



Clockworks

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.... and home to a hate-filled and relentless creature that will not rest until it forces open the most terrible door of them all...! After the gruesome murder of their father, the Locke kids, Tyler, Kinsey and Bode move with their mother Nina to the ancestral family home, Keyhouse. They soon discover that the house is full of secrets when they start finding magical keys which hold impossible powers such as turning people into ghosts, or being able to erase someone's memories. They are not the only ones who know of the keys; a demonic creature known as Dodge is also after the keys, with the goal of opening the Black Door, which will allow the demons of hell to enter our world. The sprawling tale of the Locke family and their mastery of the 'whispering steel' thunders to new heights as the true history of the family is revealed to Tyler and Kinsey. Zack Wells assumes a new form, Tyler and Kinsey travel through time.

Tyler and Kinsey Locke have no idea that their now-deceased nemesis, Lucas "Dodge" Caravaggio, has taken over the body of their younger brother, Bode. With unrestricted access to Keyhouse, Dodge's ruthless quest to find the Omega Key and open the Black Door is almost complete. But Tyler and Kinsey have a dangerous key of their own — one that can unlock all the secrets of Keyhouse by opening a gateway to the past. The time has come for the Lockes to face their own legacy and the darkness behind the Black Door. Because if they don't learn from their family history, they may be doomed to repeat it, and time is running out!

Colonel Adam Crais's minutemen are literally trapped between a rock and a hard place; in the first days of the Revolutionary War, they find themselves hiding beneath 120 feet of New England stone, with a full regiment of redcoats waiting for them in the daylight... and a door into hell in the cavern below. The black door is open, and it's up to a 16-year-old smith named Ben Locke to find a way to close it. The biggest mysteries of the Locke & Key series are resolved as Clockworks opens, not with a bang, but with the thunderous crash of English cannons.

Contents:

Clockworks [Locke & Key • 5] / graphic format novella by Joe Hill; interior artwork by Gabriel Rodriguez and Jay Fotos

1 The Locksmith's Son

2 SMASH!

3 The Tamers of the Tempest

4 The Whispering Iron

5 Grown-Ups

6 Curtain

The Known Keys (Clockworks) [Locke & Key • 5.5] [Excerpts from the Diary of Benjamin Pierce Locke, 1757-1799] / shortfiction by Joe Hill; interior artwork by Gabriel Rodriguez

...to be concluded in Locke & Key: OMEGA

Storytellers: Joe Hill, author, Gabriel Rodriguez, Illustrator. Series edited by Chris Ryall. Collection edited by Justin Eisinger.

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Clockworks Details

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Author : Joe Hill , Gabriel Rodríguez (Artist)

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From Reader Review Clockworks for online ebook

Brandon says

When I finished Clockworks, there was a note at the end of the book indicating that the story would be concluded with Book 6. I think this is a **mistake**. I think Joe Hill and Gabriel Rodriguez should continue to work within the Lovecraft universe until the end of time.

All joking aside, these two are like the peanut butter and chocolate of comic books. Two great tastes that taste great together! Honestly, this series just keeps getting better as the dynamic duo keep pumping out a stream of greatness. Hyperbole? Maybe. I don't care. This story is worth every bit of praise I can throw at it and I can forsee a very sad Brandon when it's all said and done.

In Clockworks, Kinsey and Tyler discover a new key, one in which time travel is possible. However in this version of time travel, they're unable to actually make any changes but rather are allowed to spy as a sort of ghost on past events. As the Locke kids travel through time, they unlock the origins of key house as well as the events surrounding their father's interactions with the keys and the resulting effect on his friends.

Of all 6 volumes, I'd like to think that this is the most emotional and heartbreaking. It gives the reader a reason to find sympathy for Dodge, a character who is such a bastard throughout the first 5 collections, that I never would have thought the term, "sympathetic", would be something you'd associate with him.

A lot happens here that more or less answers some questions that may have arisen through the story so far. While that seems to be the purpose of the book, it doesn't feel like filler. Not only are the back stories compelling and heart-wrenching, Hill is setting us up for something incredible in the final act (at least I certainly hope so).

Calista says

What a fantastic series. I mean from start to finish it feels like they had the whole thing planned out and knew where it was going. Joe Hill has created an amazing story here. Everything is building to a high pitch fever and I can't wait, am sad to finish this marvelous tale.

Clockworks is the backstory and we find out about Key house and what made the keys magic and how they work and all the dark secrets. We also see Randall when he was a teen with Dodge. We see why Dodge is so evil and how the demon got into him. It's sad because I really liked Dodge before he was possessed. He was a good and decent guy.

