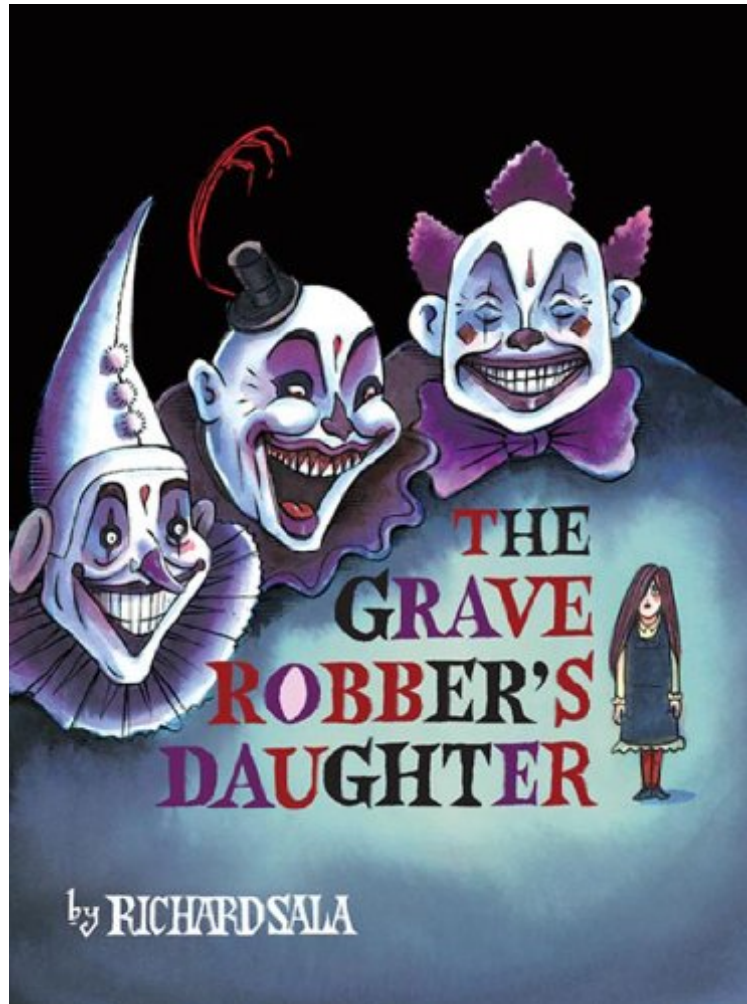


[FREE] Grave Robber's Daughter

Grave Robber's Daughter

Richard Sala

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#2322375 in Books 2007-02-14Original language:EnglishPDF # 1 8.00 x .40 x 6.00l, .44 #File Name: 156097773696 pages | File size: 37.Mb

Richard Sala : Grave Robber's Daughter before purchasing it in order to gage whether or not it would be worth my time, and all praised Grave Robber's Daughter:

0 of 0 people found the following review helpful. Slight, but effectingBy Eric HansonI am a huge Richard Sala fan and I have enjoyed everything I have ever read by him. Though The Grave Robber's Daughter is a short book at 96 pages it still has Sala's unique charm. Fans of gothic horror/humor and classic horror films will definitely enjoy this book.

Sala's art looks great, as always, but the story doesn't seem as well thought out as some of his other work (The Chuckling Whatsit, Mad Night, Delphine, Cat Burglar Black). It seems like he could have done a bit more with this story, especially with the enigmatic title character. We never learn very much about the actual grave robber's daughter, so the ending seems a bit out of left field. Also, the girl detective of the story, Judy Droid, has pretty much the whole mystery explained to her by one of the characters about two thirds of the way through the book, so the suspense

element suffers sorely in this story compared to some of Sala's better work. But, as I say, the book is beautifully illustrated and still makes for a very fun read. 0 of 0 people found the following review helpful. Love the art style, the stories iffy but still worth a look. By Airwise Honestly Richard sala could make more intriguing plots, i feel like too many of his characters are repeats of others sometimes and maybe he could try for something more twistful. All in all this was still a pretty cool book. 0 of 0 people found the following review helpful. Sala always delivers. By M. Salisbury If you enjoyed his previous work, you'll enjoy "The Grave Robber's Daughter." Quirky, funny and dark--Sala is his own genre. Read it because you've always been afraid of clowns, little girls and what it means to be stranded.

