



Locke & Key, Vol. 1: Welcome to Lovecraft

Joe Hill , Gabriel Rodríguez (Artist)

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Locke & Key tells of Keyhouse, an unlikely New England mansion, with fantastic doors that transform all who dare to walk through them. Home to a hate-filled and relentless creature that will not rest until it forces open the most terrible door of them all...

Locke & Key, Vol. 1: Welcome to Lovecraft Details

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Author : Joe Hill , Gabriel Rodríguez (Artist)

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From Reader Review Locke & Key, Vol. 1: Welcome to Lovecraft for online ebook

Algernon says

This will be a rushed review, because :

- 1) I was too engrossed in the story to take notes,
- 2) I want to start on the second album as soon as possible.

The first thing I feel you need to know about the comic is that it is definitely a horror story, not for the faint of heart. Yes, the protagonists are very young, namely the three children of the Locke family, but I hesitate to call it Young Adult material, given the physical and psychological torments they are put through right from the start. There's also the explicit gore, the dialogue liberally laced with four letter words, the twisted look into the head of a psychopath that put the comic in the recommended for an adult audience bracket, at least for me.

Having got the warning out of the way, let me say that Welcome to Lovecraft is one of the best written and best drawn comics I have read lately (and that includes The Sandman and Saga). I already knew about Joe Hill, and I have a couple of his books bought and waiting for the right mood to give them a chance, but even so I was pleasantly surprised by how well he handles the comic medium, how he mixes flashbacks and different points of view to transform the story of a horrible crime into a tale of supernatural forces battling for possession of mysterious artefacts hidden in a gothic mansion that pays homage to Edgar Alan Poe, Psycho the movie and Lovecraft. That's actually the name of the mansion, on an island in Maine, but I'm also getting ahead of the story.

The events start in California, where a couple of juvenile delinquents attack the Locke family leaving the father dead and the three children struggling to come to terms with the tragedy. Tyler is the eldest, seventeen or eighteen I believe, going through the awkward phase where he rejects parental authority to the point where he feels guilty of pointing the killers at his father. Kinsey is twelve, a modern girl with a punk haircut and piercings, tough on the outside, but vulnerable and insecure inside. Bode is the youngest and most adventurous member of the family, at six still too young to understand all the implications of the events the family is going through. The mother herself emerges scarred and depressed from the ordeal, taking refuge in drink and moving the whole family to the East coast, to the mansion where most of the following events will take place.

This mansion is a wonderful place to explore for young Bode and for the readers of the comic, thanks to the artwork of Gabriel Rodriguez. Bode finds the first of the magical keys with power to alter reality. He also meets a face-changer entity captive at the bottom of a well on the estate, possibly the mastermind of evil that is attacking the Locke family indirectly through mind controlled agents.

Better stop here before I give the whole plot away. There is a lot of room for development in the next volumes, and I plan to read them as soon as I can get them in my hands. Luckily, the series is finished and I don't have to wait years before the finish line, like I do with Saga.

Anne says

2018

I was gifted the *beautiful* hardback set of these a while back and just finished re-reading the first book...again. Can't believe how much I'd forgotten!

The gist is that the violent murder of their father by two teens sends the three children and their mother to their dad's ancestral home.

Keyhouse.

Layer by layer the story of why their father was killed, what happened to them during the time the killers were in their house, and how the family is coping, starts coming together to paint a heart-wrenching tale. Then add a layer of mystery to the house itself, with its strange and magical *keys* that keep popping up, and you've got something amazing to read.

Because there's a secret history to everything their father had long ago forgotten about the house, and the youngest child, Bode, is starting to discover it all over again.

And fuck! It's creepy as hell!

Locke & Key easily makes my Top 10 favorite graphic novel series. It's just one of the better-written stories, horror or otherwise, out there.

Highly recommended!

