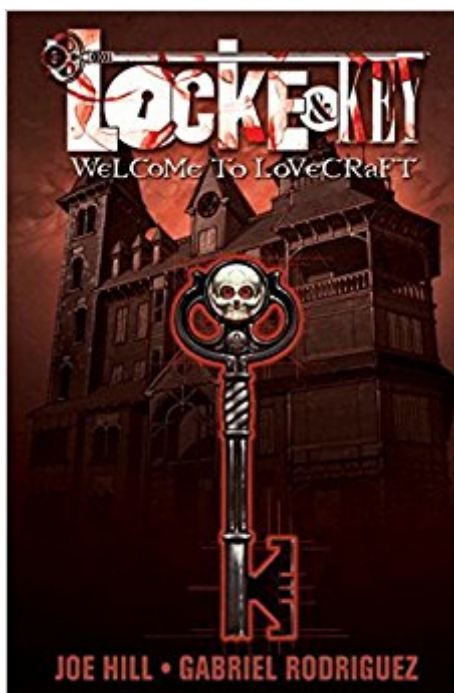


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Locke & Key, Vol. 1: Welcome To Lovecraft



Synopsis

Following their father's gruesome murder in a violent home invasion, the Locke children return to his childhood home of Keyhouse in secluded Lovecraft, Massachusetts. Their mother, Nina, is too trapped in her grief and a wine bottle to notice that all in Keyhouse is not what it seems: too many locked doors, too many unanswered questions. Older kids Tyler and Kinsey aren't much better. But not youngest son Bode, who quickly finds a new friend living in an empty well and a new toy, a key, that offers hours of spirited entertainment. But again, all at Keyhouse is not what it seems, and not all doors are meant to be opened. Soon, horrors old and new, real and imagined, will come ravaging after the Lockes and the secrets their family holds. Named a "modern masterpiece" by The A.V. Club, *Locke & Key* tells a sprawling tale of magic and family, legacy and grief, good and evil. Acclaimed suspense novelist and New York Times best-selling author Joe Hill (*The Fireman*, *A Heart-Shaped Box*) has created a gripping story of dark fantasy and wonder with astounding artwork from Gabriel Rodriguez that, like the doors of Keyhouse, will transform all who open it. The epic begins here: Welcome to Lovecraft. *Locke & Key*, Vol. 1 features an introduction by Robert Crais.

Book Information

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Customer Reviews

Novelist Hill, author of *Heart-Shaped Box*, crafts a gripping account of the shattered Locke family's attempt to rebuild after the father/husband is murdered by a deranged high school student and the family subsequently moving in with the deceased father's brother at the family homestead in Maine.

But as anyone who has read horror fiction in the past 70-odd years will tell you, it's a bad idea to try to leave behind the gruesome goings-on in your life by moving to an island named Lovecraft. What begins as a study in coping with grief soon veers into creepy territory as the youngest Locke discovers a doorway with decidedly spectral qualities, along with a well that houses someone or something that desperately wants out and will use any means available to gain freedom, including summoning the teenage murderer who set events in motion in the first place. To say more would give away many of the surprises the creative team provides, but this first of hopefully several volumes delivers on all counts, boasting a solid story bolstered by exceptional work from Chilean artist Rodriguez (Clive Barker's *The Great and Secret Show*) that resembles a fusion of Rick Geary and Cully Hamner with just a dash of Frank Quitely. (Oct.) Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

"A modern masterpiece..." • AV Club "It's great! ...The art here by Gabriel Rodriguez is some of the finest stuff in comics today... The team of Hill and Rodriguez is top notch!" • Blair Butler, *Fresh Ink* "Solid pacing and plot twists, combined with Rodriguez's clean lines and detailed pencils make *Locke & Key* a lock for best horror book of the week." • Wizard Magazine "In a year of auspicious comics debuts, Joe Hill turned in one of the few comics that truly came from a different place. Written with skill that makes me jealous, courage that makes me smile, and honesty and brutality that makes me want to see what comes next. Okay, I'm officially a fan." • Ed Brubaker "A modern suspense thriller meets something more wondrous and magical." • IGN

got started with this series through audible. It was actually a free download (not sure if it still is).... but the audible version was almost like listening to one of those old time radio shows where you're listening to different voice actors tell a tale. I wanted to get a full visual of what was happening so I ended up purchasing the actual comic to go along with it. The first of the books is amazing! Being able to see all the small details going on in the background is one of my favorite parts. One of the main parts of the book is, of course, the keys. They open up magical doors that are capable of doing things beyond your wildest imagination. You're only introduced to two keys in this book, and a third is found in the very ending (I can't wait!). I'm definitely going to purchase the rest of the series to see what other keys are going to show up... and I also can't wait to see the fate of the Locke family.

