

# my LITTLE PONY MAGIC

LET'S  
PLAY A  
GAME!



*Anderson Price Breckel*

ANDERSON • PRICE • BRECKEL





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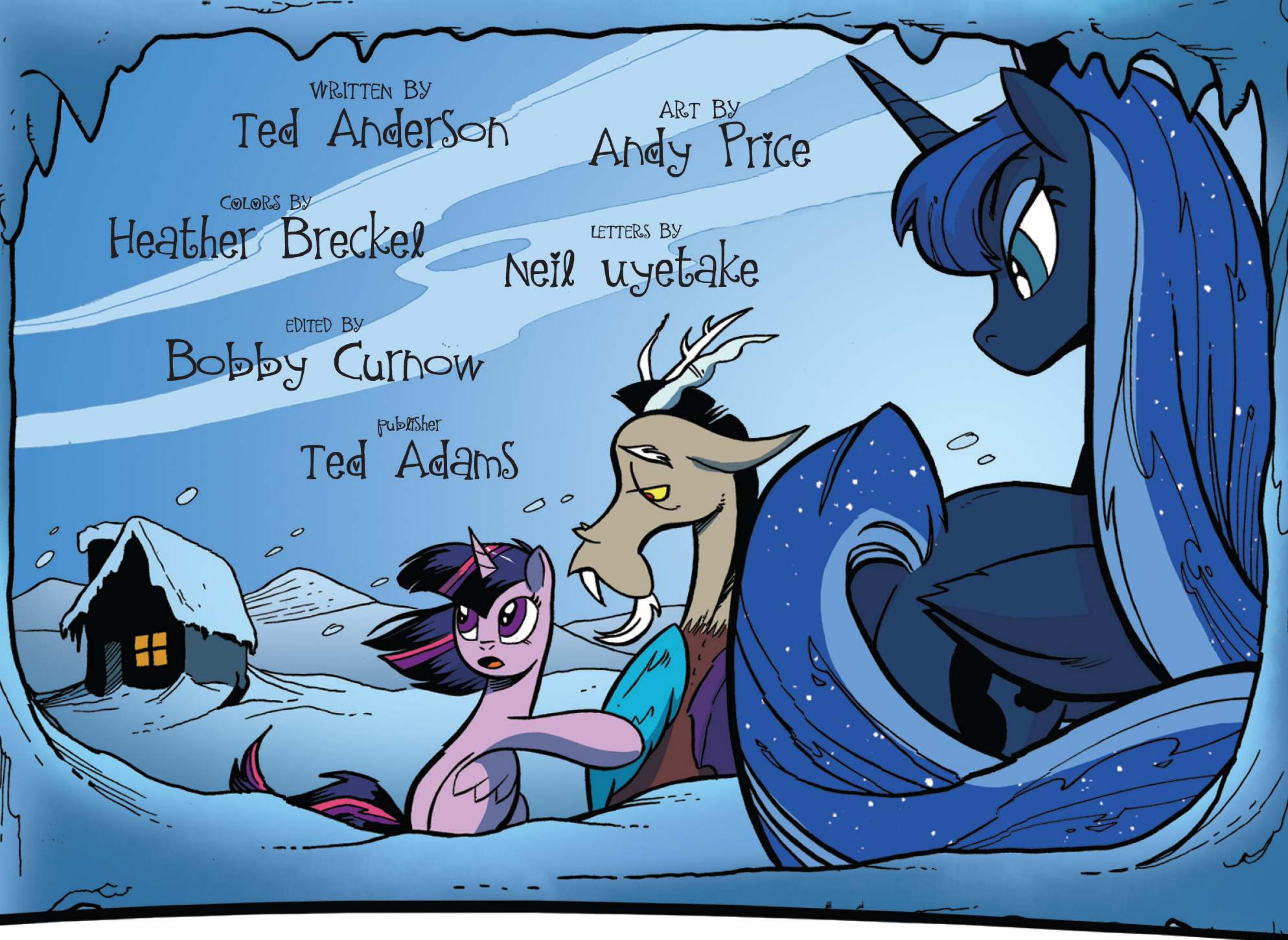
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WE JOIN OUR HEROES IN CANTERLOT CASTLE—

—WHERE *ACCORD*, THE ORDER-OBSSESSED OPPOSITE OF THE CHAOTIC *DISCORD*—

—IS HYPNOTIZING PONIES INTO OBEYING HIS EVERY WHIM!

# ACCORD

PART THE SECOND: IN ALL CHAOS THERE IS A COSMOS, IN ALL DISORDER A SECRET ORDER.







IF ACCORD'S  
MAGIC IS  
SPREADING—

—ALL OF  
CANTERLOT IS  
IN DANGER!

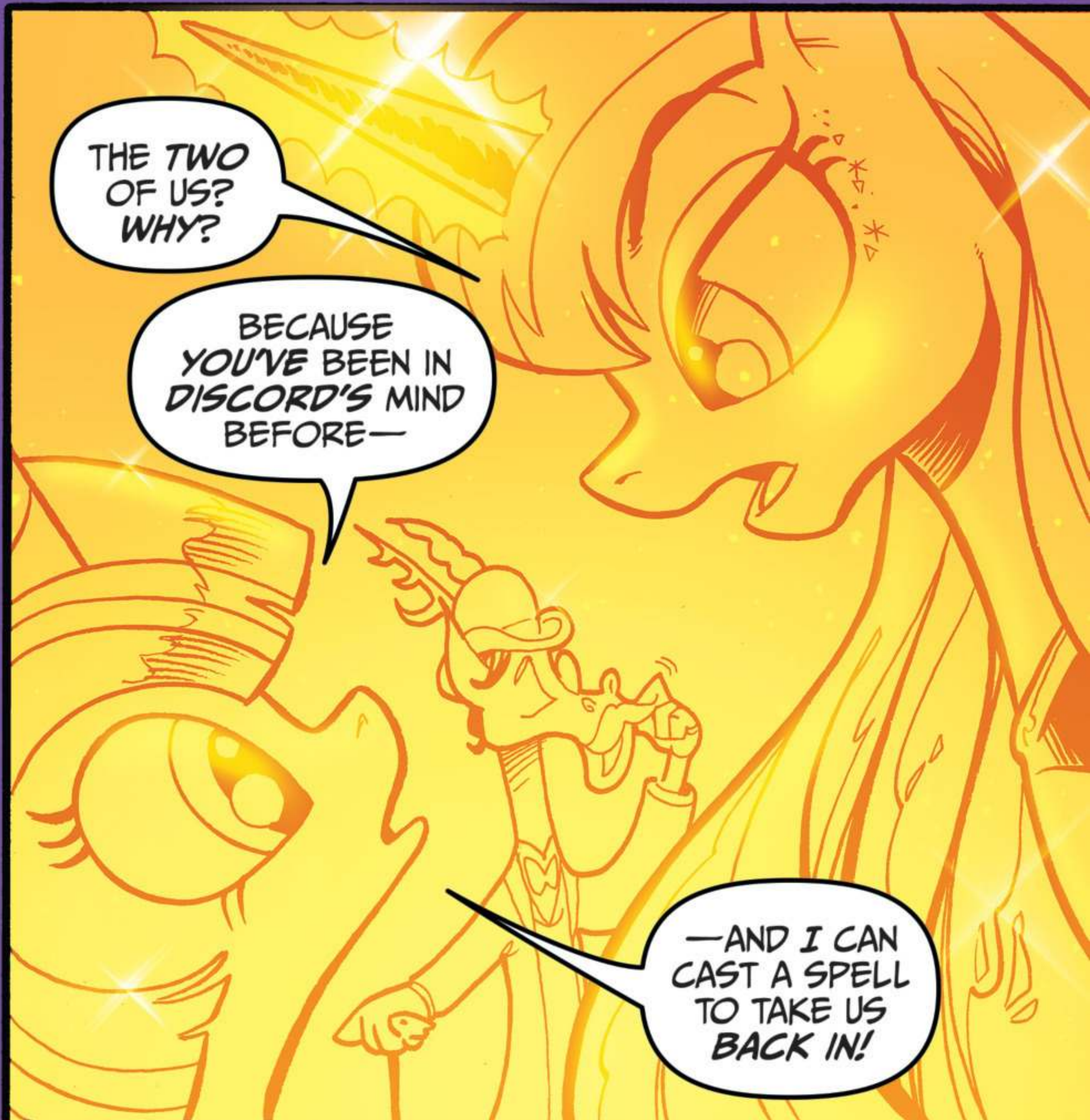
PERHAPS  
ALL OF  
EQUESTRIA!



PRINCESS  
CELESTIA,  
EVERYPONY—

—PLEASE  
GET READY  
TO EVACUATE  
CANTERLOT.

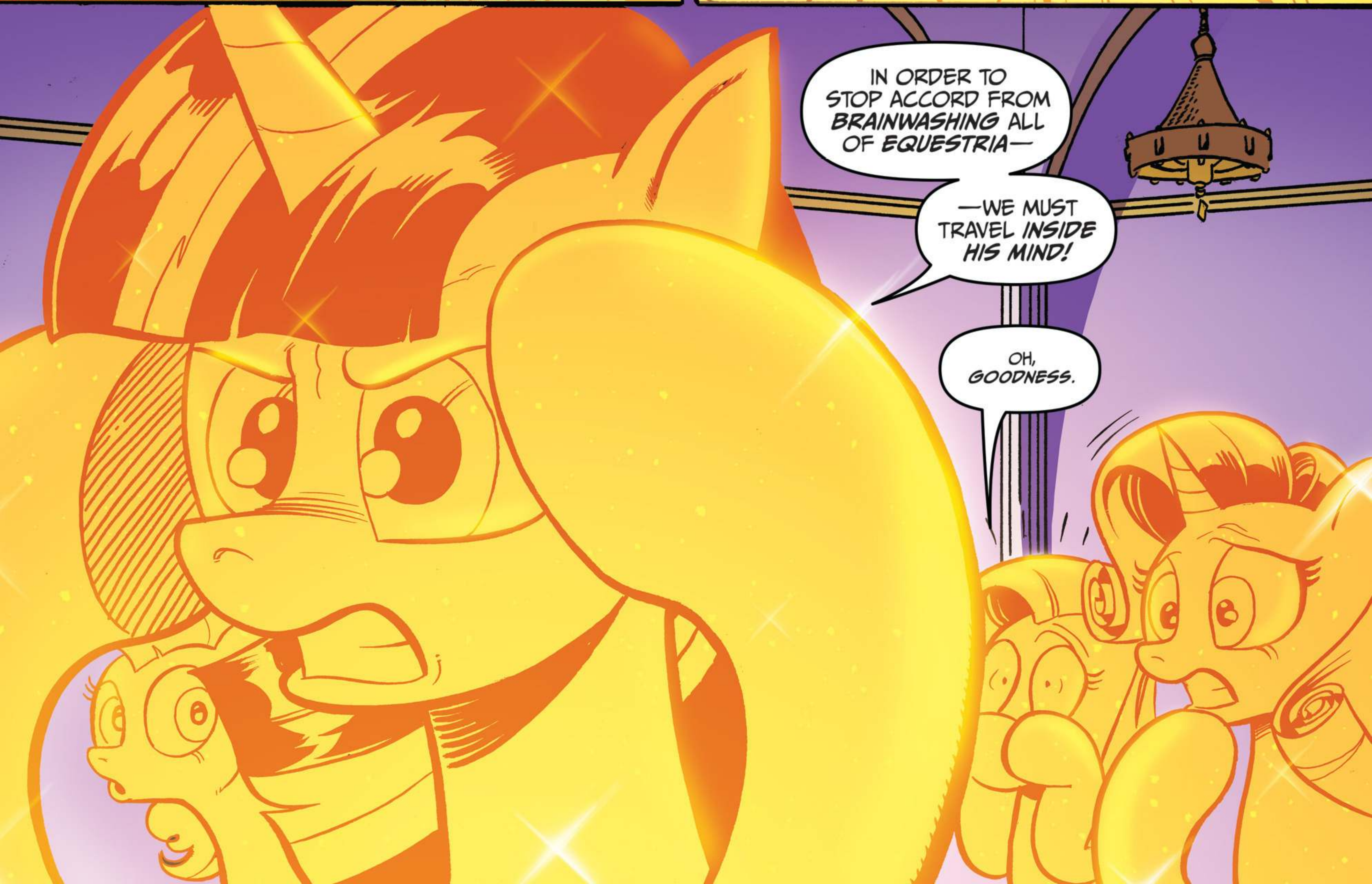
PRINCESS  
LUNA, YOU AND  
I NEED TO  
CONFRONT  
ACCORD.



