



Crown of Shadows

Joe Hill , Gabriel Rodríguez (Artist)

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The dead plot against the living, the darkness closes in on Keyhouse, and a woman is shattered beyond repair, in the third storyline of the Eisner-nominated series, *Locke & Key!* Dodge continues his relentless quest to find the key to the black door, and raises an army of shadows to wipe out anyone who might get in his way. Surrounded and outnumbered, the Locke children find themselves fighting a desperate battle, all alone, in a world where the night itself has become their enemy.

Crown of Shadows Details

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Author : Joe Hill , Gabriel Rodríguez (Artist)

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Download and Read Free Online Crown of Shadows Joe Hill , Gabriel Rodríguez (Artist)

From Reader Review Crown of Shadows for online ebook

Sarah says

Really good volume :)

Andrew says

And so its about time I return to the Locke family and more especially the children and see what is going on in Lovecraft county.

I read the first two volumes to this amazing series some time ago - and for various reasons (including the fact lots of other books turned up to distract me) I never got to complete the series. Well here I am ready to face the challenge - the problem is that what can you say when obviously this is the mid point in an on going series with a tightly written storyline.

Dilemas aside the art work and plot are still as tense and crisp as the first instalment and okay I will be the first to admit I am a graphic novel novice- but to me continuity is key. Knowing that from one book to the next even though they may represent months and months of individual releases the is a sense of familiarity running through it all (I remember reading the Gunslinger and being caught out more than few times).

So what happens - well thats a tricky one without giving things away but each time I read it - and yes i have gone through it a couple of times I find something new in. I think that is one of the things I love about some of these books - there are layers which you can peel away and find something new, an in-joke, a hidden reference, a homage to another story they are all there for the discovery, and even though you can rip through a graphic novel in a fraction of the time to read a novel you can still go back and spend as long as you want exploring.

Kristijan says

Prosto obožavam ovaj serijal...

Drago mi je što je Nina dobila malo više prostora :)

Moj naklon i Džou Hilu za maestralnu priču i izuzetne ideje i Gabrijelu Rodrigezu za fenomenalne crteže!!!

Will M. says

Out of the three volumes this is probably the best one yet. The plot just keeps getting better. I've finally learned to truly appreciate the different powers of the keys. The two latest keys were nothing but fantastic. I honestly want all of them for myself. Especially the key with the head thing. I don't want to spoil anything, so I'm not going to talk about the powers anymore.

The characters got even better now. I'm liking everyone but the villain, Luke. He's an annoying piece of shit to be honest. The mother is an alcoholic who can't seem to take care of her family anymore. Everything is

consistent from the beginning. Joe Hill can fucking write. He doesn't need his dad's popularity for him to be a successful writer because i believe this series proves his talent. I'm currently reading his novel, NOS4R2 and hopefully I'd enjoy that too.

4.5/5 stars. I have a huge feeling one of the next ones would finally receive a 5 from me. Damn it this one almost did, but it needed a bit more. I've read the first 3 volumes in one day, and I just can't stop. I'll be reading the rest tomorrow.

Chad says

Man oh man, is this series fantastic. Jamal and Scot are hilarious. I want to be friends with these two. The family is really falling apart, mainly due to Mama Locke falling into alcoholism. But with her out of the way, we get this fantastic arc with the Locke kids battling the crown of shadows. Rodriguez shows just how talented he is with all these diverse shadow creatures. He's created quite a menagerie. Then when Tyler breaks out the giant key, I was amazed at those full page panels. That was quite the slobberknocker. Time to break out volume 4. So glad I decided to reread these for Halloween.

destiny ? [howling libraries] says

I think this may have been my favorite *Locke & Key* volume so far. There's been such a solid well of character development built up in the last two volumes that this one was capable of playing off of nonstop action without feeling rushed or lacking. As usual, the artwork is beautiful and the writing is Joe's typical bizarre, creepy, delightful style.

In volume 3, Dodge is determined to find the Omega Key, and raises an army of shadows to fight the poor Bode children, who are realizing that the stakes are steadily increasing. Sharks are circling them fast, and blood is in the water.

Series content warning: violence, sexual assault, homophobia, racism, sexism, ableism. All negative views are challenged by the text, but are very present.

mark monday says

ooooo... the eeriest of the eerie, *The Crown of Shadows!* and what exactly is a crown of shadows? well, the wearer of this fell crown becomes the Dread Lord of All Shadows. and what exactly does that mean? well, shadows become solid and are now at your beck & call - to dance, to fight, to search for magic keys, to battle man and woman (and poor little children and headstrong teenagers as well), to wreak havoc and to bring down terror amongst your enemies. i want one! i can think of a lot of things i could accomplish with this nifty crown. besides, i grow tired of this crown of thorns.

dark, devious, delicate, occasionally despairing, often delightful... this fourth installment in the Locke and Key series is yet more imaginative, high-quality adventure. kudos, creators! this series is surely one of the finest achievements in graphic novels birthed in the new millenium. the art is typically splendid - vivid,

beautifully colored, often happily surprising. the sight of a giant-sized Tyler opening up the Key House like it was a dollhouse - opening it up *from the inside* - was worth the price of admission. just as well-done: a marvelous opening battle between two swirling ghosts (with two very different agendas).