Older reviews - (view spoiler)

Justin says

Hey, hey, hey... this was a great little ghost story. You've got a big creepy house with interesting rooms to explore. You've got a family trying to rebuild their lives and start over. You've got keys to rooms where

magical stuff happens. You've got keys that take you anywhere. You've got a psycho murderer with a rough past. You've got a scary something at the bottom of a well. Yeah, so if this kinda stuff is your jam then you will probably like this book, I mean comic book, I mean graphic novel.

Joe Hill is very, very good at creating imaginative, expansive worlds and stories unlike anything else you've read. He takes horror stereotypes, puts them in a blender, and then uses them to create something very different and original. I'm excited to keep reading through these.

Hey, you also get the added bonus of saying you read an entire book in one day until someone reminds you it's a graphic novel.

Edward Lorn says

I'm late as shit to the Joe Hill graphic novel game. I only read WRAITH because it was included in the limited edition of NOS4A2. I hate that I haven't started this series before now, but these shits are expensive. Rightly so, mind you, but I'm a professional writer, which means my income is limited. Plus I have a horrible (horrible in the best sense of the word) book addiction, so all of my fun money goes to novels and whatnot. This collection costs a hundred bones, but I managed to find a collector's edition on Amazon for sixty, so I finally snagged it. Super glad I did.

Aside from some silly as fuck facial expressions, the artwork herein is pretty good. I especially like the designs of the keys and ethereal bodies. The book, in my opinion, is well put together, but there were places where I was confused as to whose head I was in. It wasn't until halfway through the book did I realize the inner-thought boxes were color coordinated with certain characters. At least I think that's how it works.

I've yet to grow attached to any of the characters, given that the only thing I know about them is that they've suffered a terrible tragedy, but I'm hoping future books will further develop them. It's for this reason I dropped an entire star from my rating.

The real draw here is the near-perfect tone of the piece and the rad story line. I appreciate that it went places I didn't expect, even if the bad guy did remind me a bit of the Gas Mask Man from NOS4A2. I'm hoping Hill has more than one kind of villain in his toolbox, because this kind of bad guy gets old real quick.

In summation: LOCKE & KEY: WELCOME TO LOVECRAFT is a solid read with good artwork throughout, even if some of the art made me laugh when I wasn't supposed to. I believe I prefer when Hill works with Charles Paul Wilson III, but that's entirely subjective.

Final Judgment: Lock yourself in and turn the key.

Sarah says

This comic actually confused me quite a bit at the start. I was a bit slow to catch on but once I did, wow! I thought this comic was quite dark, interesting and gripping. It's quite an original concept and I can't wait to read what happens next. The illustrations and colouring were pretty good but I absolutely loved the covers for each individual issue. I would recommend this.

Trudi says

Re-reading this for the third time as I get ready to tackle the final two volumes in the series: Clockworks and Alpha & Omega. I love everything about the world and its rules Joe Hill has conjured here, and the characters he has lovingly crafted to live in its pages. *Locke & Key* has become one of my favorite series ever and I can't wait to see how it's going to end.

2012 Review:

This is my second go around with Joe Hill's phenomenal foray into graphic novel territory (to prepare for Volumes 3 and 4). *Welcome to Lovecraft* is a stunning debut, and I enjoyed it even more this time, so much so that I've bumped it from four to five stars. Yes, it really is *that good*.

The premise is a fantastic one and you will be totally swept up in the awesome imagination it shows and the mystery and adventure it promises. The character development in just a few short pages is outstanding -- Hill deftly explores the wonderment of childhood, the searing pain of grief and the love of family.

Little Bode Locke is as sweet and precocious as they come. His boyish, unchecked curiosity is what reignites the mystery of Key House, the sprawling family mansion where the Locke family relocates after the brutal slaying of its patriarch. Left to grieve are big brother Ty, middle sister Kinsey, their mom, and of course Bode.