THE TWO  
OF US?  
WHY?

BECAUSE  
YOU'VE BEEN IN  
DISCORD'S MIND  
BEFORE—

—AND I CAN  
CAST A SPELL  
TO TAKE US  
BACK IN!



IN ORDER TO  
STOP ACCORD FROM  
BRAINWASHING ALL  
OF EQUESTRIA—

—WE MUST  
TRAVEL INSIDE  
HIS MIND!

OH,  
GOODNESS.

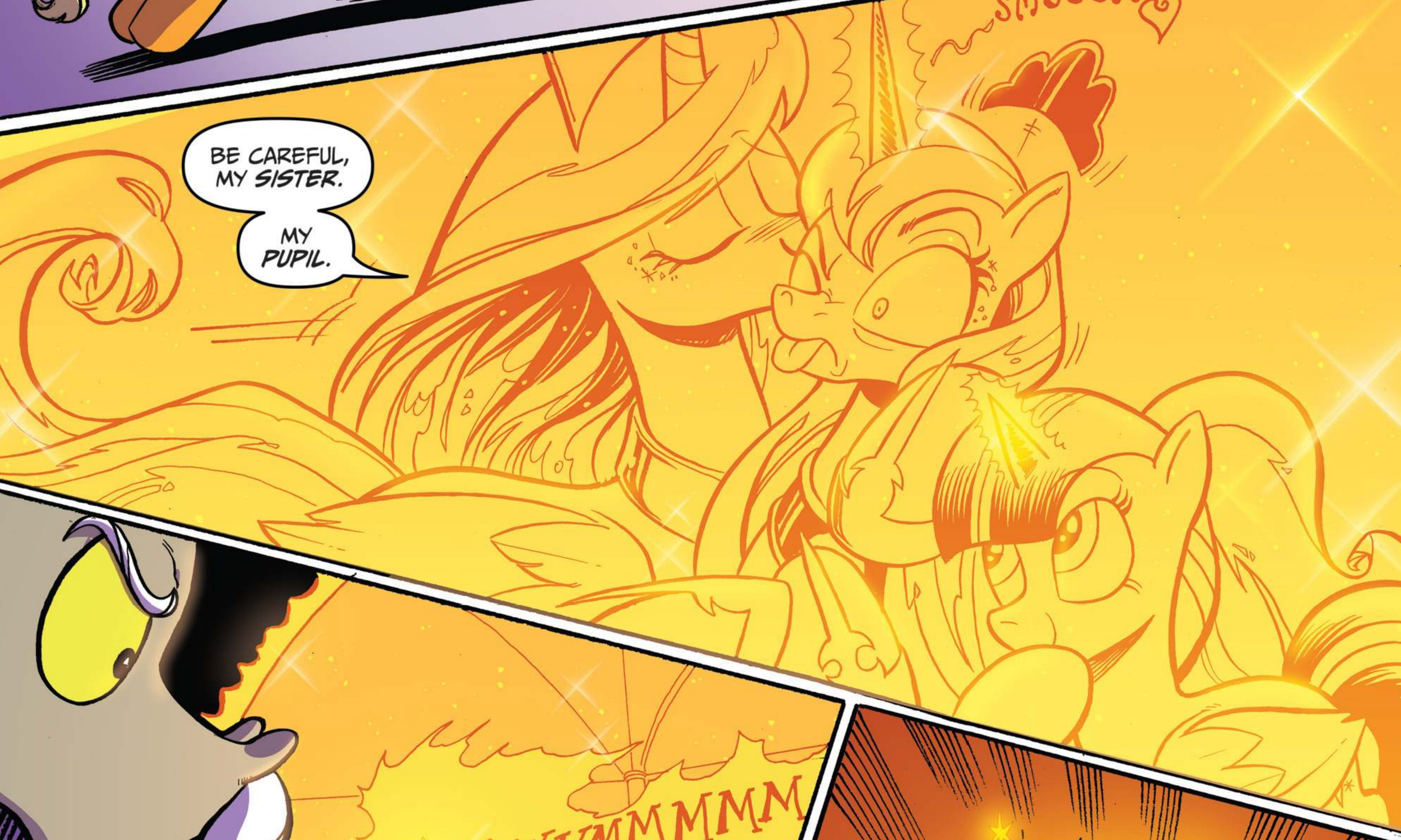




DO WHAT YOU CAN, TWILIGHT—  
—BUT IF IT DON'T WORK, WE'LL BE READY TO EVACUATE THE CITY!

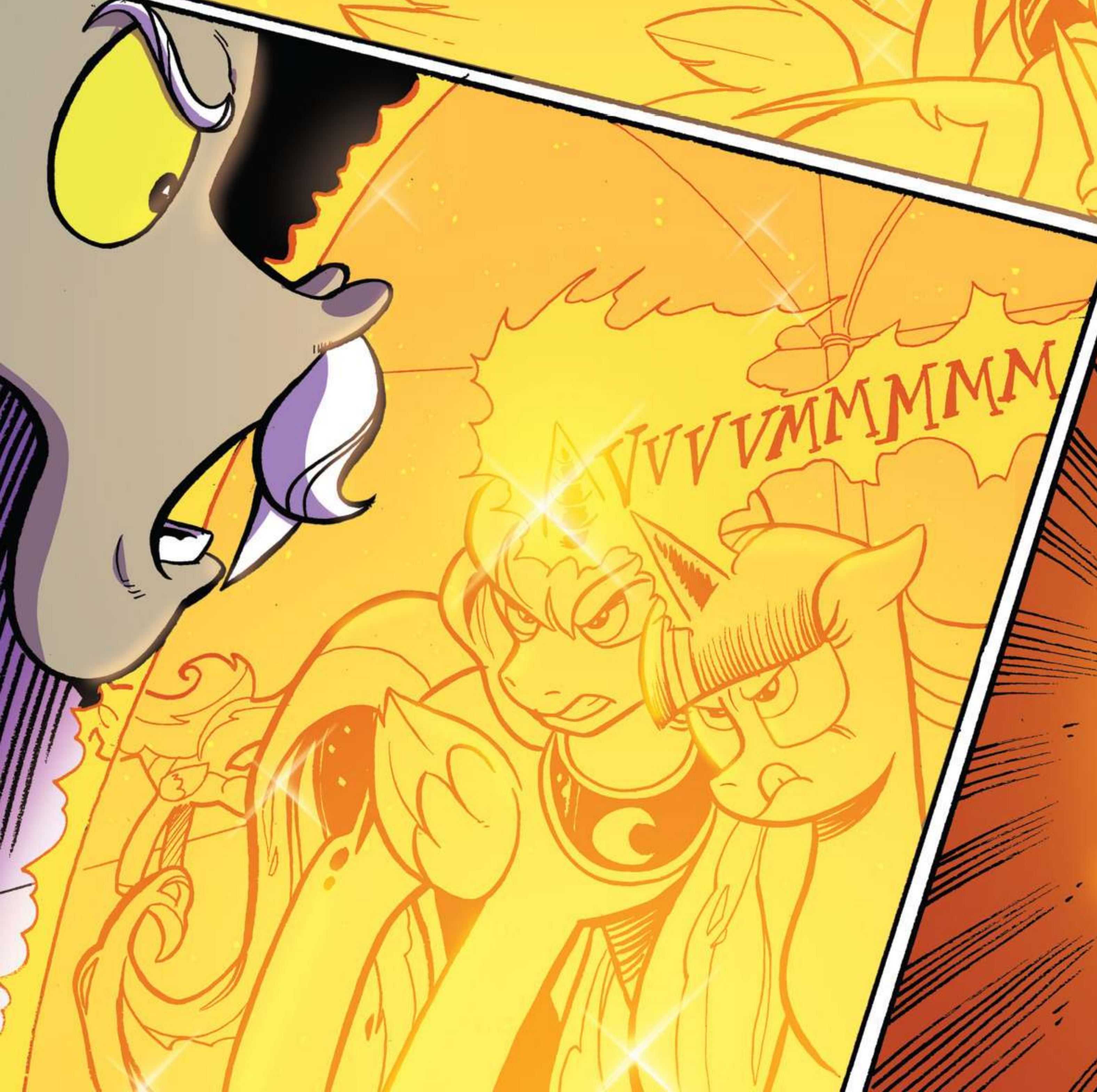
GOOD LUCK, PRINCESSES!

SMOOCH ♡



BE CAREFUL, MY SISTER.

MY PUPIL.



VVVVMMMMMM



SHING!



BY THE STARS!

I—IT WORKED!

I THINK.

ACCORD'S MIND IS INDEED VERY DIFFERENT FROM DISCORD'S...

WHATEVER HAPPENED TO HIM HAS CHANGED HIM JUST AS THOROUGHLY INSIDE AS OUT!

I'LL SAY...

WE STILL DON'T KNOW *WHAT*, EXACTLY, CAUSED HIM TO TURN INTO ACCORD.

THE MAGIC OF THE COSMIC CONVERGENCE WAS PART OF IT, BUT...

PERHAPS THERE WAS A *SPELL* INVOLVED, TOO?

DID SOMEONY WANT TO CHANGE HIM?

AND IF SO—WHY?

Voff!





# AAAH!

PRINCESS LUNA!

CAN YOU HEAR ME?

WHAT HAPPENED?

OOH, THIS IS A TERRIBLE IDEA...

OOOF!

ZOOOM!

GAH!

OWIE!

AIIEE!

OOOH!

EEEEK!

YAAH!

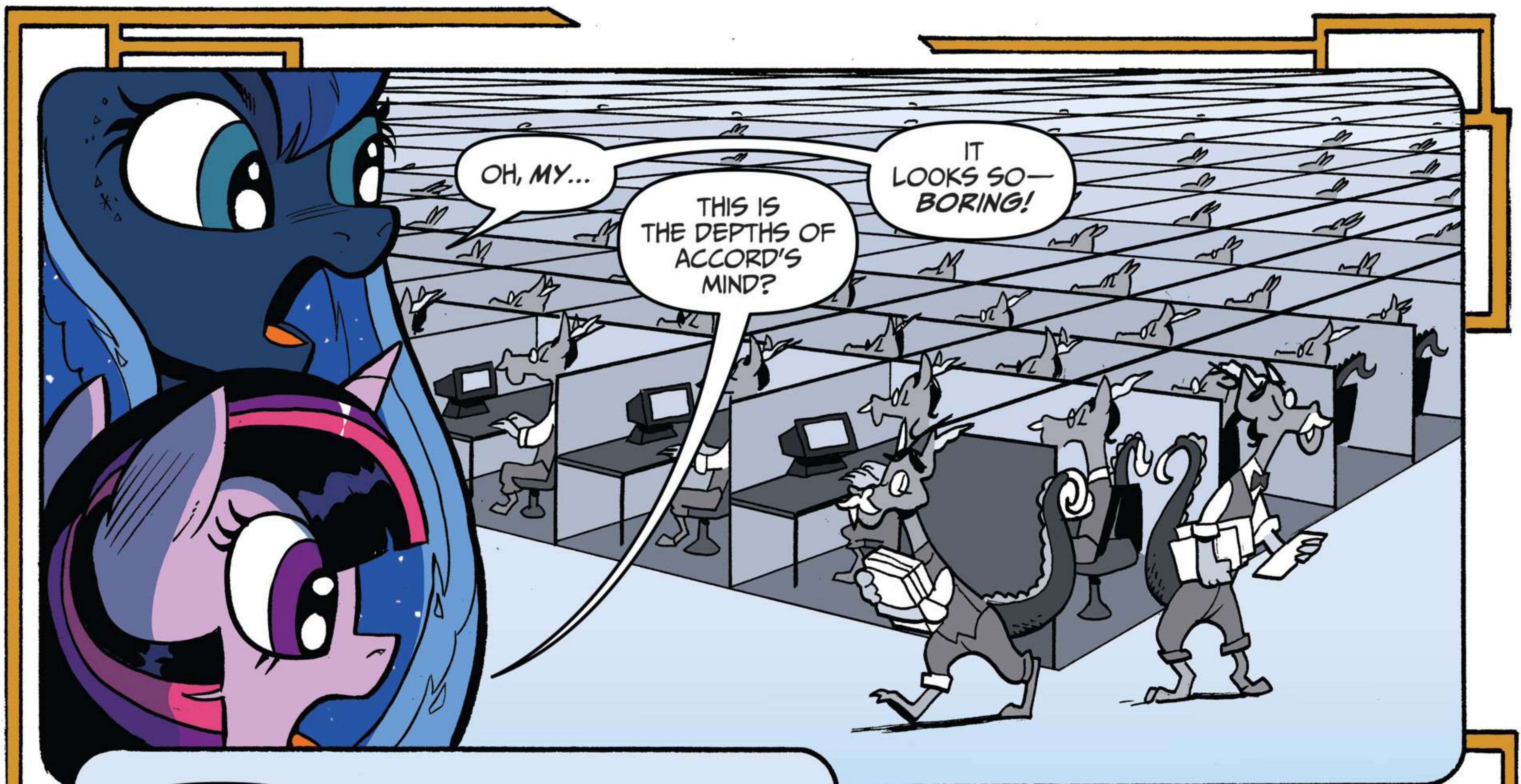
YOWL!