Joe Hill's writing remains top-notch. this volume has less characterization than previous volumes and often feels like a non-stop whirl of action. all of that is accomplished perfectly. but he remains a writer of depth; in between and during the adventures, we see Kinsey continue to form tangible, supportive, rather off-beat friendships and we continue to see the impact of her literal removal of the ability to feel either fear or sadness. rather a mixed bag, that. we also see the drunken mother... remain a drunken mother. not a whole lot of wish fulfillment there. the mother is sympathetic, sad, pathetic, and monstrous - all at once. good job on that, Hill.

so yes: Volume 3 is great. a great series! no complaints.

Calista says

This series gets better and better. 3 more keys have been discovered in this book alone. The whole family is in on the finding of them now. They still seem to be losing against the villain who seems to be winning. This book is so creative and unexpected. I have no clue where its going and I am happy to ride with them where ever.

The art is continued and does a great job. They have the characters down.

I am excited to see what is going to happen next. I like IDW publishing, at least this book. I want to check out some more.

Raeleen Lemay says

As good as ever ?

WOWEEE. These just keep getting better and better with each volume! And of course now that there's a huge cliffhanger I have to wait for the next volumes to be ready at the library...

Anne says

Re-read 2015

Thank you Danny Boy for the opportunity to look this one over again.

Yep. Still good stuff.

Intense, dark, and (minus the paranormal twist) a very realistic look at a family crumbling under the weight of a tragedy. And the older I get the more I can sympathize with Nina and her struggles. Fantastic job, Mr. Hill!

Original review 2012

Crown of Shadows is yet another awesome installment in this series. Joe Hill is at the top of his game telling the story of this family, and Rodriguez is quickly shooting to the top of my list as the illustrator.

This one deals with horror from the paranormal, and horror from personal crisis. The mother, Nina, is sinking quickly into alcoholism to cope with the tragedy that took her husband. Naturally, her problems are seeping into the children's lives. While you want to hate Nina for what she is doing, you can't. Hill has made her a three-dimensional character, and you can't help but feel an amount of sympathy for a woman *that* broken.

Zach is still lurking in the *shadows*.

Literally, now that he has the Shadow Key. He's carved out a place in each of the children's' lives, and is desperately searching for...*what*? Each Key he gets puts him closer to whatever endgame Hill has waiting for us. And personally, I can't wait to see what it is!

Algernon says

[9/10]

The Dreams and Ideas of Free Men are as an Army of Shadows, and as impossible to strike down ...

So says Colonel Adam Crais, a hero of the American Revolution whose statue guards the grounds of the school where the Locke kids go in Lovecraft, Massachusetts. The quote is well chosen to define the turning moment in the comic book series written by Joe Hill and brilliantly illustrated by Gabriel Rodriguez. Because in this third album, the Locke kids start to fight back against their hidden enemy who hunts them mercilessly in their own home – the ancestral family mansion called the keyhouse.

A place of shadows and secrets, where unlikely keys make the impossible possible. Grown-ups can't see the magic that surrounds them in keyhouse. Usually...

The army of shadows is also a literal one, unleashed by Dodge with the help of another magical key and a crown that allows him/her to command darkness. The best single issue so far is number five - "Light of Day" - where a battle between giants fills several full page panels. Great characters, amazing creativity and graphic skills are the ingredients that once again ensure a memorable experience for the readers.

To the panoply of keys discovered in the previous two albums we can now add the ones that unlock shadows, one I dubbed the Gulliver trick and a last one I like to call the Asklepio key. The last one gives the author an opportunity to showcase another adult character study, to balance the world as seen through the eyes of the Locke kids. In this case the protagonist of the last issue is Nina Locke, whose only way to cope with her trauma so far is to find refuge in the numbness provided by alcohol.

The story arc ends with a huge cliffhanger, promising an even scarier and thrilling experience for the next issue. One that is already waiting for me by the bedside. I guess I'm lucky to be able to read this stuff without having nightmares afterwards .

Sam Quixote says

Three volumes in and Locke & Key's story remains largely unchanged. The Locke kids – Tyler, Kinsey and Bode – continue to grieve over their murdered father, their mother's still drinking heavily, and Zack Wells/Dodge/whatever its name is in this book, is doing more dastardly things. This time he's looking for the black key... to do something, probably evil! Kinsey goes to a cave, following her dad's footsteps as a teen, and more magic keys appear in the Lockes' cartoonishly gothic mansion, Keyhouse!

