



PREVIEW
ASHCAN

CANTO

THE CLOCKWORK CHRONICLES

THE START OF
AN ALL-NEW
ADVENTURE!

DAVID M.
BOOHER

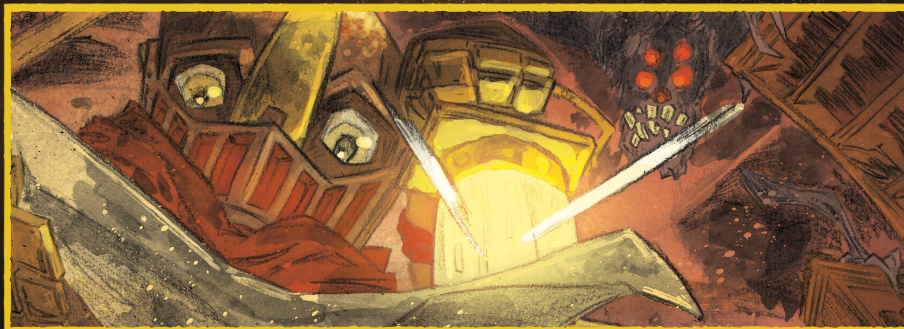
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ANDWORLD
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CANTO

THE CLOCKWORK CHRONICLES



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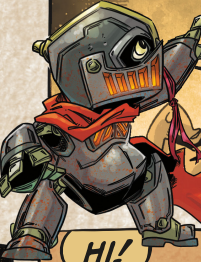
HI!

MY NAME IS **CANTO**.

SOME OF YOU MIGHT KNOW ME FROM MY LAST BIG ADVENTURE TO FACE AN EVIL SORCERER CALLED THE **SHROUDED MAN** WHO HAD TAKEN MY PEOPLE'S HEARTS.



YEAH, THAT'S THE GUY.



HI!

IT WAS AN EPIC QUEST FULL OF MONSTERS AND BATTLES, WITH AN ENDING YOU'D NEVER EXPECT.



THAT'S GREAT, TOO!

SOME OF YOU MAY BE MEETING ME FOR THE VERY FIRST TIME.

THE GOOD NEWS IS THAT YOU DON'T HAVE TO KNOW ANYTHING ABOUT THE **SHROUDED MAN SAGA** TO START HERE.

THESE ARE THE **CLOCKWORK CHRONICLES**.

BRAND-NEW ADVENTURES WITH ME, **CANTO**, AND MY BEST FRIEND, **MICO THE MALOREX**.

IF YOU WANT TO SEE WHAT LIES BEYOND THE **MECHANICAL SEA**, WELL...

...THIS IS THE PERFECT PLACE TO JUMP ABOARD.

LET'S SET SAIL FOR ADVENTURE, SHALL WE?





Hello adventurers!

As our little buddy Canto talked about in the introduction, maybe you've been along for this quest since the start. Maybe you're one of the *Canto*-curious, who's heard of the clockwork knight but hasn't yet read his stories. Or maybe you're brand new here.

Whether you're new or returning, welcome! *The Clockwork Chronicles* are designed for you. These new quests have all the heart fans have come to love but don't depend on knowing what came before. It's like hiking a well-worn trail. You know others have come this way, but you don't need to know anything about them to enjoy *your* journey.

Of course, we'd love for you to read the Shrouded Man Saga. We're incredibly proud of that story. It'll be there when you fall in love with Canto here, which we know you will.

So why have we started fresh? *Canto* has always been about, well, Canto. Facing insurmountable danger. Defying overwhelming odds. Choosing to help others at great cost to himself. Embracing love. Those values aren't confined to one quest or one story. *The Clockwork Chronicles* are about Canto following his heart to find those who need help. In this way, Canto's stories are endless.

This first new quest takes Canto across the Mechanical Sea. The waters are rough. He'll need a good crew. Hop aboard, won't you? No seafaring experience necessary. :)

— *David M. Booher*

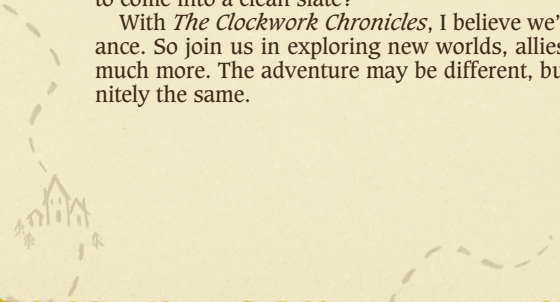
When Canto's first adventure concluded, there was a feeling of completion. The adventure we had set out on as a team with our little tin hero had reached the logical conclusion that David and I had envisioned from the start.