OOF!

THE OFFICES OF  
**ACCORD**  
KEEPING ORDER  
SINCE TUESDAY

UNH!





OH, MY...

THIS IS THE DEPTHS OF ACCORD'S MIND?

IT LOOKS SO—  
BORING!



MY WINGS  
AREN'T WORKING  
IN HERE!

NEITHER ARE  
MINE.

EXCUSE ME?  
SIR?

SORRY,  
NO TIME!



I DON'T THINK  
THEY WILL BE OF  
MUCH HELP.

THEN WE  
NEED TO GET  
EXPLORING—

—AND  
QUICKLY!



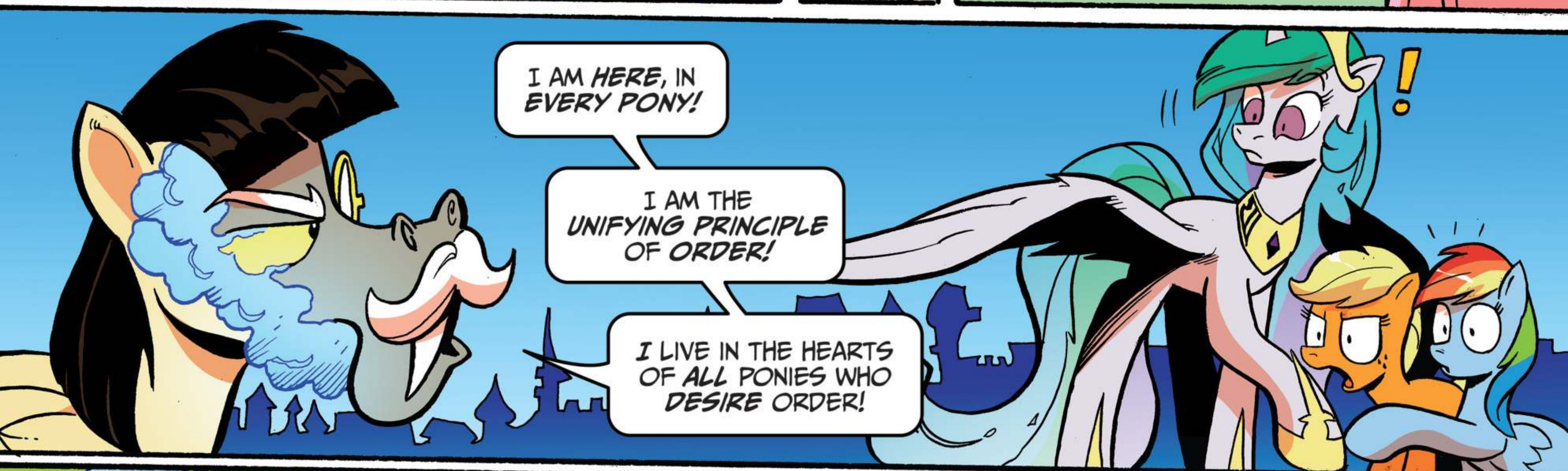
MEANWHILE, BACK  
IN CANTERLOT...

STAY  
TOGETHER,  
EVERYPONY!

OH, NO...

**GRR!**









THIS AIN'T ORDER!

YOU'RE JUST TAKIN' OVER PONIES' MINDS!

NOT RIGHT?

BUT WE ARE MERELY TRYING TO ACHIEVE THE SAME GOAL AS PRINCESS CELESTIA!

ACCORD, PLEASE! THIS ISN'T RIGHT!



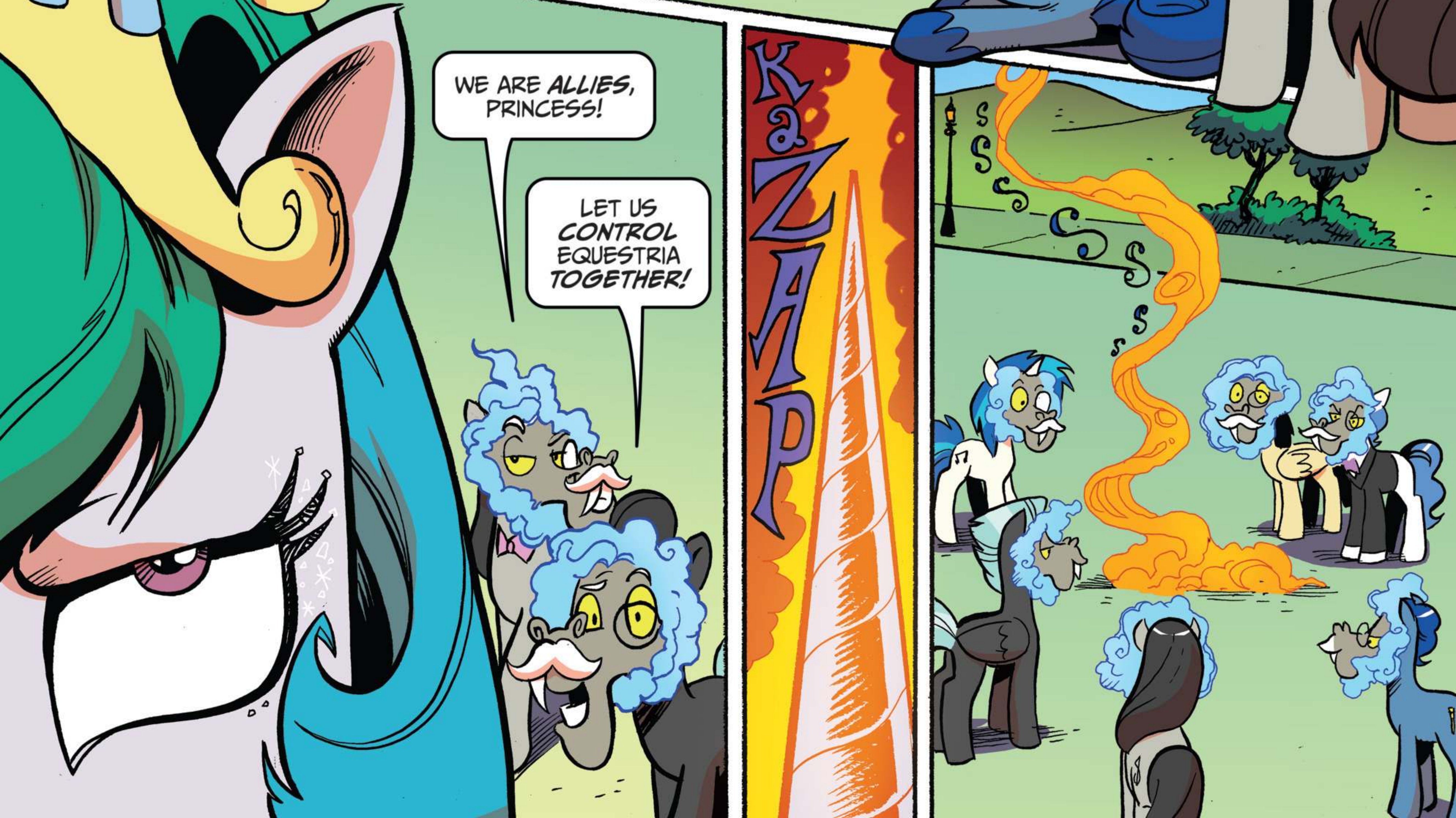
WAT.

YOU AND YOUR SISTER ARE TRYING TO BRING ORDER TO EQUESTRIA!

—YOU WERE TRYING TO DEFEAT CHAOS, WERE YOU NOT?

YOU WERE TRYING TO CREATE ORDER WHERE THERE WAS NONE!

AFTER ALL, WHEN YOU BATTLED DISCORD LONG AGO—



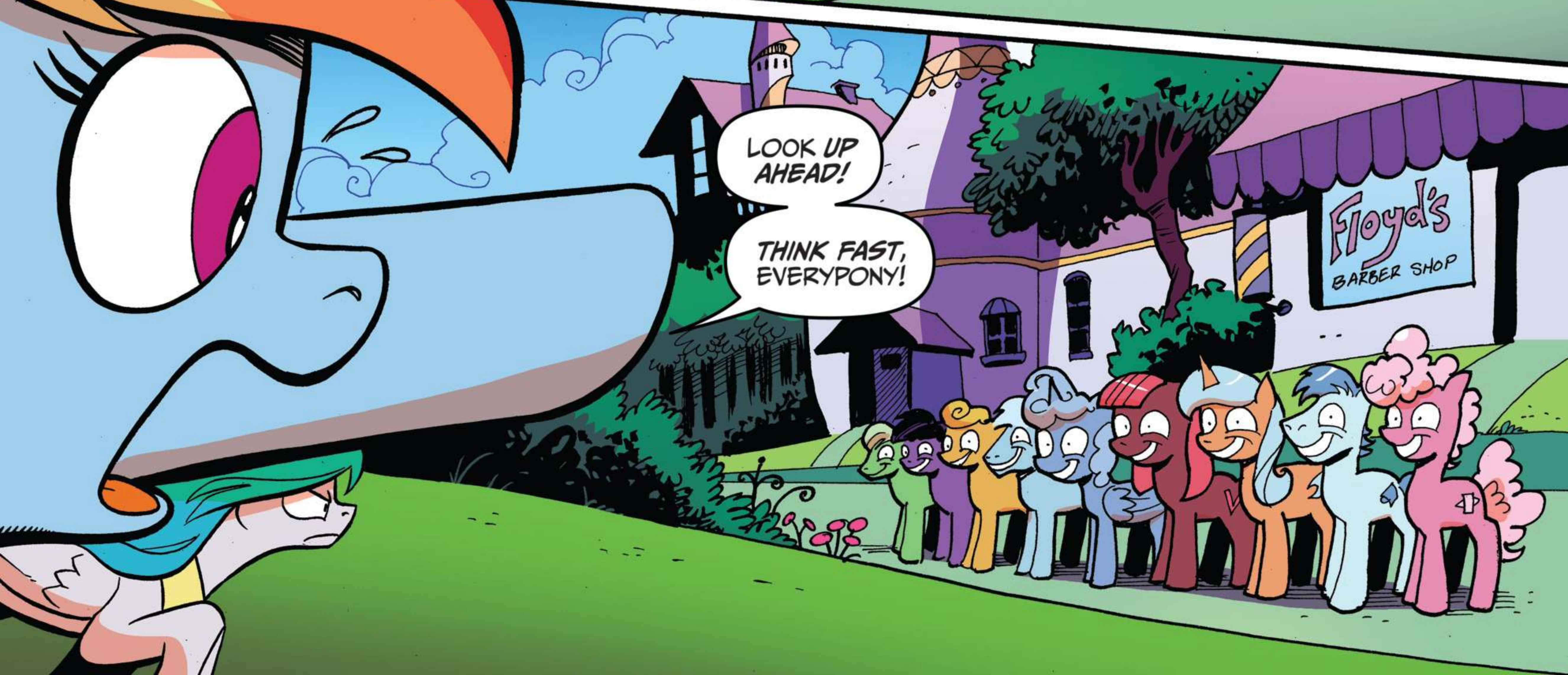
WE ARE ALLIES, PRINCESS!