Each member of the family struggles to come to terms with the gargantuan loss -- Mom is drinking too much, Ty is crushed with guilt and contemplating suicide, Kinsey is withdrawn and tormented by the bloody memories of that fateful day. With his family so distracted, Bode is left to roam the grounds of Key House, and to become entangled in a very old mystery, like the fly unwittingly ensnared by the spider's web.

Key House is what it promises -- a house with many doors and with many keys to unlock them. I won't tell you what's behind the doors because that would ruin the surprise. I will say that it is so goddamn fantastic you are not going to be able to put this story down until you have finished it. Then you are going to want to run out and immediately get your hands on the rest of the series ... at least what Hill has written so far (and thank goodness he isn't done yet!)

This is storytelling at its *finest*. Can I use the word superlative? Yes? Alright, superlative.

Original review December 2008

It's becoming clear to me that Joe Hill's real strength as a writer lies in the short story (and now graphic novel) format. There is obviously something about the concise, contained prose on a smaller canvas (rather than the sprawling novel) that brings out the best in his storytelling talents. I was not a fan of Hill's debut novel *Heart-Shaped Box*; however, his short story collection *20th Century Ghosts* has amazing depth and texture, and he scores big again with *Locke and Key*, the first in a graphic novel series that shows real imagination. Calling the town Lovecraft is a nice touch. Let's not ignore the fantastic artistic contribution made by Gabriel Rodriguez. Their collaboration guarantees a memorable reading experience.

Alejandro says

Fuck! ... That was an admiring “Fuck” not a “Fuck you” Fuck.

Creative Team:

Writer and Co-Creator: Joe Hill

Illustrator and Co-Creator: Gabriel Rodriguez

Coloring: Jay Fotos

Lettering: Robbie Robbins

KEY TO SUCCESS

Welcome to Keyhouse, kid.

Was it weird to grow up in a house with a name?

You have no idea.

I've heard a lot of good things about this comic book series, but...

...oh, boy! I never thought that it was **THAT GOOD!!!**

This first volume was really awesome!

The creative team, Hill & Rodriguez, definitely they worked as a team, since the graphic sequences are beautiful synchronized between texts and drawings.

Nothing is made by chance. Everything is carefully done. Writer and Artist aren't in a competition of who's bigger name in the title. Both are working in full communication to present a great story.

In a prose novel is quite easy to “hide” stuff from the readers, if there isn't written down, it doesn't exist in their minds, but in a comic book, where it's a visual format, you need to be crafty to “hide” things, and this creative team in the first chapter, they played with our expectations and each time that you think that you know what happened, a new piece of info is shown, telling you that it's better to enjoy the ride and avoid to make assumptions.

Of course, it doesn't mean that you can guess here and there, future things in the tale, if you read carefully. Delicious reading.

Joe Hill (Stephen King's son) while he was already done prose work, this Project is his first venture in comic books, and certainly he did a masterful job.

Gabriel Rodriguez's art style reminds me like a merge between Frank Quitely's and Humberto Ramos'. But don't take me wrong, Rodriguez indeed has his own style and he did a superb task presenting a scary story,

showing hard-to-cope scenes with elegance.

KNOCK KNOCK

Lots. Doors. To other worlds. Doors to other possibilities.

You may think that the premise isn't that original. True, it's about a mysterious haunted house with magic doors. Something like *Narnia* or *Moving Castle* meets *Amityville*, but the **KEY** word here is...

...Characters!

Many stories may sound alike, many premises can be born from similar ambiances, **BUT** the narrative element that they helped them to come out as distinctive tales are the characters and its developing.

And you can be sure that this comic book has great characters with excellent development and wonderful interaction between each other. You can feel them as real people, and even when you think that you already figure it out some character, they always surprised and they become deeper and deeper, harder to know the turns that the story will take. Each chapter, while develops the general story, is beautifully managed to know deeper inside of certain character, a different one on each chapter. As I said before, nothing is made by chance, all it's part of a well thought plan.