Hey, here's some trivia for ya....Did you know that Joe Hill's Dad is Stephen King? So no surprise

that Hill is pumping out stories of the macabre, right? And he sure is doing it as well as his Dad (especially lately) with *Locke & Key*. I was first attracted to *Locke & Key* when I was reading a February 2011 New York Post article about comics and graphic novels that have been or will be turned into movies or TV series. *Locke & Key* will be one of the latter with a potential pilot episode airing as soon as the end of this year on FOX. So I thought that I'd get "the real story" from the actual author prior its release as a TV series. And so far, after Book 1, I am not disappointed. (EDIT: 7/2011 - Fox has scratched the *Locke & Key* pilot - see link in the comment section of this review.) Like father, like son, *Locke & Key* is violent at times, bloody at times, scary at times, disturbing at times, but most importantly it is very well written. The Lockes are a seemingly normal young family in California. The father is a principal of a local school. So when the Lockes are rocked by the father's murder by a crazed student, their world turns upside-down, and they are invited to come live out east in a big old spooky mansion in, where else but... "Lovecraft", MA. And you can bet your bottom dollar that in a mansion in a New England town called Lovecraft created by the spawn of Stephen King... there will be ghosts! While well written, there are some recycled themes and predictable moments. But mostly *Locke & Key: Welcome to Lovecraft* is an excellent read for fans of the Fantasy or Horror genres. I'm hooked and looking forward to digging into *Locke & Key Volume 2: Head Games* and *Locke & Key: Crown of Shadows* with *Locke & Key Volume 4: Keys to the Kingdom* due to be released this year. I'm also really looking forward to the TV series. It seems like it has a promising *Supernatural*ish chance of succeeding with *War of the Worlds*/Sarah Connor Chronicles writer Josh Friedman joining on to help Hill get it "out the door" and onto TV.

Locke and Key is a dark-fantasy comic series. Some producers have apparently been working on adapting this into a movie trilogy. In this volume, the other members of a family witness the patriarch's murder and move from the San Francisco Bay Area to a new home in New England. However, not only is the disturbed teenaged delinquent on his way, but there's also something strange in the neighborhood if you catch my drift. Let me just say that keys are a central plot device as the title implies. The artwork for the characters doesn't quite meet my own taste as it leans towards the cartoonish. Even then it is certainly technically competent and, most importantly, highly expressive. The scenery is beautifully detailed. The "camera" angles really aid in the telling of the story. Speaking of story, for all the seemingly predictable tropes, it actually becomes rather disturbing, haunting, touching. It really shows the pain that the members of the family go through

after a horrible loss. It also draws out the drama from the emerging phantasmagoria quite effectively; the interaction between the human and the spiritual is the key here (the pun was not intended, I promise). I may download more volumes soon.

When I first saw *Locke & Key*, I kind of dismissed it as I'm not a huge fan of Lovecraft, but after seeing some reviews that absolutely loved it, I thought that I'd give it a try, and I'm very glad that I did. The story and the style of storytelling used here is immensely powerful, and makes it very hard to put down. In fact, after I was finished I kicked myself for not having the rest of the volumes ready to read, especially when Vol. 2 is out of stock at the moment. The art is also excellent, the action is very visceral and the characters are very interestingly styled. The content of the graphic novel is definitely adult, and might turn off some people, but it just made me more enveloped in what was happening, where I didn't know if any of the characters were safe. Some of the stuff that happens is a little frustrating (like the little kid initiating horrible events by being an idiot and going places he's specifically told not to go and some of the characters actions during the fights and other scenes) but it still made me more engrossed in what was happening, even though I was mentally yelling at them. Overall, this graphic novel is just amazingly well done, and I would highly recommend it.

I had never read a graphic novel before this. I admit that I was leery to try it. However, after reading this novel I can't wait to read the remainder of the series. I really enjoyed the pictures. The plot is a bit predictable, but the way the story is revealed is wonderful.

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