LET US CONTROL EQUESTRIA TOGETHER!

KAZAP



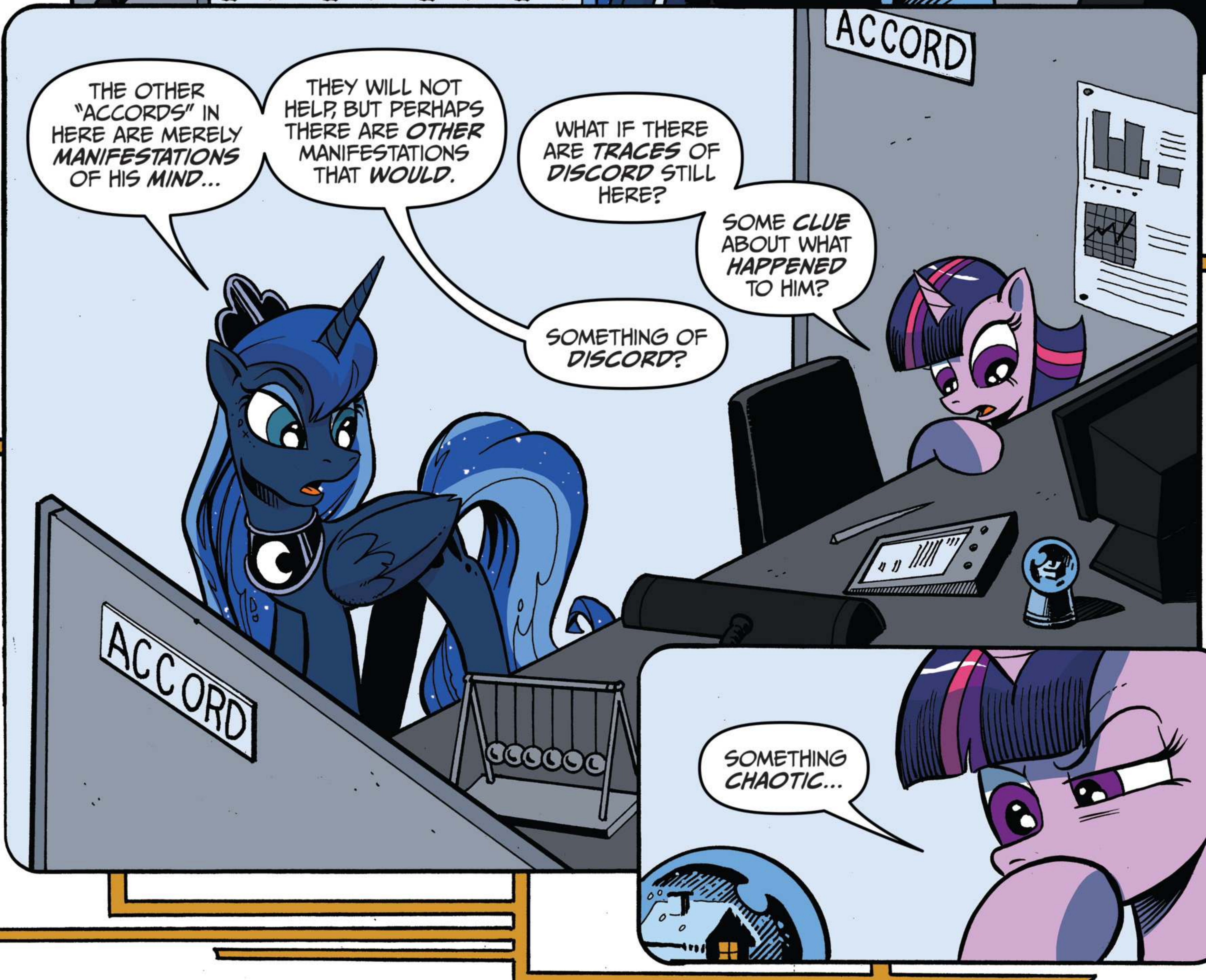














I THINK...

I THINK THERE'S SOMETHING IN HERE!

LOOK!

ROSEBUD

IF THIS IS DISCORD—

—THEN MAYBE HE CAN HELP US!

WAIT, TWILIGHT, DON'T—!

SMASH

GASP!

OH...





...HELLO,  
PRINCESSES.

**DISCORD!**

YOU'RE  
ALL RIGHT!

IT'S...  
GOOD TO  
SEE YOU...

WHAT'S  
GOING ON?

WHY  
ARE YOU  
IN *HERE*?

WHAT IS  
"*HERE*"?

THE LAST  
NON-ACCORD  
PART OF MY  
MIND...

...ALL  
THAT'S LEFT  
OF ME.

DISCORD, WHAT  
HAPPENED?

WHO  
CHANGED YOU  
INTO ACCORD?

"WHO  
CHANGED  
ME"?

WHY,  
TWILIGHT...

I CHANGED  
MYSELF.



"AT THE CONJUNCTION  
THAT NIGHT..."

"I REALIZED THAT  
MY STYLE OF  
WACKY ANTICS  
IS NEVER GOING  
TO FIT WITH YOU  
PONIES!"

"I REALIZED I WOULD  
NEVER FIT IN WITH YOU."

"SO PERHAPS..."

"...IT WAS TIME  
FOR A CHANGE."

"PERHAPS..."

"...A NEW ME WOULD  
DO BETTER."

OH,  
DISCORD...

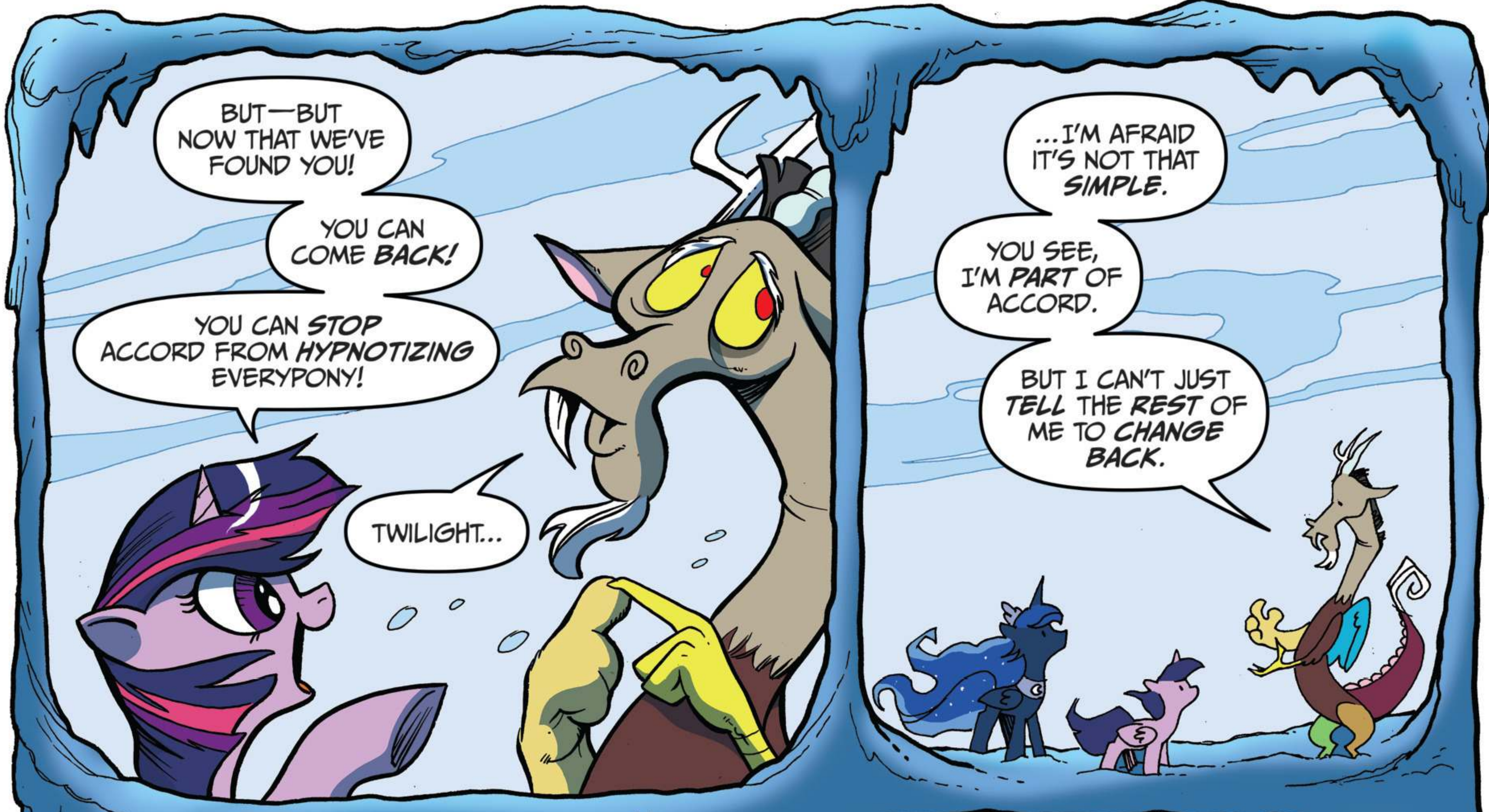
I'M SO  
SORRY.

WE SHOULD  
NEVER HAVE  
MADE YOU FEEL  
SO AWFUL.

IT'S ALL  
OUR FAULT.







BUT—BUT  
NOW THAT WE'VE  
FOUND YOU!

YOU CAN  
COME **BACK**!

YOU CAN **STOP**  
ACCORD FROM **HYPNOTIZING**  
EVERYPONY!

TWILIGHT...

...I'M AFRAID  
IT'S NOT THAT  
**SIMPLE**.

YOU SEE,  
I'M **PART OF**  
ACCORD.

BUT I CAN'T JUST  
**TELL THE REST OF**  
ME TO **CHANGE**  
**BACK**.



IF YOU CAN  
**CONVINCE** ACCORD  
TO BECOME **DISCORD**  
AGAIN—

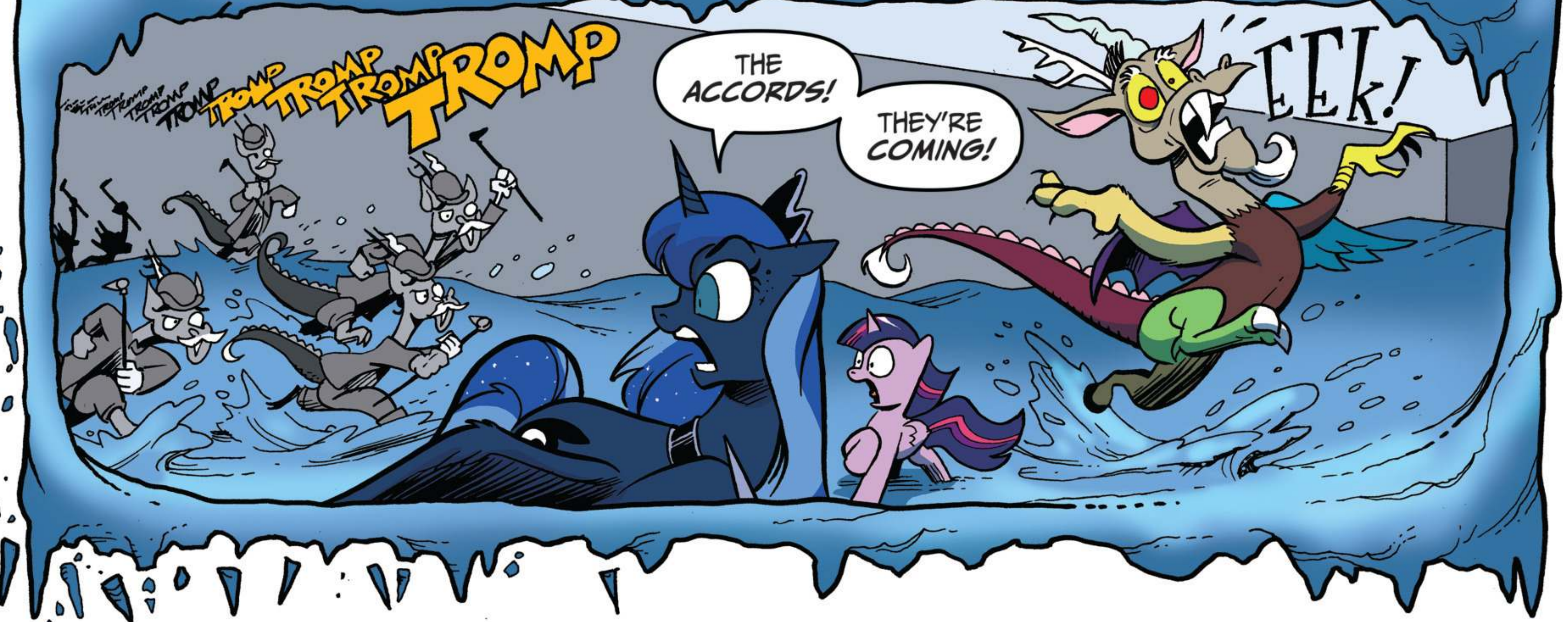
—THEN  
**MAYBE, JUST**  
**MAYBE—**

—HE **WILL**.