A carefully crafted story where you aren't getting into it at its beginning, and definitely not its ending neither!

XX Sarah XX (former Nefarious Breeder of Murderous Crustaceans) says

I could, as seems customary **in cases like this one** (where twenty thousand million people—and a half—loved a book but two—and one quarter—didn't), put one of those silly "**unpopular opinion**" warnings at the top of this review. **But I won't.** Ha. "Why," you ask? **Because:**

1/ Love a book? Hate a book? Doesn't matter. It's your opinion, **you're entitled to it.** No need to apologize for **not agreeing** with the masses. Your opinion is what makes you YOU, so **bloody shrimping own it.** And stuff.

2/ People who feel offended by those who dare criticize a book they love can **kiss my pincers.**

3/ I don't give a flying fish what others think of my opinion.

4/ I'm in a great mood today.

Soooooo, Locke & Key. I first tried reading this volume three years ago. I'd purchased the Kindle version but reading comics and graphic novels on a **tablet/computer/whatever** is not for me. What can I say, I'm one of those decrepit, ancient ones **who prefer good old paper over digitalized stuff.** Anyway, the

paperback version was a ~~total rip-off~~ 20€ at the time, so I decided to wait until the price went down and stuff. **And now I wish I hadn't bothered here we are.**

Okay, let's cut the crap and get this over with:

① **I didn't like the art.**

Frankly, I thought most of the characters looked **downright grotesque**.

There's the **Medusa wannabe who looks like a guy**:

The teenager who **looks like a 40-year-old gorilla**:

The P.E. teacher who has **Picasso-worthy hands and looks like a man**:

The **guy with the rabbit teeth** who looks like he **might or might not be related** to the P.E. teacher of the Picasso-worthy hands:

And let's not forget **this delicious-looking lady** who's so bloody sexy I'm considering **locking her up in my harem**:

Long story short: the characters are both **ugh and ew**. Also, their faces are too **pointy and angular**. Damn, **chins that sharp** should be outlawed or something. I mean, I'm pretty sure they're **more serrated and deadlier** than my murderous babies' pincers and stuff. Oh, before I forget: can someone tell me what the shrimp is up with **the shades on the characters' faces**?

Please someone, anyone, get the poor boys a bucket of under eye concealer or something!

I could go on and on about this lovely bunch, tell you about the super contagious **Snarly Mouth Virus** (SMV™) they're all obviously suffering from, or about **That Weird Semi Round Thing They Have on their Jagged Little Chins** (TWSRTTHotJLG™), but things to do, homicidal shrimps to unleash and all that crap, so I won't. **Lucky you and stuff**. One last thing I want to mention, though: there's **quite a lot of violence** in this volume. And **lots of blood, too**. This could have been most **delightfully gruesome**, had it not looked like someone kept inadvertently dropping **cans of tomato sauce** all over the panels. Kind of **takes the horror out of the horror story** and stuff. And makes the whole thing feel like a **ridiculous B movie**. But hey, it's not all bad. I mean, the art sort of **reminded me of a Gorillaz album**, which in turn reminded me of my glorious youth, so **yay and stuff**.

② **I didn't give a shrimping fish about any of the characters.**

Even lowly barnacles have **more charisma** than this unlikable bunch here. And my infamous herd of ironing boards is **way more emotional** than them, too. But what's really **depressing** here is that I didn't even **lust over the villains**. And that's quite suicide-inducing, **if you ask me**.

③ **I couldn't have cared less about the plot.**

It was **meh** and it was **sloooow** and it was **boring** and it was **all over the place** and it was **confusing as fish**. Only not in **Gloriously Befuddling Glen Cook Way** (GBGCW™). And I guess the story might have been appropriately **terrifying/sinister/macabre/whatever** if the art hadn't been so OTT as mentioned ↑↑. **But it was, so it wasn't**. Oh, and by the way, naming your **supposedly creepy** New England town Lovecraft isn't **particularly clever**. It's nothing more than **pretentious high-school level name-dropping**.

