

BY THE AUTHOR OF THE INTERNATIONAL BESTSELLER CHASING VERMEER

BLUE BALLIETT

ILLUSTRATED BY

BRETT HELQUIST

THE WRIGHT 3

Includes AFTER WORDS™ bonus features



 SCHOLASTIC

CHAPTER ONE INVISIBLE

☐☐☐ On the morning of June 3, the mason climbed carefully to the highest level of the roof. He was alone and looked around happily: spring in Chicago, a day with no wind, and a world that was all new leaves. Smells of black earth and lilac mingled with children's voices from the school down the street, and he felt suddenly lucky.

I'm young and alive and almost invisible up here in the trees, he found himself thinking, and then shook his head at such a strange idea. Turning his attention back to the famous terra-cotta roof, he ran his hand along the chimney. A chunk of brick broke loose, rattling downward and landing with a distant *ping* on the terrace below.

At that moment he lost his footing. Startled, he flung his arms out for balance. Had he been standing on a loose tile? Was this an earthquake? He listened for car alarms, but the street below him was quiet. There was a second, longer shudder, and he thought he saw the roof itself rippling toward him in quick, irregular lines. The building



seemed to have come alive, twitching in the irritable way an animal does when it wants to get rid of a fly. The mason staggered to the left. Muttering "What the —," he stumbled back to the right and sank to his knees.

His fall was sudden, a whirl of blue and branches and panic. He knew he would hit concrete. Copper gutters flashed by, and he landed heavily on the balcony outside the dining room. From where he lay, triangles in the art-glass panels above his head flashed like sharp teeth. He struggled to breathe but felt as if a huge weight had landed on his chest; he was suffocating.

Invisible, his frightened mind whispered, *you're invisible now*. The house was empty, and he knew he was hidden from the street — he wondered if he would die before he was found. In the seconds before his vision melted into blackness, he thought he heard a high voice, the shrill command of a child, but he couldn't quite make out the words. Was it "Stay away!" or "Stay and play!"?

Supersleuths Petra and Calder, along with Calder's old friend, Tommy, have been cryptically drawn into another mystery—this time involving a Frank Lloyd Wright architectural masterpiece, the Robie House.

When the kids' sixth-grade class attempts to save the house from demolition, eerie events are reported: Voices float out from within, shadows shift behind the art-glass windows, even the roof moves. Soon Petra, Calder, and Tommy are involved in a frightening search for ghosts, hidden treasure, and a coded message left behind by Wright. Can they pursue justice and escape with their lives?



A New York Times Bestseller

★ "Another tour de force blending art, math, philosophy, history and literature." —*Kirkus Reviews*, starred review

"Those who enjoyed the first adventure (*Chasing Vermeer*) will be quickly drawn in once more." —*Publishers Weekly*

"Fans will emerge energized by the invitation to explore."
—*Booklist*

Includes AFTER WORDS™
bonus interview, information, and interactivity inside

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COVER ART © 2006 BY BRETT HELQUIST

COVER DESIGN BY MARIJKA KOZIW

\$7.99 US / \$9.99 CAN

RL4 008-012

ISBN-13: 978-0-439-69368-4

ISBN-10: 0-439-69368-3



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