BUT YOU'LL  
NEED TO SPEAK  
WITH **ACCORD**, OUT  
IN THE **REAL**  
WORLD.

I WISH  
YOU **LUCK**, YOUR  
HIGHNESSES...

...AND I  
SUGGEST YOU  
**HURRY**.



THE  
**ACCORDS!**

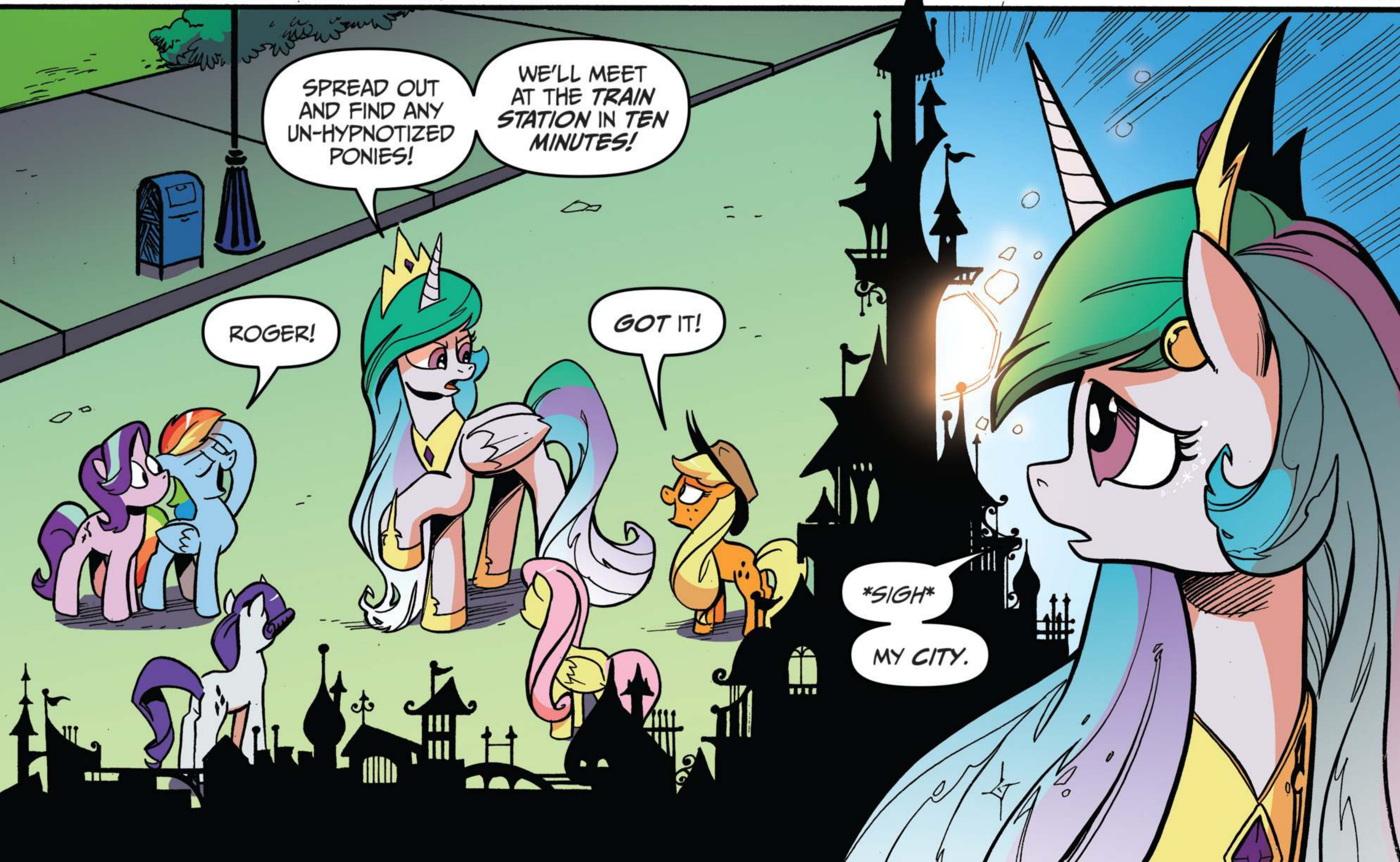
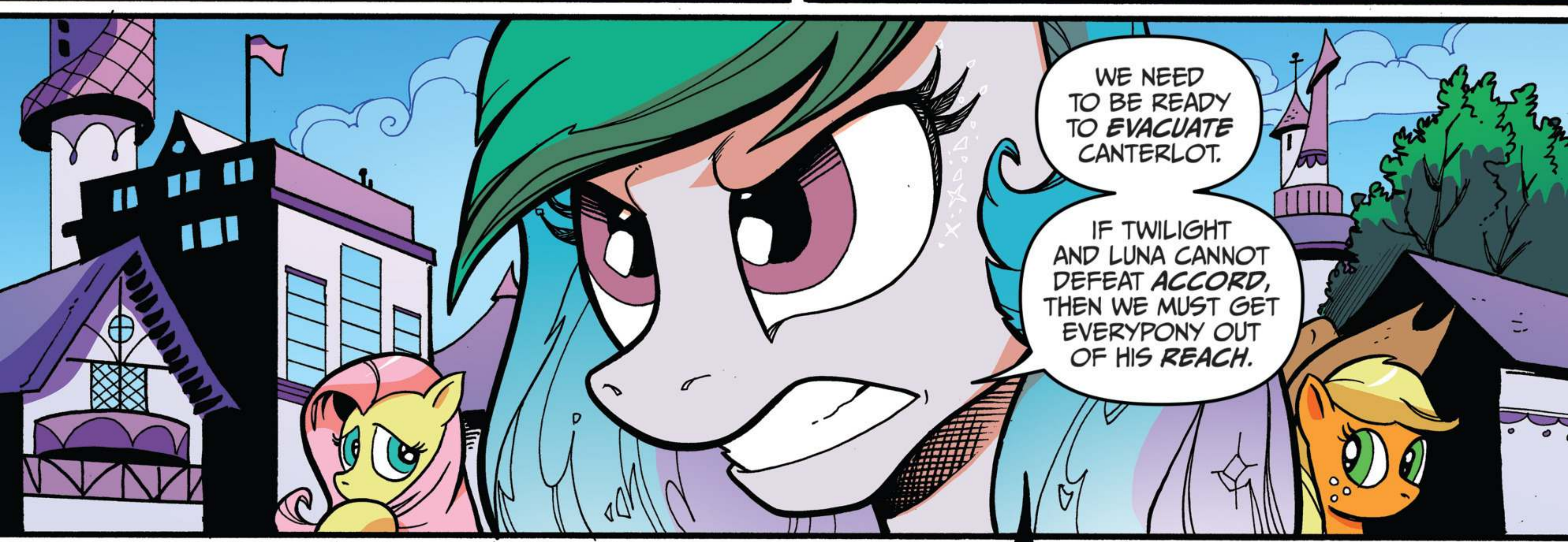
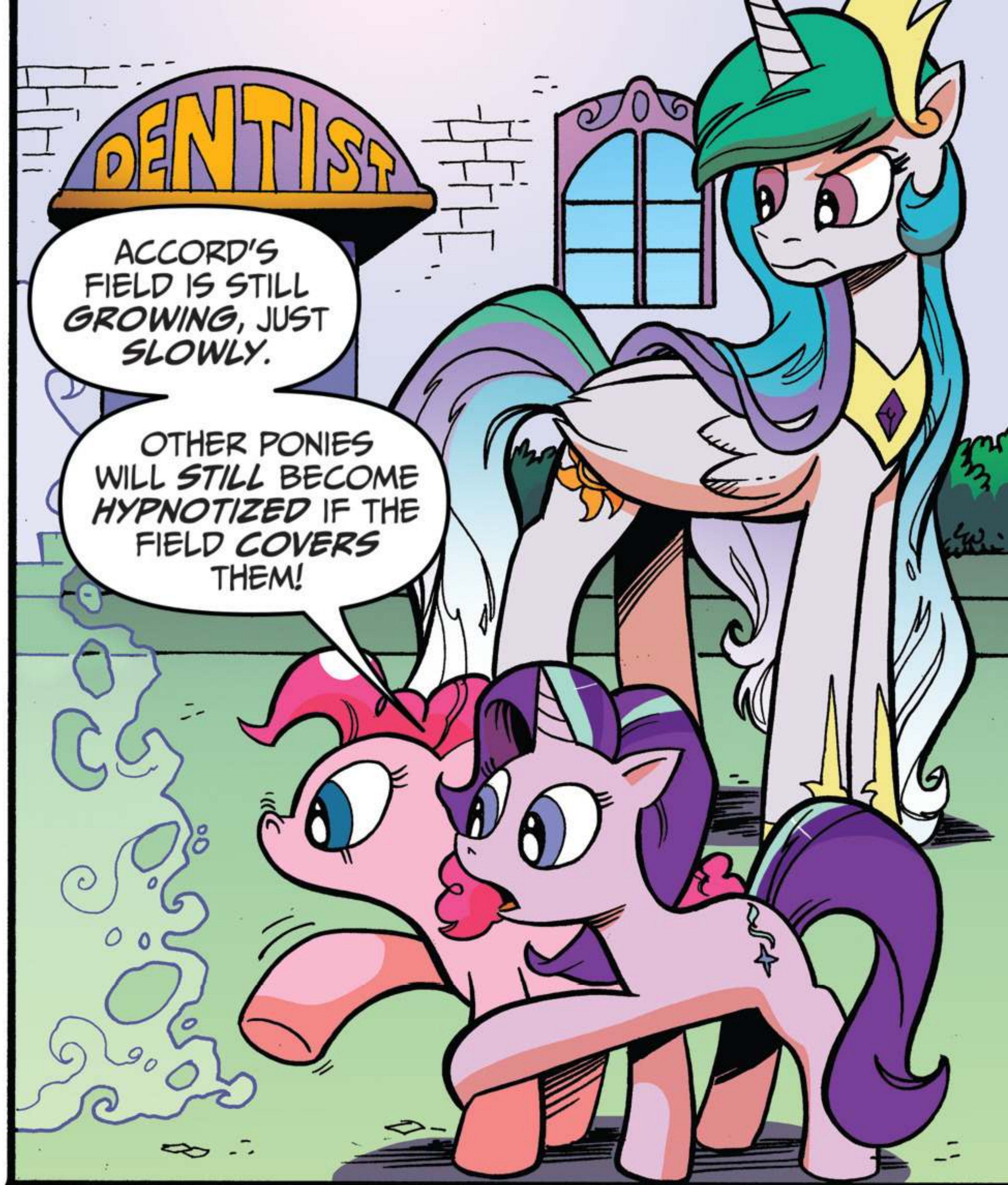
THEY'RE  
**COMING!**