» And the moral of this **This Graphic Novel is One of the Most Popular and Highest Rated on Goodreads This is it That Proves it The Fluffy Siberian Bunnies Have Hacked the Site This is the End Crappy Non Review** (TGNiOofMPaHRoGTisTPiTFsBHHtStisECNR™) is: go ahead Locke & Key maniacs, **unleash all hell** on me because I had the despicable audacity **not to fangirl about your precious!** I am not afraid and stuff! Also, **my murderous crustaceans are ready for you!**

[April 2015]

Note to self: stop trying to read comics on your Kindle Fire. The screen is too small and the panels seem to have a life of their own (oh look! They zoom in and out all by themselves! It's magic!). Ugh. I guess I'll just have to wait for this to go on sale. Because there's no way I'm spending 20€ on a graphic novel. **Nope nope nope**.

Stephen says

You can **color me SOLD** on this series.

Here's another intelligent, **strongly written** story with which to **pummel** the **perceptions** of the elitist **book snobbers**, who **sneer** and **snide** at the graphic novel medium.

To them, I **politely** say, "**BITE ME**"...because this is great stuff.

I was excited to read this because it was written by Joe Hill, the talented offspring of a certain literary **King** who shall remain **nameless Stephen**. While I thought Hill's Heart-Shaped Box was a promising first work, I really fell enamored with him after reading his second, and much stronger, novel Horns. That effort definitively showed that Hill has story-telling chops, and I've been a Joe Hill enthusiast ever since.

So, I expected to enjoy this.

What I didn't count on, was how wonderfully in step Gabriel Rodriguez's art would be with Hill's words, and how gracefully the two would play off each other, enhancing the already impressive quality of their individual efforts. This was dance.

Locke and Key is horror done by two artists who knew exactly what they wanted to accomplish...and did so. This is terror created through atmosphere, suspense and narrative, without simply resorting to the shock value of extreme, over-the-top gore, something that really spotlights lazy, ineffective writing when used in lesser works (Crossed, volume 2: Family values anyone). Oh, there's plenty of blood and guts here, and some deeply disturbing "adult-orientated" sequences, but these scenes are used as impact accessories to the story, not the central attraction.

This graphic novel is creepy and unsettling in the way the best horror is. The story uses common, relatable life experiences (e.g., childhood fears, family dynamics, teenage awkwardness) as the canvas, upon which Hill and Rodriguez then layer some serious darkness, some well timed plot twists, and two exceptionally done villains, one human and one...other.

Okay...here's a quick summary and some of the excellent artwork.

PLOT SUMMARY:

In an act of brutal, seemingly random, violence, two teens murder Mr. Locke and shatter the lives of his wife and their three children, Ty, Kinsey and Bode.

In the aftermath, the four travel to the town of Lovecraft, Massachusetts, to live at Key House, the families ancestral home. Each is broken in their own way, one by suffocating guilt, one by post traumatic shock, one by heartache and loneliness, and one by the loss of dad.

Unfortunately, the pain is not over.

Upon moving into Key House, things immediately take a turn for the weird. Turns out the Locke's new home is neither ordinary ...

nor is it vacant.

To make matters much, much worse, it also turns out that the murder of Mr. Locke was not random at all, and the family will find itself beset by nightmares both human and not human while they try and exorcise their grief and reassemble some semblance of a life.

THOUGHTS:

What makes this such a terrific story is not just the bounty of scary moments, some of which can really shake you. No, what sets this apart and is that Hill and Rodriguez tell a complete tale, and the calm, "ordinary" moments are as important, and as interesting, as the horror.

One of my favorite of these moments is when Bode, testing out one of the houses many unusual attributes, secretly visits his sister as she relives the day their father died.

It is sad and moving, but ends comically in a perfect older sister, younger brother moment. It's perfect.

