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Locke & Key Slipcase Set



Synopsis

Unlock the mysteries of Keyhouse! Joe Hill and Gabriel Rodriguez's extraordinary tale of the Locke family is collected in its entirety in this handsome slipcase set. Includes all six softcover volumes of the Locke & Key series.

Book Information

Series: Locke & Key

Paperback: 984 pages

Publisher: IDW Publishing; Slip edition (November 25, 2014)

Language: English

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Shipping Weight: 6.8 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (103 customer reviews)

Best Sellers Rank: #38,543 in Books (See Top 100 in Books) #100 in [Books > Comics & Graphic Novels > Graphic Novels > Horror](#) #2324 in [Books > Literature & Fiction > Genre Fiction > Horror](#) #5398 in [Books > Teens](#)

Customer Reviews

The Locke & Key graphic novels have been on my to-read list, and sitting among a stack of other shamefully neglected graphic novels and trades, for several years now. You'd have thought that after discovering the pure joy of Joe Hill's NOS4A2 that I would have dived headlong into this comic book series, but alas... (Maybe somebody can loan me a Time Key to free up more reading hours in the day?). When Audible announced its adaptation of Hill's and artist Gabriel Rodriguez's much-acclaimed IDW comic book series, I was thrilled to give it a listen, and also curious as to how the heck one adapts a comic book for an audiobook. Comics, obviously, are quite a different breed from prose novels, given their reliance on visual imagery to tell a story. Sure, there's narrative boxes (typically) and plenty of dialogue (usually) and thought bubbles, but the nature of a comic book is in its art. Audible Studios has worked around this translation from visual to audio by harkening back to the days of radio productions. Rather than rewriting the Locke & Key comics into a more novelistic approach for narration, the story is told by way of audio drama with a cast of more than 50 voice actors. For the most part, this approach works quite well, but with a few caveats. The story itself is largely understandable and very approachable in this re-imagined fashion, and for roughly 13 and a

half hours we follow the Locke children, and their mother, Nina, as they relocate to the family estate of Lovecraft Mansion in the wake of the Locke patriarch's murder. While readjusting to their new lives, the children begin finding strange keys scattered and hidden across the house, keys that unlock doors into mysterious and terrifying new realms.

Have you listened to an audio drama before? I've been caught up in them because they provide the story and sound FX while you just relax and see it all in your mind's eye. They're amazing! I've loved titles like Wormwood, The Leviathan Chronicles, We're Alive and The Heavenfield. They're the best because they bring imagination to life. This audio drama, taken from Joe Hill and Gabriel Rodriguez's comic book with the same name has created a story like none I've ever read or listened to! The story, Locke and Key, is about a mysterious collection of keys that have been entrusted to the Locke family. The only issue is that if you're an unsuspecting adult or simply a non-believer in the magical realm, you can't see the affects of the keys. Enter Body, Kenzie and Tyler: their father's been killed by a crazed teen (Sam) who'd been instructed by an evil entity trapped in a well on the Locke property. when Tyler, Kenzie and Body are moved to Locke House by their mother, who's alcoholic and distraught at the loss of her spouse (and killed Sam's accomplice). All around the house are these keys that unlock magical doors. One can open a closet that repairs anything that's been broken. Another can open a closet that takes you into a ghostly realm, where you can see any and everyone, but they can not see you. Then there's the ever favorite, the Head Key. It unlocks your head, allowing you to stuff the cavity with anything you want. If you wish to become a master of fencing, stuff a book on fencing in there. If you want to know anything about history, stuff a history book in there- it's okay! Yeah, it's cool, but someone's looking for a special key and is willing to kill for it. Even if it means killing the Locke's to get it.

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