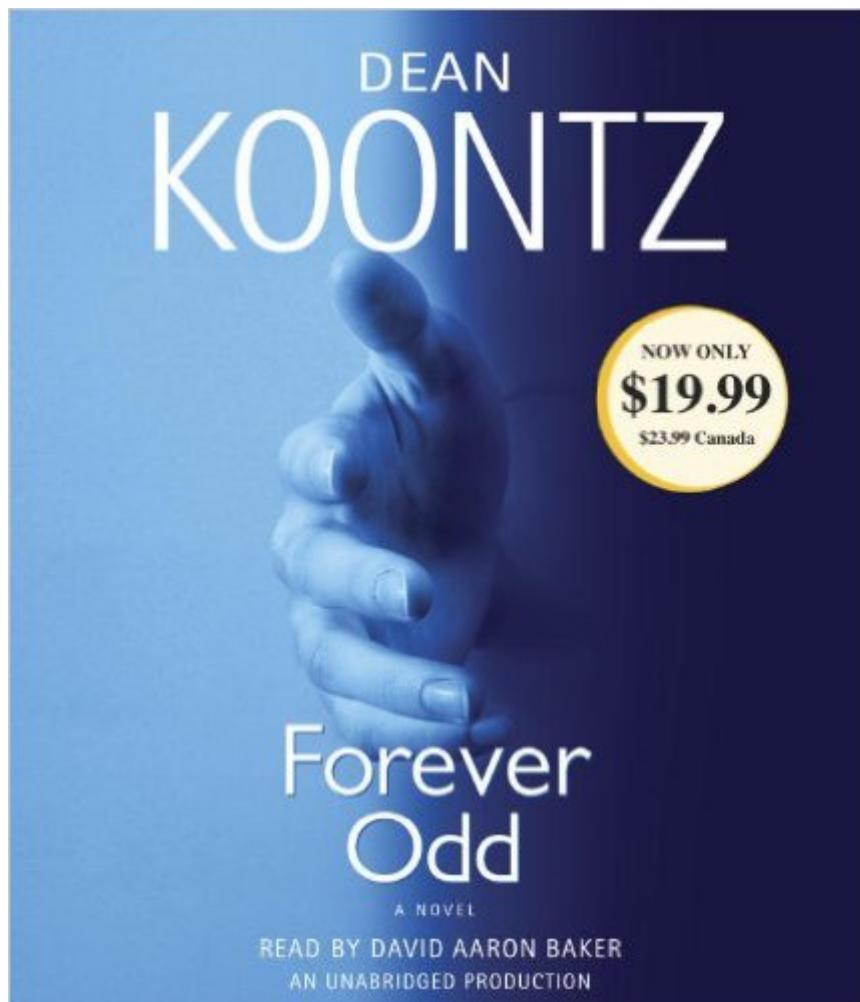


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Forever Odd (Odd Thomas)



Synopsis

Every so often a character so captures the hearts and imaginations of readers that he seems to take on a life of his own long after the final page is turned. For such a character, one book is not enough—readers must know what happens next. Now Dean Koontz returns with the novel his fans have been demanding. With the emotional power and sheer storytelling artistry that are his trademarks, Koontz takes up once more the story of a unique young hero and an eccentric little town in a tale that is equal parts suspense and terror, adventure and mystery—and altogether irresistibly odd. We're all a little odd beneath the surface. He's the most unlikely hero you'll ever meet—an ordinary guy with a modest job you might never look at twice. But there's so much more to any of us than meets the eye—and that goes triple for Odd Thomas. For Odd lives always between two worlds in the small desert town of Pico Mundo, where the heroic and the harrowing are everyday events. Odd never asked to communicate with the dead—it's something that just happened. But as the unofficial goodwill ambassador between our world and theirs, he's got a duty to do the right thing. That's the way Odd sees it and that's why he's won hearts on both sides of the divide between life and death. A childhood friend of Odd's has disappeared. The worst is feared. But as Odd applies his unique talents to the task of finding the missing person, he discovers something worse than a dead body, encounters an enemy of exceptional cunning, and spirals into a vortex of terror. Once again Odd will stand against our worst fears. Around him will gather new allies and old, some living and some not. For in the battle to come, there can be no innocent bystanders, and every sacrifice can tip the balance between despair and hope. Whether you're meeting Odd Thomas for the first time or he's already an old friend, you'll be led on an unforgettable journey through a world of terror, wonder and delight—to a revelation that can change your life. And you can have no better guide than Odd Thomas. From the Hardcover edition.

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Customer Reviews

Starred Review. Besides having an unusual moniker, 21-year-old Odd Thomas (whom readers first met in Koontz's 2003 novel of the same name) has some very unusual powers, chief among them his ability to see the dead. He can see, feel and talk to them, too (though they don't talk back: "Perhaps they know things about death that the living are not permitted to learn from them"). These days Odd is still hosting the ghost of a morose Elvis Presley, still grieving for his dead girlfriend, Stormy, and still worrying about his very fat friend P. Oswald Boone, whose cat, Terrible Chester, likes to pee on his shoes. Late one night, Odd is summoned by the ghost of Dr. Wilbur Jessup to the Jessup home, the site of a gruesome murder. Dr. Jessup is the father of Odd's best friend, Danny, who is afflicted with osteogenesis imperfecta, also known as brittle bones. Odd finds Dr. Jessup's body, but Danny is missing. Since Odd has what he describes as "psychic magnetism," he can follow an invisible mental trail, which in this case leads him to his endangered friend. After he finds Danny in a spooky, burned-out Indian casino, it is Odd who becomes the quarry. The beautiful and stunningly evil Datura, aided by two frightening minions, wants to use Odd for his supernatural abilitiesâ "and then kill him. Odd's strange gifts, coupled with his intelligence and self-effacing humor, make him one of the most quietly authoritative characters in recent popular fiction. (Nov. 29) Copyright Â© Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to the Audible Audio Edition edition.

Grieving the loss of his fiancee, killed during the climax of his eponymous debut despite anything he and his supernatural intuition could do, Odd Thomas returns in a more suspenseful but less piquant adventure. Only a year older (21), he feels almost ancient and more rueful than ever about his gift for seeing ghosts, Dr. Wilbur Jessup's in particular. The loving stepfather of Odd's brittle-boned friend Danny was alive yesterday, so Odd investigates, as the "psychic magnetism" that attends his ghost-seeing compels him to, and finds the physician brutally murdered and Danny missing. Odd tracks Danny and his abductors to an abandoned casino-hotel, closed by an earthquake that killed dozens five years ago. It's a trap. Danny is bait to draw Odd to Datura, a spookily self-absorbed,

wealthy porn entrepreneur and New Age nut, who, obsessed with violent death, wants Odd to make ghosts visible to her. He can't, but there are eight ghosts in the casino, one of whom comes in handy when Odd escapes Datura and her two gorillas, rescues and hides Danny, and engages in the protracted, lethal game of cat-and-mouse that makes the novel good-to-the-last-page enthralling. Quite apart from Odd's moroseness (understandable given his circumstances and endearing youthfulness), the tale's stranglehold suspense allows for less of the offbeat humor that lightened Odd Thomas (2003). Datura is a creation that allows Koontz some sledgehammer polemicizing against alternative religion and spirituality, which additionally darkens things. Not to complain, though. This is only slightly less than top-drawer Koontz. Ray OlsonCopyright © American Library Association. All rights reserved --This text refers to the Audible Audio Edition edition.

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