These quiet moments of reflection are necessary to heighten the emotional investment of the reader, and make the more aggressive events much scarier.

So, add this series to the ever growing pile of recent graphic novels that have really raised the bar. Series like *Preacher*, *The Walking Dead*, *Criminal*, *Sleeper*, *Incognito*, *Sandman*, *Gotham Central*...and now *Locke & Key*.

Buy it...read it...love it.

4.5 stars. HIGHLY RECOMMENDED.

Brandon says

When I put down *Horns*, I had a feeling I was going to be a Joe Hill fan. However, when I finished *Locke and Key, Vol. 1: Welcome to Lovecraft*, I traded that "feeling" in for a Joe Hill fanboy membership.

Good Gravy, this book was **spectacular**.

Granted, I had my reservations before cracking the cover (which I think I literally did when I dropped it on the floor of the library). Whenever I start a second book by an author I *realllly* liked the first time around, my head fills with all these questions. "Is it going to be as good as what I just read?" "Am I going to be letdown?" "Is there anyone that doesn't know he's Stephen King's son?" Thankfully, 2 out of those 3 questions were answered.

This guy literally came out of no where for me. I knew who he was and had heard about the hype surrounding his work but for whatever reason, avoided him until recently. If anything, this graphic novel gives me another reason to branch out to comics that do not only feature dudes running around in tights.

While I haven't exactly forgotten my experience with **Y: The Last Man** from last year, Hill has helped confirm the feeling I've had about non-superhero style storytelling. I've really been missing out on a genre of the format.

Now begins the painful wait until Vol. 2 is in my hands.

Patrick says

When I first started reading *Locke & Key* a couple years ago, I kinda shrugged and thought to myself, "Yeah. Okay. That's pretty good...."

But the story got its hooks into me pretty quickly after that. Unique concept. Great art. Great storytelling. Great characters.

I read a blurb somewhere that said something along the lines of, "Locke & Key is this generation's Sandman." I don't know if I'd go that far... but if someone wanted to take that stance around me, I don't think I'd waste much energy arguing against it either. The truth is, this series does have a similar mythic feel to it, though its vibe is more Lovecraftian than folkloric.

Simply said: great series. And as an added bonus, it stands entirely on its own. You don't need to know anything about Marvel continuity or folklore to help you understand the story. (Which might give it a leg up on Sandman in some ways.)

Highly recommended.

??? 2.? says

★★★★½

And now, my second dip into the shallow end. I had so much fun with my initial venture, Saga, that I was more than willing to test out the waters once again.

Well, you can go ahead and mark me down as two for two because this shit was fantastic! The only criticism I could even level is that the writing felt a bit clunky here and there. But honestly, when I looked back over a few of the sections I had an issue with they seemed okay. Once again the artwork is top-notch. Perhaps the spooky mansion is a little cliché, along with all the nods to HP Lovecraft, but overall, the storyline is very intriguing with keys that open to so many possibilities.

That's really all I care to say on the matter. I don't want to spoil any plot points for those of you who've yet to check this out. But I would urge all of you to do so immediately!

Thank God I have all the other volumes queued up. I'm really excited to see how this all shakes out.

4.5 Stars, rounded down.

Kelly (and the Book Boar) says

Find all of my reviews at: <http://52bookminimum.blogspot.com/>

~~I'm giving this 4 Stars because it's the first in the series and I need some rating wiggle room~~ Fuck that, this gets all the stars.

Locke & Key is proof that there is indeed a graphic novel out there for everyone. Being from a small town without a lot of a lot of exposure to the world of comic books and being a *gasp* GIRL on top of that . . .

I never bothered with the genre until I birthed a tiny little nerd and then I started dabbling in illustrated

stories in order to prove that “I’m not a regular mom, I’m a cool mom.”