**Eek!**

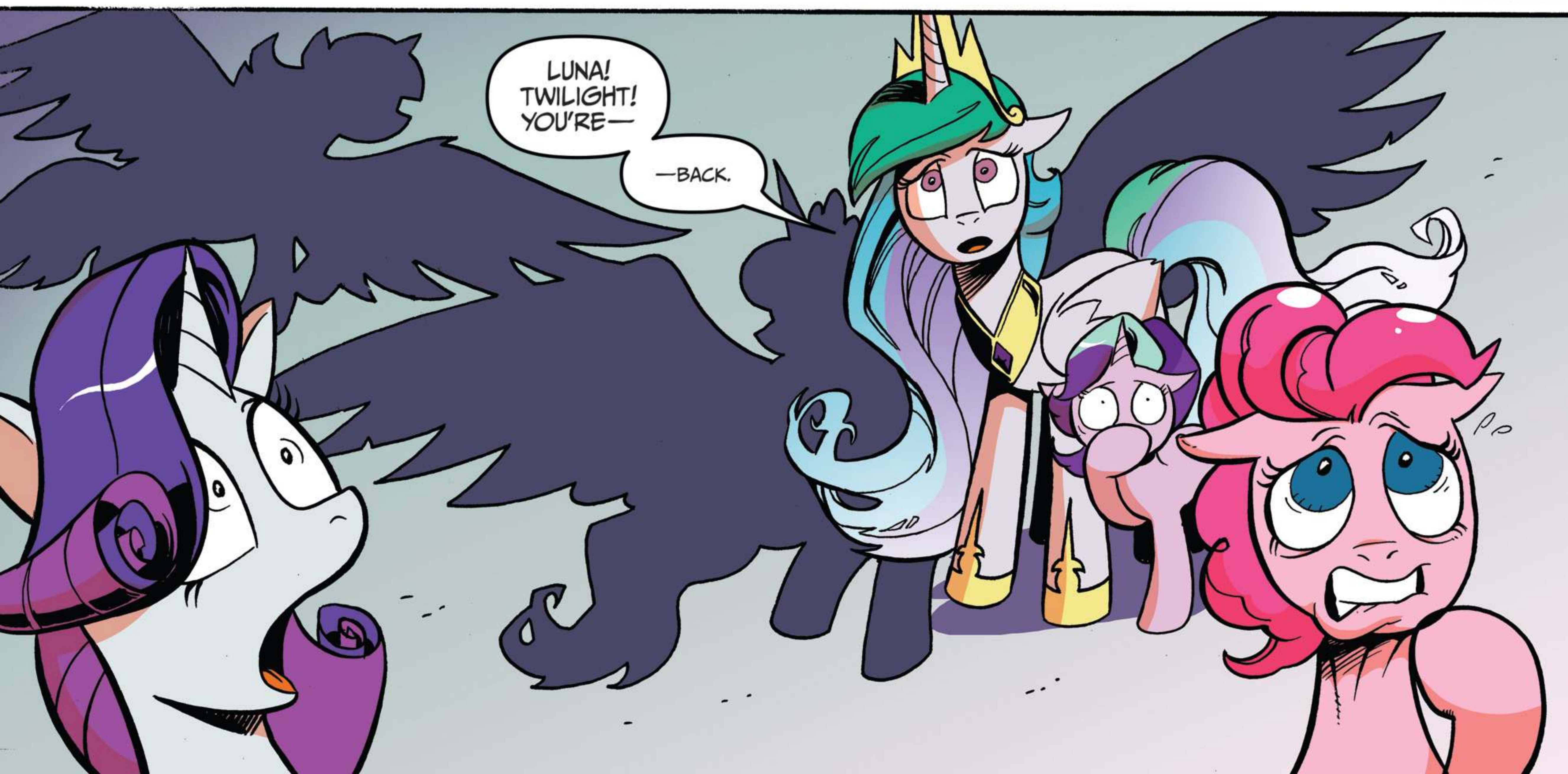
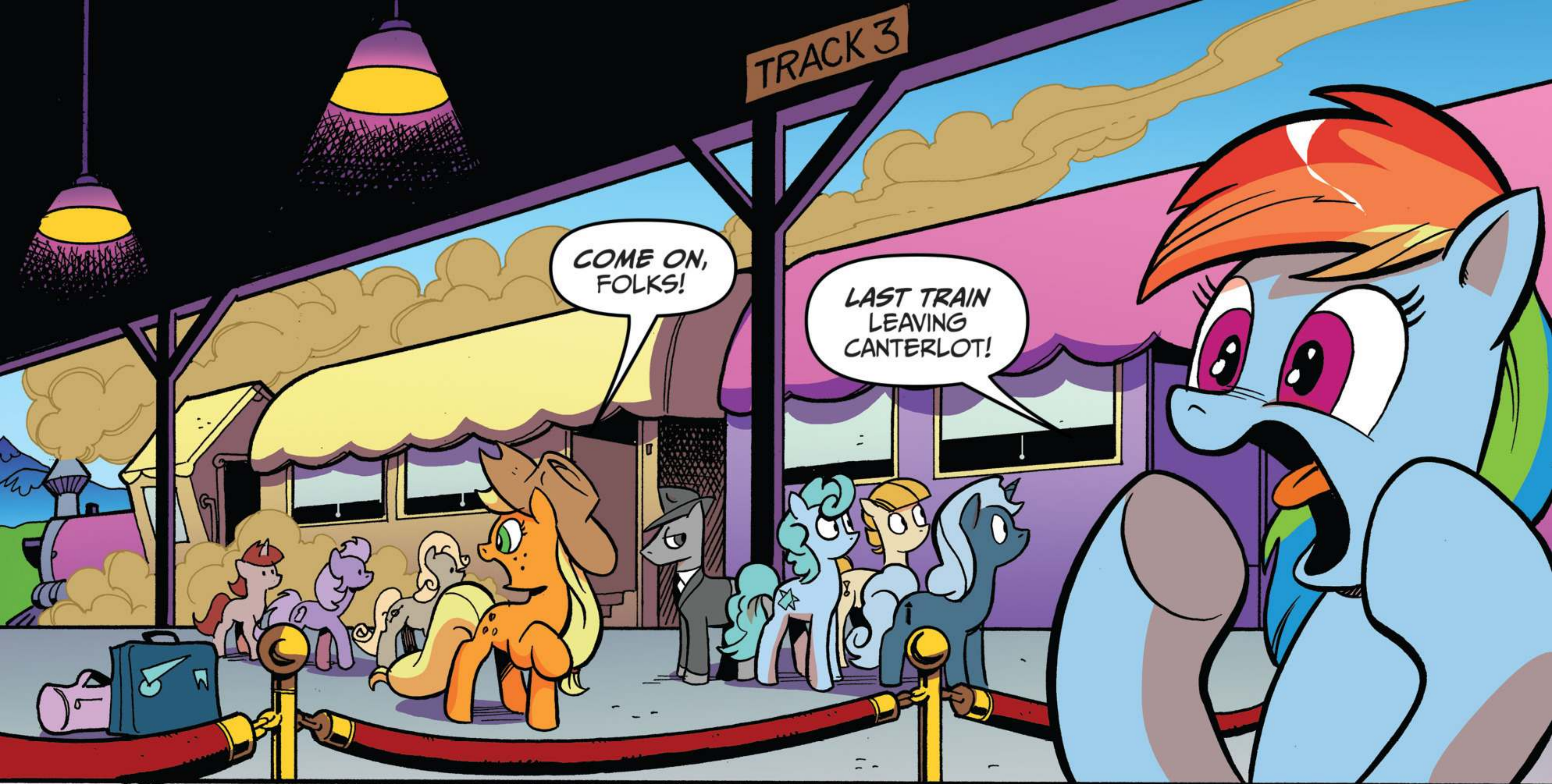




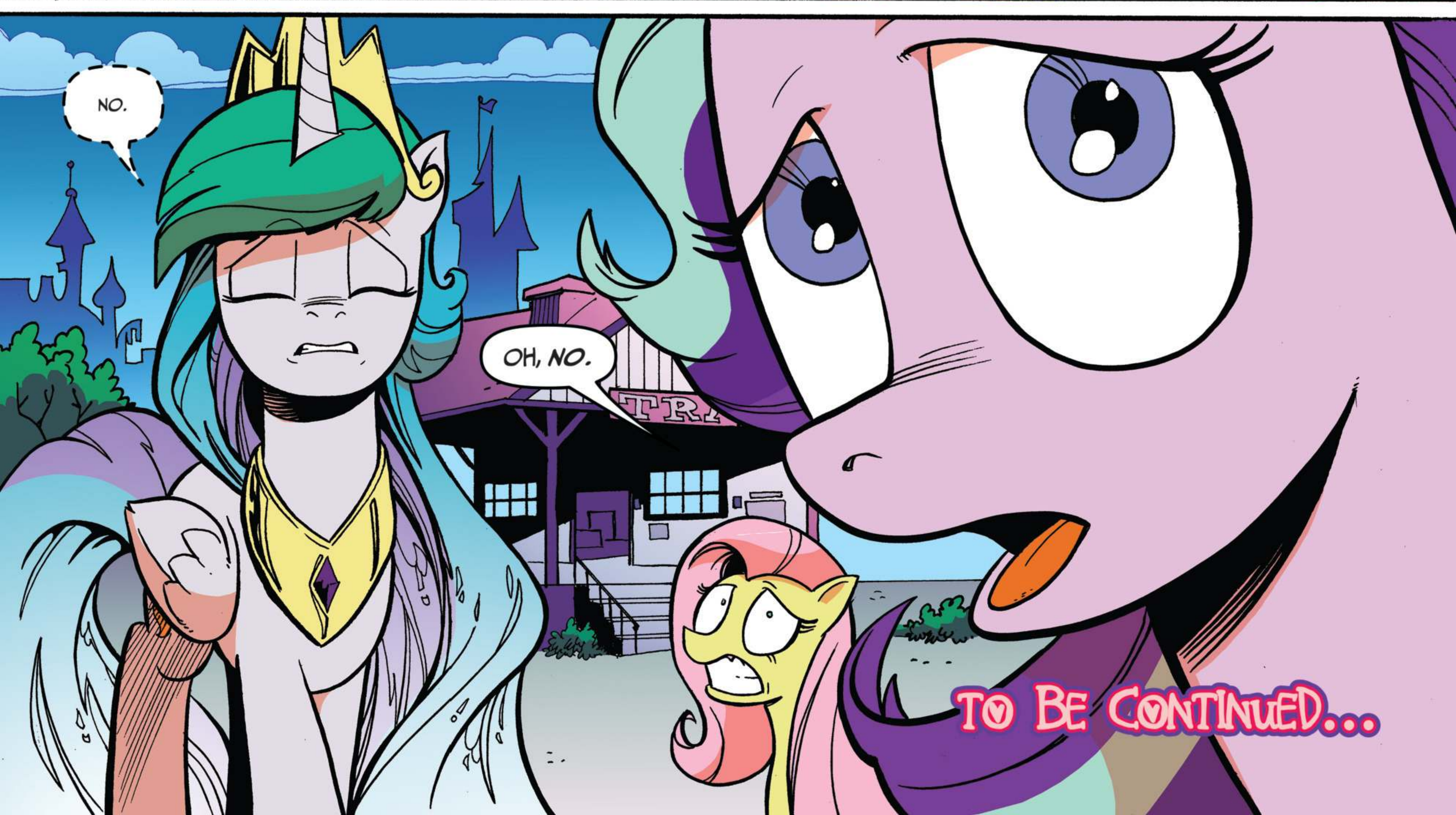














# FROM THE PUBLISHER'S DESK

by Ted Adams

To celebrate the return of **Locke & Key** with this month's "Small World," I'm devoting this month's column to a conversation with the book's creators—**Joe Hill** and **Gabriel Rodriguez**.

**TA:** Joe, as the comic book adapter of Richard Matheson's *The Shrinking Man*, I have to ask if his novel influenced "Small World."

**JH:** Probably 80% of everything I've ever written has been influenced by Richard Matheson—"Locke & Key: Small World" being no exception. He is, to horror fiction, what Chuck Berry is to rock and roll. Foundational. People won't have to look hard to see the connection between *The Shrinking Man* and "Small World." It's in almost every panel of the last dozen pages.

**TA:** Gabe, we just saw each other at New York Comic Con where you told me you were very happy with the work you're doing on "Small World." You've literally never done a piece of art that I haven't loved and I'm curious about what makes this feel different for you?

**GR:** Ah, well, thanks for the support as I try hard, 'cause I'm sure there's still A LOT for me to learn about drawing comics yet... But yes, as we talked about in New York, I feel more in control of what I'm doing than ever before. Applying all I've learned in the projects we did after finishing *Locke & Key* (*Onyx*, *Little Nemo*, and *Tales From The Darkside*) in this new book.