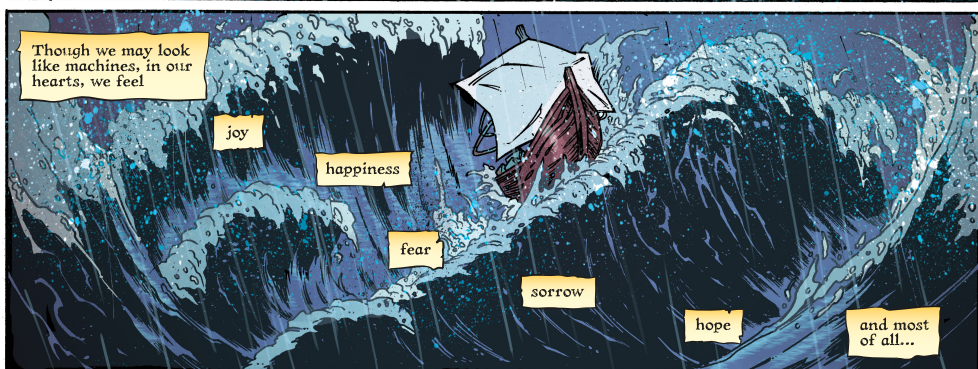
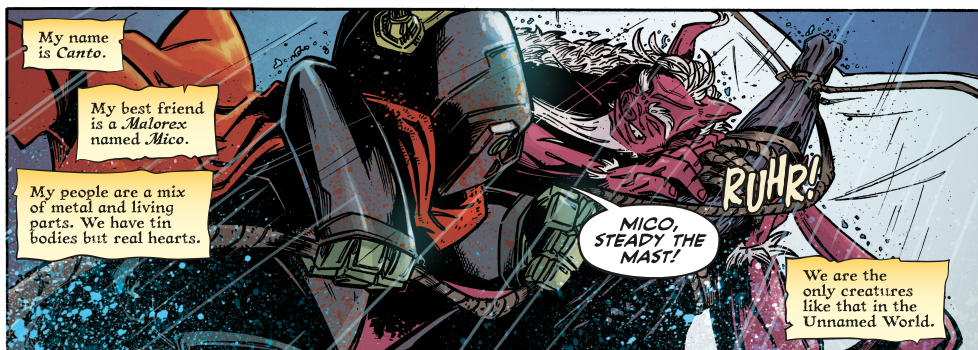
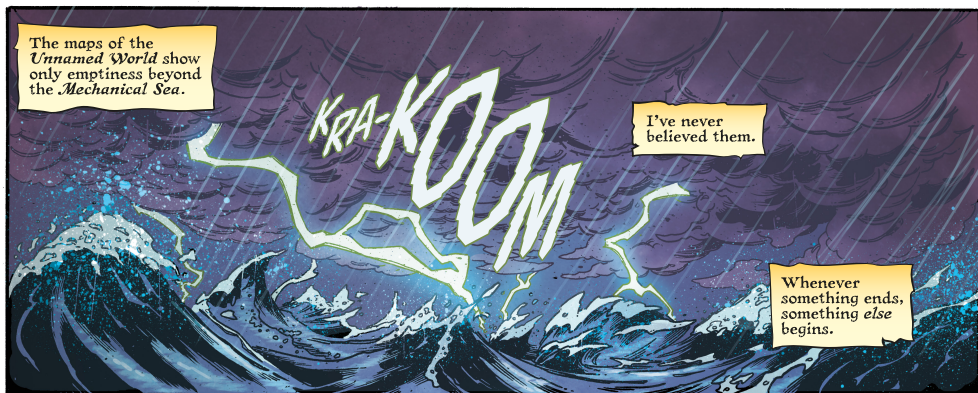
So where do we go from here? I felt a sense of panic in trying to craft a story that would excite me, fulfill the team creatively, and be worthy of both the fans who supported us along the way and those joining the adventure for the first time.