I also loved the play that they were doing. That was a nice twist that as a group they put on a play. Each person had a key. We got to see how the keys were meant to be used and how they aren't being really used well now. Kids find the keys easier than adults do. Several more keys become known here and we see terrible ways in which some keys are used.

This book is for older Teens for violence and adult themes. The story has a hard knife edge that cuts and it tells such a great story. I will be looking for more work by Joe Hill. This is amazing. This should be a movie.

Sarah says

I liked getting to know the backstory to the keys and I'm excited to read the final volume!

Ronyell says

5.5 stars!

Introduction:

After reading the previous four volumes of Joe Hill's highly acclaimed graphic novel series "Locke and Key," I was trying to figure out for the longest time about what the Locke kids' father, Rendell Locke, knew about the keys that are located in the Lovecraft house. Well, let me proudly say that "Locke and Key: Clockworks" will reveal everything about the origin of the keys and the main villain himself!

What is this story about?

Even though Tyler and Kinsey Locke managed to defeat Lucas "Dodge" Caravaggio in the last volume, it turns out that Lucas now possesses the body of the youngest Locke child, Bode! Not only that, but Tyler and Kinsey stumbled upon a mysterious key that would allow the kids to time travel and it was then that they decided to explore their deceased father's past. What would Tyler and Kinsey find and will the revelation destroy them or will it help prepare them for the battle ahead?

What I loved about this story:

Joe Hill's writing: Wow! Joe Hill just continues to amaze me with his dramatic and emotional writing on the "Locke and Key" series! Over the course of the series, I have been wondering about how the Locke kids' deceased father was connected to the keys that the kids discovered in the house. So, imagine my delight when I came across a volume that would reveal everything about Rendell Locke and his connection with the keys! I loved the way that Joe Hill used the time travelling aspect of the story to reveal to the audience about how the past would affect Tyler and Kinsey and the upcoming battle that they will have to face. I also loved the fact that Joe Hill brought so much emotion in this volume as I really felt traumatized when I saw how the past events that happened to Rendell really affected him and his friends for many years. I also loved how all the pieces are coming together in this volume as there were vague hints about how Lucas ties into the Locke kids' father's past and it was great to see those hints being put to full circle here. Joe Hill had done a fantastic job at making this volume truly frightening and intense as I was literally on the edge of my seat whenever the Locke kids were going on these frightening adventures to discover the truth about their father.

Gabriel Rodriguez's artwork: Gabriel Rodriguez's artwork as usual, greatly captured the dramatic feel of this series. I really loved the way that Gabriel Rodriguez illustrated the characters' facial expressions as their

expressions of being frightened and angry truly shows in the most effective way! I also loved the way that Gabriel Rodriguez illustrated the gory scenes of the characters being killed as I found myself cringing at the murders because of how detailed and gruesome they are shown.

What made me feel uncomfortable about this story:

Probably the only issue with this book is the strong language and the gory violence. Even though the strong language in this book does not show up as often as in the previous books, there are still mentions of the “f” and the “s” words littered in some of the panels. Also, there is some strong violence in this volume which includes characters having their heads cut off and blood splattering all over the panels. This might be uncomfortable for anyone who does not like seeing gore in any graphic novel.

Final Thoughts:

Overall, “Locke and Key: Clockworks” is definitely what I would call a “**WHAM**” volume as everything is finally revealed about each character and the result is **ALARMING!** Now that I know everything about the main villain and the characters’ pasts, I am definitely looking forward to reading the sixth volume of this series!

Review is also on: [Rabbit Ears Book Blog](#)

Raeleen Lemay says

This volume is SO GOOD

— — — — —

dat backstory doe

Algernon says

Album number five is where I reap the rewards of my patience and find the answers to most of the big questions and mysteries surrounding the Lovecraft Mansion, the role of the Locke family as guardians of the keys, the origins of the reality altering keys, the true nature of the Adversary, what is hidden in the sea cave under the cliffs, and what really happened one generation ago after a highschool theatre production of the Tempest by William Shakespeare.

It all started during the American Revolution, with another set of Locke kids witnessing the wilful destruction of their family and discovering that supernatural forces are strong in the vicinity of their mansion. I'd better stop here and let you new readers discover for yourselves the actual details of the plot. I believe it is sufficient to remark that the 1776 Locke older brother is a talented locksmith who gets his hands on some special metal and uses it to fashion the magical keys.

One of the keys being the one discovered in the present day by Tyler and Kinsey, the clockwork one that allows them to turn back the flow of time and gaze back at the events that marked the history of the Locke family and of the Lovecraft domain. While most of the album takes place in the past, the present day complications are still troubling, with the kids unaware that the adversary is already inside the house and searching for the ultimate prize – the omega key. (not a spoiler, it happened in the previous album, and you really need to read the comic without skipping any previous issue. Locke and Key is one big story, not a series of episodic adventures)

Twenty-five years ago, Rendell Locke and his closest friends shared the keys amongst one another, and were blessed with magic, wonder and happiness.