I'm very proud about what we achieved in the original series with the designs, worldbuilding and storytelling, but I always felt that the drawings themselves were hit or miss from what I had in my head. I have to admit, in "Small World," I'm feeling more comfortable and inspired than ever in the process of bringing the story to flesh. Hopefully the experience is paying off after drawing comics almost non-stop for about 15 years... And beyond that, I think most of it comes from the joy that it is returning to this amazing world and lovely characters in the company of my amazing teammates: Joe, the best there is at writing comics, Jay and his magic color touch, and the great editorial team from IDW!

**TA:** Joe, it's no secret you're writing the pilot script for a *Locke & Key* TV show that will be produced by IDW Entertainment. What's it like adapting your own work from one medium to another?

**JH:** It's been so, so much fun. Some of the fun is going back home to Keyhouse and these characters that I love so much.

Some of the fun is in recharging and refreshing the narrative. The story is often very faithful to the original material; but at key moments I've broken off in new directions; tossed out old ideas, characters, and

moments; and invented new ones. The spirit of the comic is there in every scene, but I've also made some important changes, to keep fans of the books off balance.

**TA:** I want a cookie jar that's modeled after Bode's open head from *Locke & Key: Head Games* and a Lego version of Key House. What's your dream *Locke & Key* merchandise?

**JH:** Oh, man, a Head Games cookie jar... that would be great! We gotta get Skelton Crew Studios on that.

I've been spoiled by all the great Skelton Crew merchandise for *Locke & Key*. I'd be ashamed to want anymore... if I could feel shame, that is! But since I can't, I'll say I'd love a working Music Box that I could activate with a music key.

And, obviously, a Lego Keyhouse is the dream.

**TA:** Any future plans for *L&K* comics?

**GR:** OH, YES. We've been discussing—since the original *Locke & Key* run—several ideas and characters we want to explore. We're already working in a set of short stories around the family of Chamberlin Locke that will complete a seventh *L&K* volume, but it will not stop there. We feel that Keyhouse is still asking us for more revisits, and the Locke family has grown in several branches that offer us chances for amazing stories.

And that's the **Key** point (pun!) in this situation: as long as we feel we're not 'exploiting a brand', as we think there are still worthy, fun stories to tell, we'll find a way to return to Lovecraft, Massachusetts. So we have already plotted the backbone of a new saga that hopefully will be as entertaining and meaningful for us as the previous one, so now it's just about finding the right time for all of us to do it. And hopefully it'll be sooner than later.

**JH:** I'll add to what Gabe said with a couple tentative thoughts. So, yeah, we've mapped out a plan for a new six book cycle, called *World War Key*... a whole new 37 issue epic. But it's one thing to imagine it, and plan it, and another to actually do it. Even now, I'm not sure if it'll ever happen, or if it'll remain hypothetical.

But as Gabe said, there will be another *Locke & Key* book... *Locke & Key: The Golden Age*. "Small World" is a Golden Age story. So is "Grindhouse" and "Open the Moon." And there'll be three or four more, eventually. Golden Age would be a kind of interlude, not part of *Locke & Key: The Phantom Menace* and not part of *World War Key*.

Oh did I ever mention this? The original series, that began with *Welcome to Lovecraft* and ended with *Alpha & Omega*? That series title is actually *Locke & Key: The Phantom Menace*. Ted, when are we going to get around to reprinting the books to reflect that?

Ted? Ted? Why are you crying, Ted?

**TA:** Tears of joy, Joe! Wait a minute, I didn't hear anything after "a whole new 37 issue epic". Did I miss something...?

Thanks, guys. *Locke & Key: A Small World* is available this December with great covers by Gabe, C.P. Wilson III, and David Petersen. See you in 2017!



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ART BY: Genevieve FT

COLORS BY: Genevieve FT

LETTERS BY: Christa Miesner

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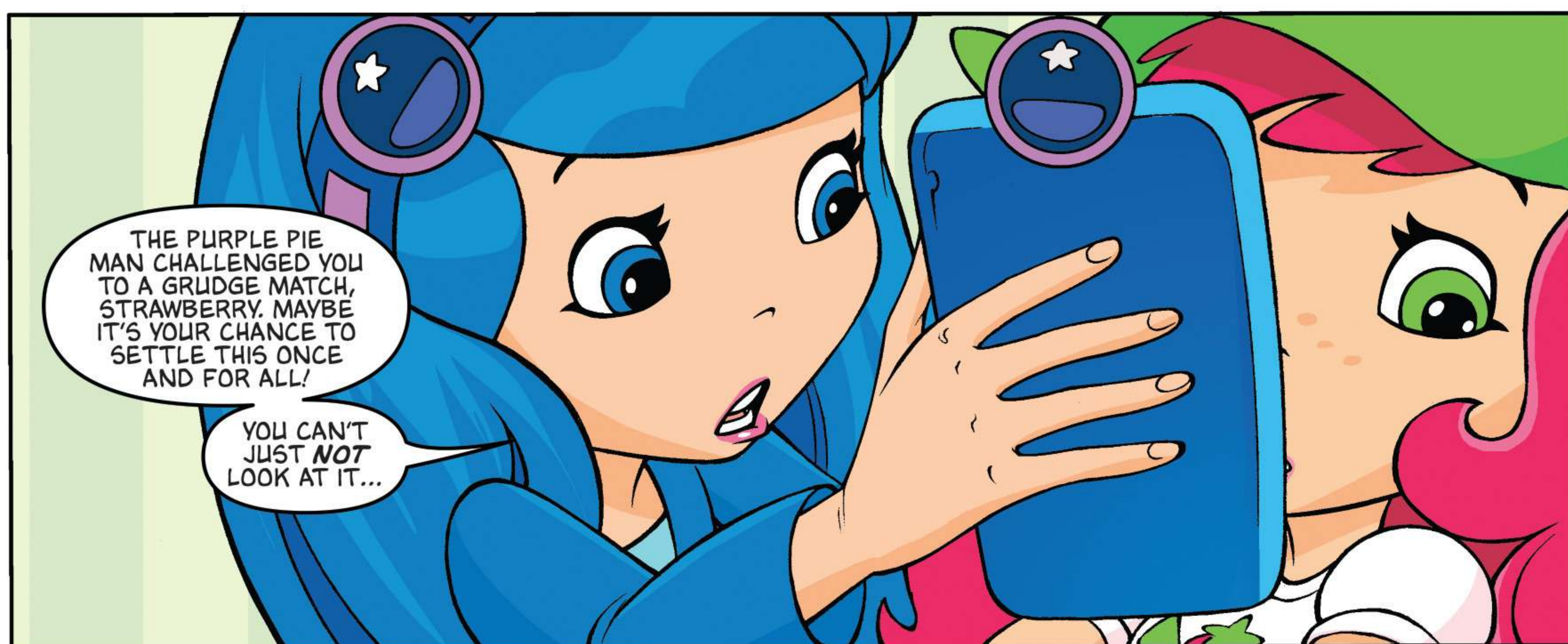
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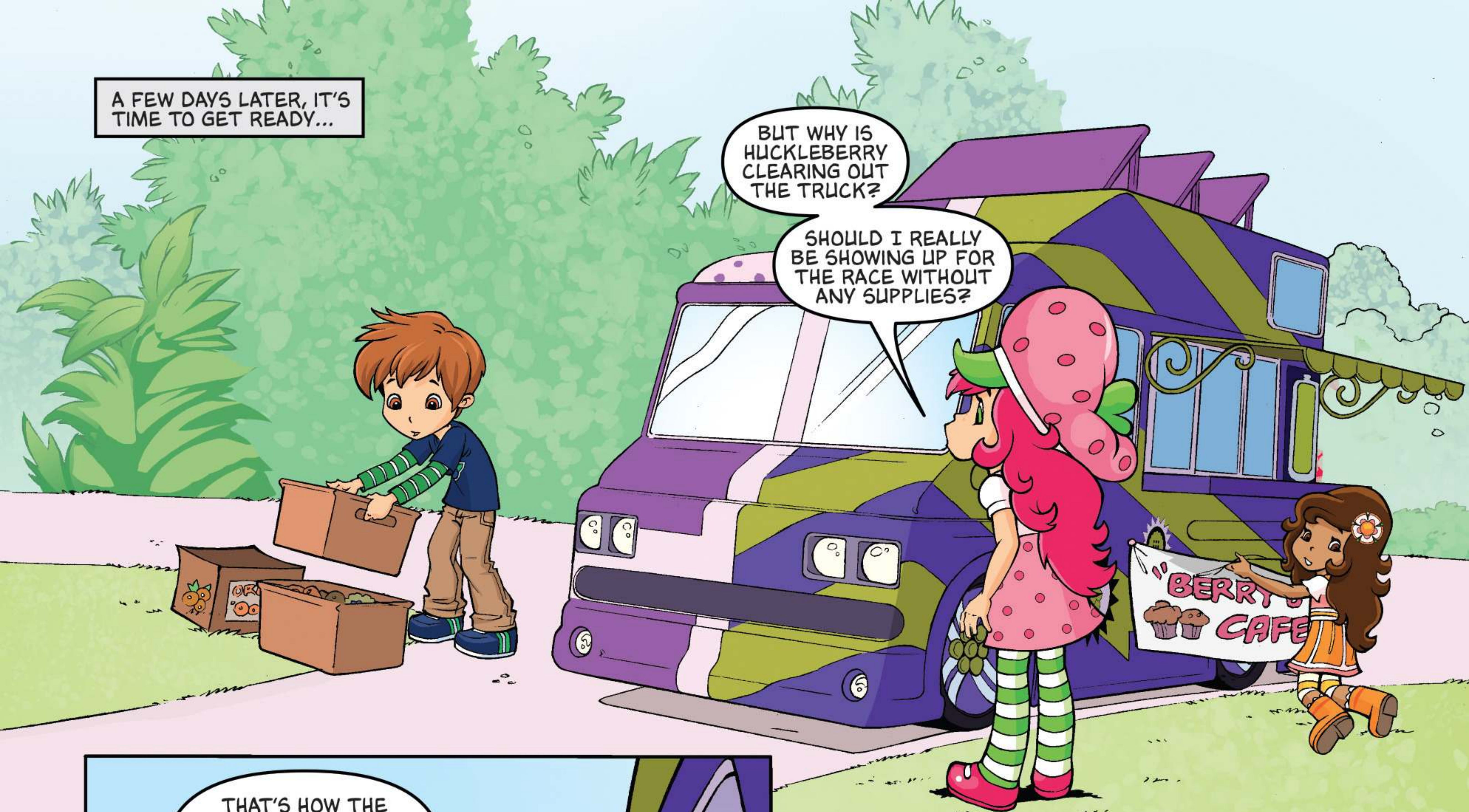








A FEW DAYS LATER, IT'S TIME TO GET READY...



BUT WHY IS HUCKLEBERRY CLEARING OUT THE TRUCK?

SHOULD I REALLY BE SHOWING UP FOR THE RACE WITHOUT ANY SUPPLIES?

