The 39 Clues," Myrrh, One False Note, Robert Cahill Henderson, Storm Warning, The 39 Clues, The 39 Clues Website, The Black Book of Buried Secrets, The Black Circle, The Dead Of Night, The Emperor's Code, The Maze of Bones, The Medusa Plot, The Sword Thief, The Viper's Nest, Tungsten, Vespers Rising, Vesper Five, Vesper One, Vesper Two, Agent Handbook, Beyond the Grave, Codes, Into the Gauntlet, In Too Deep, Isabel Kabra, Madrigal Gauntlet, One False Note, Storm Warning, The Black Book of Buried Secrets, The Black Circle, The Emperor's Code, The Maze of Bones, The Sword Thief, The Viper's Nest, Agents Kidnapped in The Medusa Plot, Amy Cahill, Atticus Rosenbloom, A King's Ransom, Bhaile Anois, Cahills vs.Vespers, Cahill Timeline, Casper Wyoming, ...

As they continue their search for the 39 Clues in China, fourteen-year-old Amy is faced with a terrible dilemma when her eleven-year-old brother Dan suddenly disappears--keep on searching for the next Clue or try to find her brother. Targeted by Interpol after a series of spectacular heists, a reluctant Amy and Dan are ordered by Vesper One to steal the world's largest diamond, a demand that is challenged by their efforts to rescue the Cahill hostages and stop a Vesper mole.

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When the Vespers continue their abductions and cross a line by kidnapping Atticus, an 11-year-old non-Cahill civilian and Dan's only friend, Dan and Amy confront their biggest challenge ever in order to keep Atticus alive.

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