A new graphic novel from the reigning king of gothic humor. It was the morning of Paisley Curtin's sixteenth birthday when she realized her town was doomed. Just one week before, a traveling carnival had rolled into the quiet hillside community of Obidiah's Glenn and right away things began to get weird. The carnival itself was strange enough, with its seedy sideshows and sinister exhibitions, its Room of False Mirrors, its dangerous Gallows Hand game and the monstrous caged creature called the Tom-Geek. Then parents in the town began to get sick, followed by the teachers, doctors and the sheriff's department. The children of Obidiah's Glenn become suddenly wild, roaming about at night with crazed looks in their eyes. Paisley realizes she had to do something to stop what she saw happening--but there wasn't anyone left in town who seemed to be able to help. So she sends a letter to someone she hoped might listen, someone who would know what to do--a friend of her late sister's from college, a self-styled "girl detective" with a questionable reputation named Judy Drood. Her only hope is that Judy will arrive in time to save her town--and to prevent her from ending up as yet another exhibit in the dark carnival's Hall of Embalmed Abominations! The Grave Robber's Daughter is another fast-paced, delirious ride from the author of the critically acclaimed *The Chuckling Whatsit* ("A masterpiece!" --*Rue Morgue Magazine*) and marks the return of Judy Drood, Girl Detective, last seen thwarting the murderous plans of a group of demented college professors in Sala's 2005 epic mystery-thriller *Mad Night*. The Grave Robber's Daughter is filled with Sala's unique blend of horror and whimsy that will please his many fans and new readers alike.

From Publishers Weekly When Judy Drood's car breaks down outside of Obadiah's Glen, the foul-mouthed Nancy Drew stand-in wanders into town for assistance and gets caught up in a bizarre hallucination brought to life. The town appears deserted save for a group of teenagers gathered inside an old house, an eerie little girl named Nellie Kelley and a small army of ever-grinning, sinister clowns. The answers to the many questions raised by this queer scenario unfolds at a brisk pace, revelations punctuated with fisticuffs, a tentacled sideshow mutant, ghoulish shenanigans in an accursed graveyard and a most unusual potion housed in the bottles of a dank wine cellar. Sala's David Lynchian world possesses the feel of a spooky mystery tale, but his illustrative style echoes a retro children's book, and the visual style adds a friendly yet disturbing quality to the proceedings. Sala (*Evil Eye*) has always offered something different, and this piece leaves the reader eager for the further exploits of Judy Drood in a world so similar to our own, but with one toe over the line into the Twilight Zone. (Feb.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From School Library Journal Grade 10 Up Judy, a young woman with a foul temper and a mouth to match, leaves home precipitously and finds herself in the nightmare of Obadiah's Glen. This tiny town used to attract travelers with its carnival, but the new freeway rerouted traffic and the carnival closed. Judy's first impressions of the hamlet confuse her: no one except for aggressive teenagers, threatening clowns, and a grim little girl seems to be in evidence. Nellie Kelly, the grim little grave robber's daughter, however, turns out to have more power than the unsuspecting passerby might suppose. Fortunately, Judy is not prone to going through life without suspecting every oddity or nuance. Sala's black-and-white drawings are suitably rough and include creepy expressions and arched teenage eyebrows that fill out the narrative's characterizations. Judy's tendency to swear fulsomely is introduced in the first panel, so no one will be surprised later when the going gets tough and her brawn turns out to be as sharp as her vocabulary. This is a tidy little tale of vengeance, corruption, and the scary side of clowns. Francisca Goldsmith, Berkeley Public Library, CA Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. From Booklist Judy Drood, dung-tongued, coed-cutie heroine of Sala's crime-on-campus epic, *Mad Night* (2005), returns in a caper kicked off by that old creature-feature canard, the car conking out in the middle of nowhere. Stranded Judy hikes to the nearest town, a weird and dangerous place. The only inhabitants are a little girl, teens with bad 'tude and . . . clowns. The latter aren't precisely what they seem, as any self-respecting Killer Klowns from Outer Space cultist could have told you. Sala's angular, high-contrast, Charles Addams-meets-Chester Gould artwork and John Waters-ish dialogue guarantee a ludicrous good time. Ray Olson Copyright American Library Association. All rights reserved