It’s been a little hit or miss when it comes to my enjoyment of comics (same with novels - shocker), but I found a winner this time. Added bonus that **FIVE** different library locations somehow pulled their individual volumes simultaneously and they were all waiting on the hold shelf last night. The Gods smile upon me!!!!

What begins as a tragic story of a family who moves across the country to an old family ~~home~~ mansion after a violent act tears apart their lives, quickly morphs into something a little more sinister . . .

I can’t say enough about how much I enjoyed this first volume. It’s gory, it’s dark, it has an angsty MC who has an actual **reason** to be an angsty teen . . .

It has Bode. Oh how I adore little Bode . . .

It has some creepy bitch who lives in a well . . .

And the artwork? Goodgodamighty, just **look** at this artwork!!!

What more can you ask for? Oh yeah, that’s right. This is a graphic novel so you can ask for MOREMOREMOREMORE volumes. I can’t wait to unlock some more of the story :)

Raeleen Lemay says

This is a re-read for me, and it's my favorite graphic novel series of all time so I'm LOVING IT.

mark monday says

ooooo.... an eerie old mansion on a woody estate, strange mysteries and dangerous secrets, a tangled and forgotten past, a san francisco family of three - father slain - seeking a new life on an island named Lovecraft off the coast of massachusetts, in a place called The Keyhouse. a beautiful girl who lives at the bottom of a

well, an insane killer on the hunt for magical keys, doors that open into odd places, walk through one door and change your gender, walk through another door and turn into a ghost... who knows what else? the mysteries multiply. awesome!

the art is excellent: a muted kind of vivid, smooth and professional, with a sometimes whimsical but basically grounded approach to illustrating the characters. and the writing is even better. characterization and narrative feel carefully honed, sketched with smaller strokes, intimate details parsed out slowly, the mysteries unfolding at an even pace, flashbacks that adroitly serve to both increase suspense and to render each character completely understandable, the narrative by turns sinister and endearing and magical - and always compelling both the quick turn of the page and the more contemplative search for hidden meaning in past pages.

i really enjoyed this one a lot. i wish i had read it on Halloween. or on a rainy day in a creaky mansion on an island off of massachusetts. heaven!

Lou says

Joe hill does it again, conjuring up another tale of dread, macabre and supernatural goings on with a real gem of a main protagonist in the form of a young kid.

The young boy in question loses someone dear to him and only hopes to be with them. Opportunity presents itself in the form of doors and keys, will he be able to unlock another realm of possibilities. Doors play a key role in the everyday swing of things. Stories have been written involving doors opening up to all kinds of opportune choices and fates since a long time back. Doors keep out the unwanted and welcome the many. That locked door always presents a mystery of what lies behind it, a key element in movies that converts thrills and chills to the viewers. Doorways to other worlds and dimensions, doors were a key player in The Dark Tower series by Stephen King and there is a sort of door in a way in The Lion and The witch and the wardrobe.

This good solid tale is accompanied by some really good artwork incorporating good colors and it all captures a dark and dread mood in the air. Looking forward to the rest of the series and how the story unfolds. It definitely leaves you wanting more.

I was checking youtube there was a trailer made from parts of a pilot episode of the adaptation of ths graphic novel. It seems that is as far as it went just the pilot episode. A couple of studios dropped the TV series due to costs. I am sure soon there will be someone to snatch it up.

My review and the trailers are on my web page here.

Lyndsey says

This book was (I imagine) what it might be like to down a spoonful of sugar that was, unbeknownst to you, **laced with Meth.**

What is IN this shi-at, Mary?!

The sugary spoonful sounds like a great idea in your head. "A house full of strange locks and doors with many keys that perform different astonishing feats. One door that can force your consciousness out of your body, while your body appears to be dead. A special key that can open any door and take you anywhere."

Sounds great, right? Unfortunately, you get some disturbing surprises along with it. *A lot* of disturbing surprises.

In fact, I almost think that this book was actually a spoonful of Meth laced with a dash of sugar.