Despite stretching his near-static plot still further, Joe Hill's script for Crown of Shadows makes this the best book in the series for me – though that's not saying much as I didn't like the first two very much at all! Kinsey and her friends' excursion to the seaside cave was pretty good and filled with unpredictable menace and mystery (though the payoff is weak).

And while Zack Wells' attack on the kids in the third act was eye-rollingly incompetent, it was drawn really well by Gabriel Rodriguez, whose artwork I'm slowly warming to. I liked the way that fight section was divided into a panel per page, similar to the Superman/Doomsday fight in *The Death of Superman*. The epilogue was fun too, in a nod perhaps towards Hill's dad's novel *Pet Sematary*.

There are still problems. The widow Locke's alcoholism is getting very tiresome by this third book. She's written as the stereotypical alcoholic and her clashes with Kinsey are melodramatic and corny. I want her to do something other than drink and cry over her dead husband – anything! And don't tell me that that's a realistic depiction of a drunk, I'm hardly looking for realism in a series where keys literally open up gaping holes in peoples' heads and you can physically pluck out emotions!

The way some keys work is again annoying. Tyler and Bode discover a new giant key that, yup, makes you giant – but how exactly does someone revert back from gigantism? Hill and Rodriguez conveniently ignore this issue. Again, I'm not looking for realism because oh ho ho it's magic you know, I'd just like to feel that the creators have thought through what they're doing beyond “wouldn't it be cool if...”. Oh yeah and nobody spots the giants except for a single kid. Fuuuuck you, Joe Hill!

Sam and Dodge's spirit fight at the start was plain retarded. How do spirits bleed? What are they bleeding? It's completely nonsensical.

Generally though, *Crown of Shadows* isn't bad. I'm still not seeing what the majority of readers love about *Locke & Key* but I'm slowly moving in that direction – assuming the series gets better. What does the Black Key open? For me, it's Volume 4 – onwards!

Kelly (and the Book Boar) says

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

This review is brought to you by the craaaaaaaaazy cat lady . . .

Crown of Shadows picks up right where *Head Games* ended. With their mother spiraling further into alcoholism and depression, the kids are on their own. And when one of said kids has decided to remove all fear from her brain, things have the potential of getting a bit dangerous . . .

Throw into the mix more shenanigans from Dodge and his desperate attempts to find the key to the black door. Those dang keys . . .

Speaking of keys. The Shadow Key ain't something to f*&^ around with, kids. You better make sure you have an army of shadow-battling minions at the ready . . .

Either that or find yourself one of those biggun' keys . . . I mean the Giant Key . . .

As always, the artwork was phenomenal and the story just keeps getting darker and more exciting. Volume 4, here I come!

There Jeff. I read a damn graphic novel. Happy now?

Becky says

I admit that I was a little concerned that I might have lost the thread of this story and that just picking up with Volume 3 might be a bad decision. It's been a year and a half since I read Welcome to Lovecraft and Head Games back to back, after all. But, while it certainly wouldn't have been a sacrifice or anything to re-read Volumes 1 & 2, it wasn't necessary in the end.

True, this volume picks up right where the last one left off, but there's enough history in the story and the context to make it feel seamless, even though it took me far too long to get back to this series.

And it's so good. I'm very tempted to just keep reading them and finish out the series. This is getting darker (hard to imagine since it started out so raw and emotionally powerful) and it's taking on a more urgent tone. The spirits are getting restless, as they say. The chaos in the Locke family is bad enough as it is, alcoholic mom grieving and losing herself in the bottle, and the kids grieving and struggling to take up her slack while still trying to live their own lives, but add in that they have the added responsibility prevent the keys from falling into the wrong hands, and the forces against them are getting stronger and more ruthless. All this while also somehow keeping mom in the dark about what the keys actually are and can do. Though, the one she discovers at the end is kind of heartbreaking, and I feel for her. Her need and desperation is palpable - she just wants her life and family to be whole again.

The artwork is again amazing. In chapter 5, there's a section of about 8-10 pages that is just pure art - no dialogue - depicting a fight scene, and the movement and force of those images is enough to carry the story along. Nothing needs to be said, because the pictures say it all. This is one of my favorite things about graphic novels, and these ones in particular, because the artwork is so well done, and so evocative, that minimal dialogue is needed to get the point across.

Still, the writing is amazing as well, and works hand in hand with the art to tell the full story. Joe Hill is one of my favorite authors because, like his dad, he can create history and depth of character with just a few

words. It's magic.

Edward Lorn says

This is easily my favorite volume so far. The comedy's on point. The artwork is the best it's been. The ending had me on the verge of tears. The action was gnarly and super fun. And the shadow monsters were fuckin epic.

This is the moment I fell in love with this series. Dig it.