But as the saying goes, "All good things must pass" and their time together – and their childhood – is very nearly over. With the end of highschool only weeks away, Rendell Locke suggests a final daring adventure.

This was my favorite story arc in the album, capturing the vulnerability and the cruelty of young people not yet in control of their passions, of good intentions resulting in pain and hurt, of paying the price for their recklessness. Gazing into the abyss and all that jazz. Like with the rest of the comic the horror elements are a major part of the plot. People die, kids being as exposed as adults to the bloodshed and cruelty, not only of the Adversary, but even of their own kin. If you didn't already notice, the series is not for the faint hearted, and there are no getting out of jail free for any of the major characters. Which makes the fighting back by the Locke kids even more remarkable and admirable.

I have said it before, and I will say it again; the writing is superb, the characterization convincing and the suspense the real edge of your seat, biting your knuckles stuff. I sped through the six issues in a blur, so fast that I often had to get back and re-read the last pages in order to make sure I didn't miss anything in my race to the finish line. The re-read was prompted also by the need to spend more time poring over the artwork of Gabriel Rodriguez. Some of the panels are poster material, I would like to have a couple blown out and put up on the walls.

My only regret is that I already know that the story is approaching its closing chapters, and soon I will have to say goodbye to Kinsey, Bode, Tyler and all the rest. But before that, there is Alpha and Omega.

HFk says

Thanks to *Locke & Key* sale at Amazon, I was able to purchase the remaining two volumes of the series, and continue after a longish break. My journey with this series has not been as impressive than it seems to be with the majority of graphic readers, mainly being in the three star rating scale with the exceptions of the volume 3, and now the volume 5.

To me this series has had too much fantasy elements instead of horror tropes to really tickle my fancy. I am not a great fan of fantasy that is presented in these volumes, because I usually find it quite boring and

unimaginative from such a high profile author than Joe Hill is. Maybe because of that, I have always enjoyed more of the volumes that focuses to the things happening around the keys rather than the things directly concerning the keys and their functionality.

This may be the reason why 5th volume is the strongest one for me so far as it focuses to the past, giving the history of the keys, but most importantly the history out of the key-characters. I finally feel as if this series is building up to the potential it has always possessed, but never has had the ability to fully own and pull through.

Maybe. May be.

I have extremely high expectations of the final volume to come, hopefully it won't end up to be a pile of bad smelling scheiße.

Kristijan says

APSOLUTNO SAVRŠENO!!!!

Definitivno do sada najbolji deo! Delovi priče se lagano nameštaju svaki na svoje mesto i dobijamo uvid u celinu. Hill je ovo apsolutno majstorski odradio, a Rodrigezov artwork je kao i uvek fenomenalan!!!

mark monday says

oooooo..... eerie backstory time! and the infernal force behind it all is... and this is no spoiler because hey check out the title of the first volume... CTHULHU! of course. i've been waiting for that title to have real relevance. ah, Cthulhu. ::happy sigh::

well, it's not exactly Cthulhu himself, but it is one of the lovecraftian god-beings - that crazy lady slash sentient swamp of bubbling un-life known as Shub-Niggurath. more on her later.

this is another superb volume in the superb series. as mentioned, this one is all about the reasons why and the how things happened and the when - most importantly, the when. the featured key takes you back in time to witness various important events. we get to see revolutionary america. we get to see the dead father of our young protagonists, when he and his peers were about their age. we get to see lots of things.

[Enter Positive Comments Here]. i can say nothing about this series that hasn't been said before, by me and by many others. it is brilliant. the dynamic characterizations, the layered mysteries, the sadness and melancholy and loss and sense of wasted potential and wasted lives, the feeling of a grand adventure gone terribly wrong, the genuine sympathy that Hill creates for his vividly depicted cast, all the subtlety and nuance... all there, intact. the art is just as wonderful. i love it! across the board, no complaints. i can read this series again and again, and this volume retains the high quality of all that came before.

okay, Shub-Niggurath. i was going to write a whole homeric ode to that fetid fell enchantress - she is such an ingenious creation and certainly deserves it. but then i remembered that i had already profiled her in another review. so fuck it, i'll just copy and paste. self-plagiarization time!