Meth is my favorite thing!

I absolutely loved the little boy, Bode. As well as the storyline involving the creepy woman who lives in a locked-up well and calls herself an "echo". And the ripping-your-conscious-out-of-your-body-for-fun door.

But EVERYTHING else, I didn't care for. And there's a lot going on. A little too much going on in fact.

I didn't appreciate the non-linear storytelling in this instance. Or the POV of the killer. Or even the art for the most part (except for Bode, his sister Kinsey, and the "Echo", which were really well done).

I probably would not recommend this to non-graphic novel readers. Not until you are more experienced in the genre, at least.

It had a bit of adventure and a lot of fantasy. No romance and a lot of creepiness. There were definitely some very intriguing and awe-inspiring concepts but overall it was just a little too twisted.

Too much Meth and not enough sugar.

Like a crazy heat-seeking murdering alien maniac singing "These are a few of my Favorite Things."

Will M. says

After months of putting this aside, I finally decided to read this. The premise was very gripping, and the execution was adequate. It's not the best graphic novel I've ever read, but it does have the type of plot that would keep you reading till the end. I can't wait to read the second volume and find out what happens next.

Ups:

- Fantastic plot
- Likable Characters

They all had their own problems, and each one resulted positively in terms of enjoyment. I enjoyed the graphic novel more because of that because it added a feeling of psychological thriller to it.

-Decent Artwork

It could've been done better, but I've seen way worse. I'm not that fond of it, but it's something I can bear with.

Downs:

- While the plot was fantastic, at times it was all over the place
- Contrary to my usual preference, I didn't like the shifting of timelines here. It was a bit confusing. Maybe it's because of the graphic novel format, but I didn't enjoy the shifting that much.

4/5 stars. I heard that the series improves even more, so I'll be reading the next volumes real soon. While I

was not blown away, I can still consider this a very good graphic novel. Highly recommended for horror and psycho-thriller fans.

Shelby *trains flying monkeys* says

I think most of my friends on Goodreads have either shelved this book to read or have read it. I had to jump on that bandwagon but I was a bit scared.

You see most of them have loved it. Except Erica But she is a ~~hater~~ rebel. Usually books that everyone else loves and fangirl/boys over tend to leave me dry.

I actually liked this one!

It starts off all violent and shit. This guy is killed by a teenage nut job and the nut job is going for his family also, but they get away from him and he ends up in juvenile prison.

The family moves across the country to the Lovecraft mansion. They maybe should have stayed at the Hotel 6. This place is kinda wonky.

You have lots of rooms that need certain keys. Including one that makes you into a ghost.

Then you have this hag/bitch in the well.

That hag/bitch turns out to be something way freaky. I only requested two of these volumes from the library and I think that's probably going to make me mad at myself.

Because there is lots of this:

And I tend to like that.

Alienor ✗ French Frowner ✗ says

Please don't tell me that I didn't get it, it's no use. I already feel as if I didn't read the same book as all the friends I trust who loved it.

? I know that many readers loved **the art, but it threw me off completely**. First because in my opinion none of the characters look like their ages (Sam and Tyler, teenagers ??!) and that increased my general confusion in the beginning. Secondly I thought that all the shapes were too 'abrupt', with weird shades on the faces, for example, and it wasn't a pleasure for me to look at the drawings. Now, on that aspect it's really a matter of taste.

My interest is running away...

? As far as I'm concerned, the plot was slow, predictable in some parts (Sam's storyline, the Everywhere Key) and sometimes all over the place, with characters I still don't know/care about. Even though the concept is interesting and brings together several aspects that seem right up my alley (a magical school, parallel worlds...) **I was bored and my overall feeling is one of MEH**, but I am aware that my opinion of the art definitely influenced my enjoyment and my involvement.

Sigh. **Keep in mind that I'm in a tiny minority, though.** I'll probably go on with the series to see if my reading experience gets better.

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