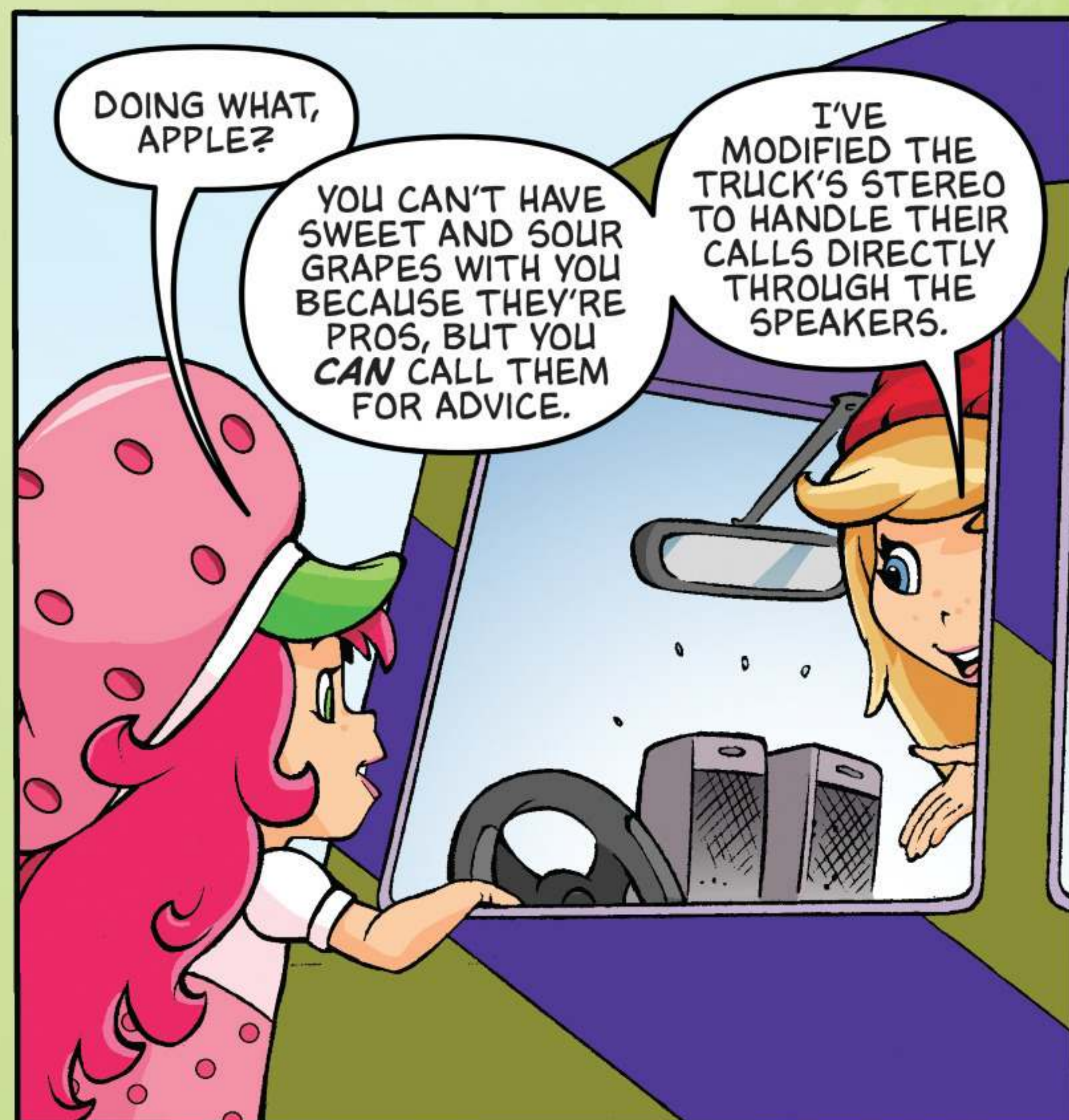


THAT'S HOW THE SHOW WORKS. THEY BRING SUPPLIES TO THE TRUCK SO EVERYONE IS WORKING WITH THE SAME INGREDIENTS.

DON'T YOU REMEMBER FROM THE EPISODES?

WELL...

ALMOST FINISHED!



DOING WHAT, APPLE?

YOU CAN'T HAVE SWEET AND SOUR GRAPES WITH YOU BECAUSE THEY'RE PROS, BUT YOU **CAN** CALL THEM FOR ADVICE.

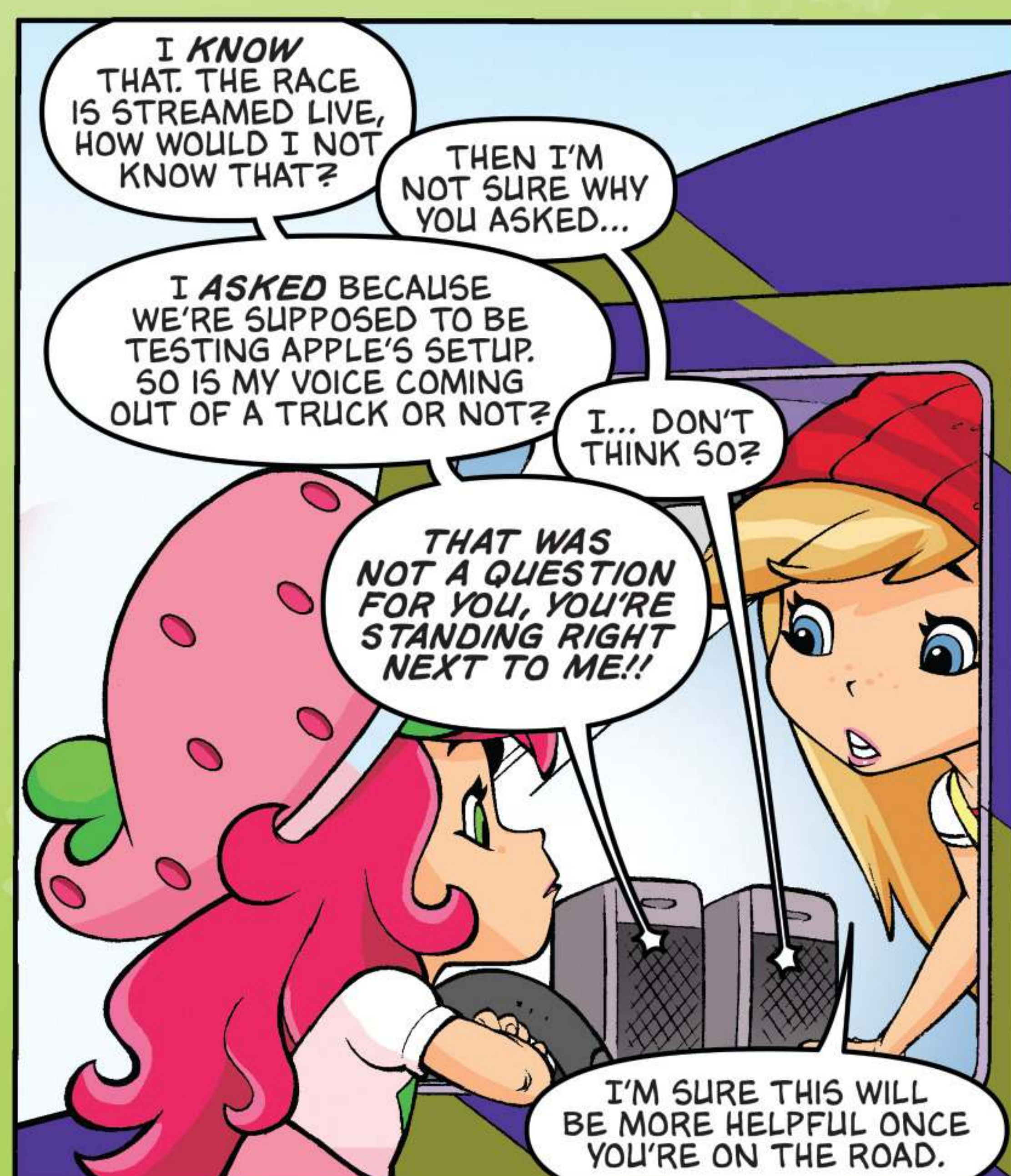
I'VE MODIFIED THE TRUCK'S STEREO TO HANDLE THEIR CALLS DIRECTLY THROUGH THE SPEAKERS.



THAT'S REALLY—

IS SOMEONE GOING TO TALK TO ME ALREADY??

I DON'T THINK THE RACE HAS STARTED YET...



I **KNOW** THAT. THE RACE IS STREAMED LIVE, HOW WOULD I NOT KNOW THAT?

THEN I'M NOT SURE WHY YOU ASKED...

I **ASKED** BECAUSE WE'RE SUPPOSED TO BE TESTING APPLE'S SETUP. SO IS MY VOICE COMING OUT OF A TRUCK OR NOT?

I... DON'T THINK SO?

THAT WAS NOT A QUESTION FOR YOU, YOU'RE STANDING RIGHT NEXT TO ME!!

I'M SURE THIS WILL BE MORE HELPFUL ONCE YOU'RE ON THE ROAD.



WHEN THE TRUCK IS READY,  
IT'S OFF TO THE RACES!

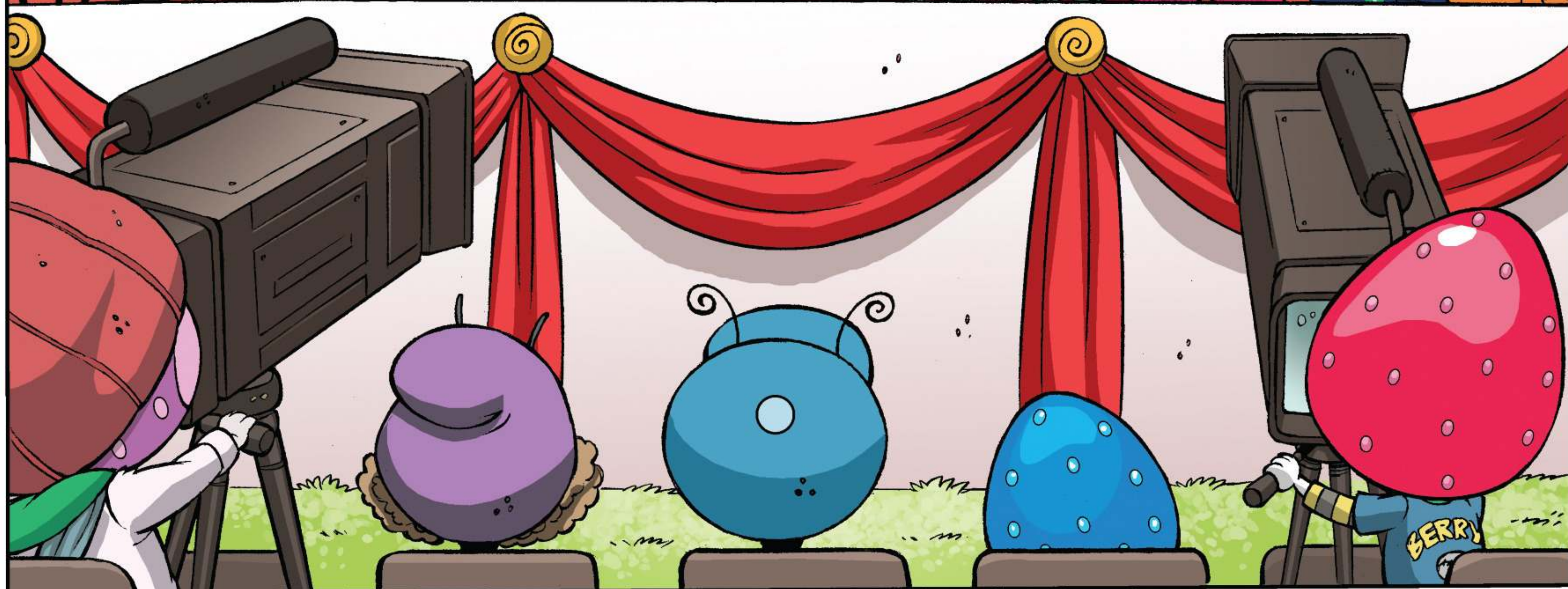
STARTING IN PORT ORCHARD...

# "THE GRUBBY GRUB RACE"

WELCOME TO THE MOST GRUELING COMPETITION YOU'VE EVER ENTERED! AS YOU KNOW, I'M YOUR HOST DALTON BROWNBUG.

WE LIKE TO CALL THIS THE "GRUBBY GRUB RACE" BECAUSE IT'S ALL ABOUT THE FOOD—

—AND THINGS ARE GOING TO GET A LITTLE MESSY.



ALL OF YOUR TRUCKS HAVE BEEN OUTFITTED WITH OUR FOOD AND SUPPLIES.

YOU'LL BE RACING TO EACH NEW LOCATION, AND IF THE LOCALS LIKE YOUR FOOD, THEY'LL GIVE YOU A GRUB TOKEN.

TO WIN, COLLECT THE MOST TOKENS WHILE WORKING AROUND MY DEVISUS CHALLENGES—



—STARTING WITH THIS ONE!

ONE OF YOUR PORT ORCHARD MENU ITEMS MUST INCLUDE BOTH APPLES AND MARSHMALLOWS—THAT YOU *DIDN'T* GET FROM THE MARKET! WE'LL BE WATCHING...

GO!

## "THE GRUBBY GRUB RACE"





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