Shub-Niggurath

Nickname: *she-goat of the woods with a thousand young*

Likes: relaxing in nature and in subterranean caves

Dislikes: uptight people, smokers (fire in general)

Favorite Craft: as a "fountain of uncleanness", Ms. Niggurath enjoys simple, primordial delights such as creating, procreating, and bubbling forth various pseudopods and crawly, flappy minions

What She Is Looking For: adventurous souls willing to live in the moment, just let it all go and try something new!

Chad says

We find out how the keys were made and what happened to Rendell, Luke, and their friends back in the 80's to set things down this tragic path. Like all the other volumes, there's some crazy, f-ed up shit in this. It all boils down to the next volume.

Will M. says

The first issue of volume 5 was terrible. I can't write this review without highlighting that aspect of the volume. I read half of the first issue in August, and I've only finished the whole thing today because of it. I'm sure the author had good intentions in writing a backstory of the keys, and I'm also sure a whole lot of you guys enjoyed reading about the origin, but it was too boring for me. Thankfully the rest of the volume made up for it.

What is the best way to make this series a whole lot better? Add more keys. Hill managed to incorporate a few more interesting keys, and he did that by providing more past events. While the first flashback was terrible, the next ones were amazing. I liked the idea of the omega key in the making. I'm sure the next 2 volumes will talk about it and I can't wait to know what powers it contains.

The plot keeps getting better volume after volume, and this fifth volume was my favorite as of now. Despite a bad start, I guess it's also the end that matters the most. I liked how Hill added in a bunch of plot twists and unexpected brutal scenes near the end. I like how gory and violent this series is becoming. The deception and cliffhangers will make you want to read more.

4.5/5 stars. Still not worthy of a 5, but it's really getting close to receiving that. I have a huge feeling one of the next ones will finally receive the 5 star rating. I can't wait to read them and finally know what will

happen in the end.

Anne says

Guess what time it is, kids?!

What time is it, Miss Anne?!

Time for the Time Key!

Please hold all applause till the end

So this is where we finally find out what started all this mess with the Locke's and their crazy-ass Keys. It's a very cool story involving a key that lets the kids go back in time, and watch specific events that happened in their ancestors' past.

Such as...the making of the keys.

Even better, you find out the whole story about their dad and his friends. It was really satisfying to *finally* see what part their father played in Dodge's turn toward the Dark Side.

Now, I know this is sort of classified as horror, but it's creepy...not gory. I'm a lightweight when it comes to the horror genre. I tend to enjoy ghost stories, but avoid the slasher flicks like the plague. I mention that in case you've been avoiding this because you were worried that there might be something stomach turning in between the pages.

I mean it, if you haven't checked these out, you really *are* missing out on some stellar storytelling. Fantastic stuff!

Big squishy hugs to Dan 2.0 for letting me read this copy over his shoulder.

Ok. *Now* you can clap for me.

destiny ??? [howling libraries] says

Joe Hill has this bizarre-yet-fantastic writing aesthetic in which he likes to save the backstory for last. He just kind of plunges you into the heart of the story, and slowly works his way back until you understand *why* things are happening. This volume proved to me that *Locke & Key* is no difference. Fantastic volume with beautiful artwork and a twisted, delightful story, as always. I'm just sad that it's almost at an end.

In this volume, Tyler and Kinsey discover a brand new key: a time-shifting one, that will take them to any day they want to visit (as long as it's pre-Y2K). Naturally, the teens use their newfound toy as an opportunity to learn a bit about their old man, and in turn, we get to learn a **lot** about old Keyhouse.

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

Jadranka says

Kakva je zaraza ovaj serijal!!
Mislim da je petica možda i najbolji deo do sada.
Imaju?i to na umu, prosto se plašim kakva ?e biti završnica.

Kelly (and the Book Boar) says

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

Oh, those poor Locke kids . . .

but they still haven't found what they're looking for.

Clockworks is back to getting **all** the stars from me, because the story really amped up in preparation for the grand finale. If you have been ready for answers to ANY of the gajillions of questions the previous volumes had you asking, you should be quite satisfied by the end of this one.

So many answers. Squeeeeee!!!!

Not only do you find out the waywaywayback history of Key House, you will finally get the truth about exactly how this happened . . .

and why Erin only thinks about white, all white, all the time . . . or is it blue and black????

You also get to discover what exactly goes on in a teenaged boy's mind . . .

shudder

and get confirmation that **KIDS ARE SOOOOO STUPID SOMETIMES!**

You'll find out why Bode was the first to discover any of the keys, and the story behind how the writing literally got on the wall.

Oh, and of course you'll discover a new key. This time it's the Timeshift Key. This key is most definitely useful and hands-down one of my faves . . .

Finally, there are **[SPOILERS]** that occur.

Have you started reading these yet? COME ON, PEOPLE! WHAT ARE YOU WAITING FOR?!?!?!?!?