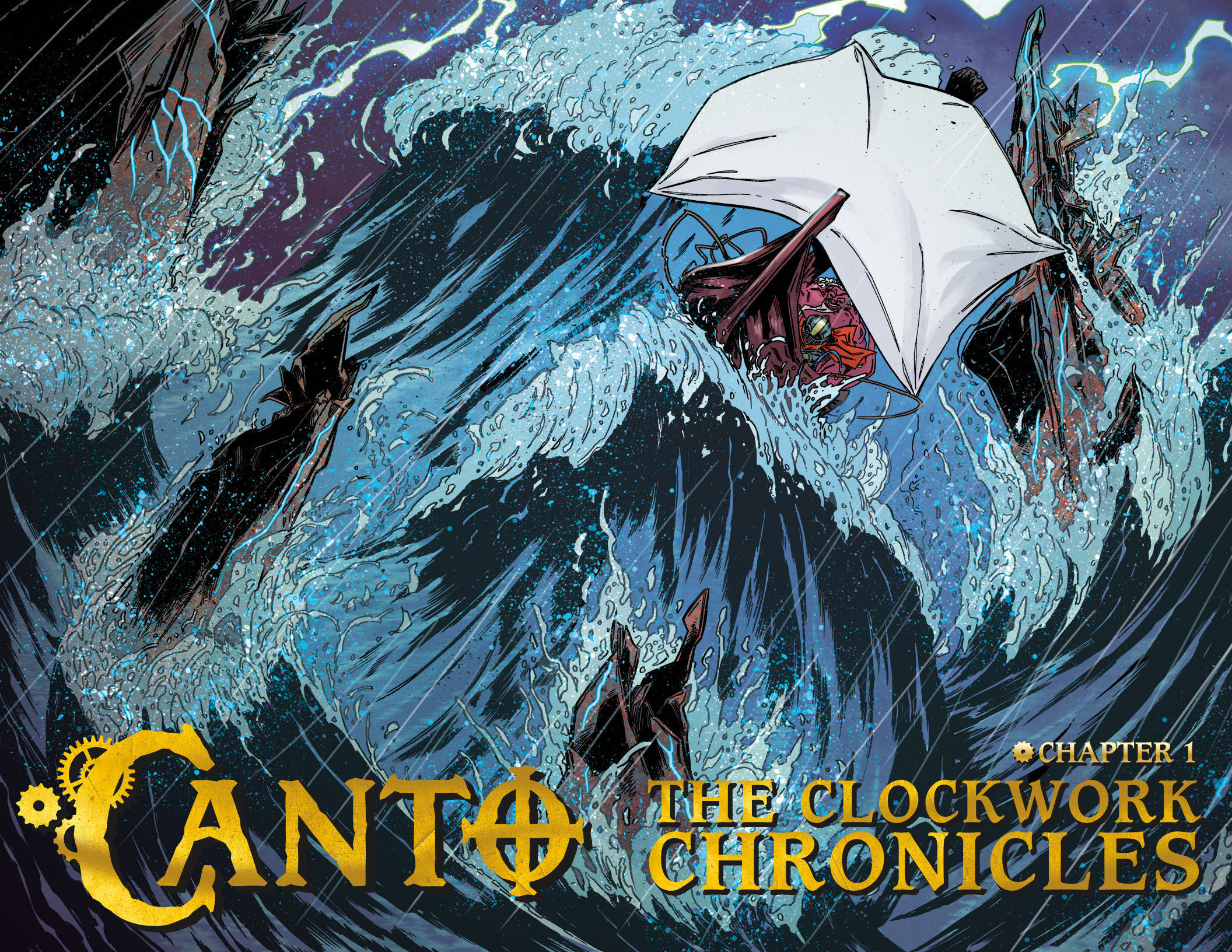
In that panic though, Canto, as he does with his tiny stature and big personality, helped forge a new path forward. While the team remains immensely proud of the Shrouded Man Saga, it has been wildly exciting to take Canto in a totally fresh direction. How do you balance what came before but also give new readers a chance to come into a clean slate?

With *The Clockwork Chronicles*, I believe we've struck that balance. So join us in exploring new worlds, allies, enemies, and so much more. The adventure may be different, but the heart is definitely the same.

— *Drew Zucker*

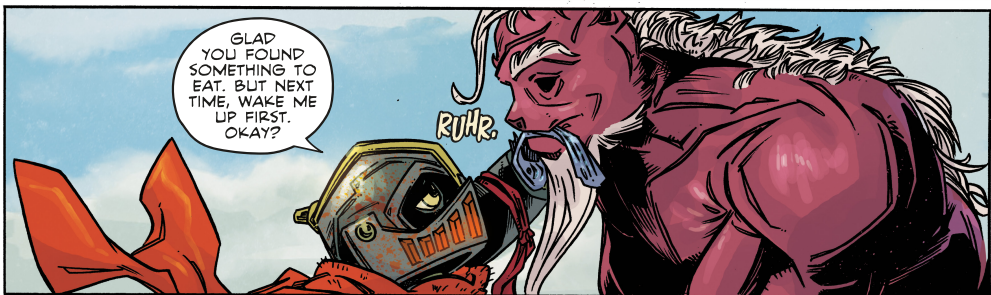
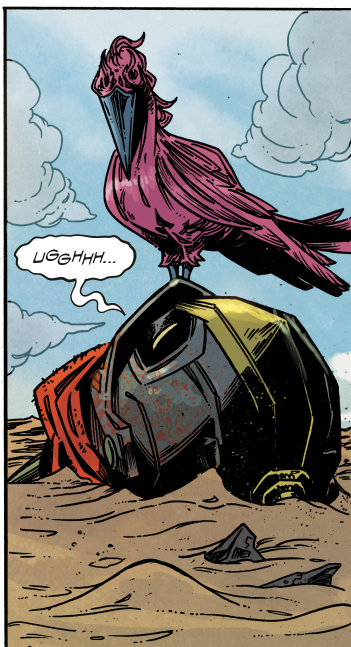
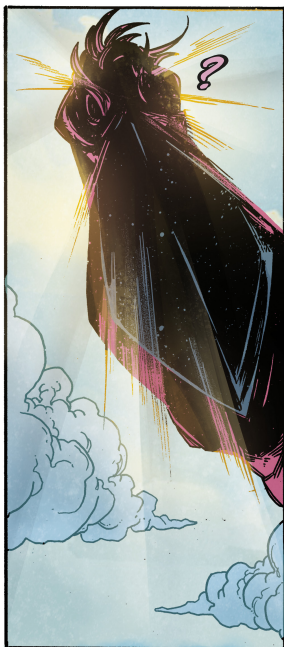
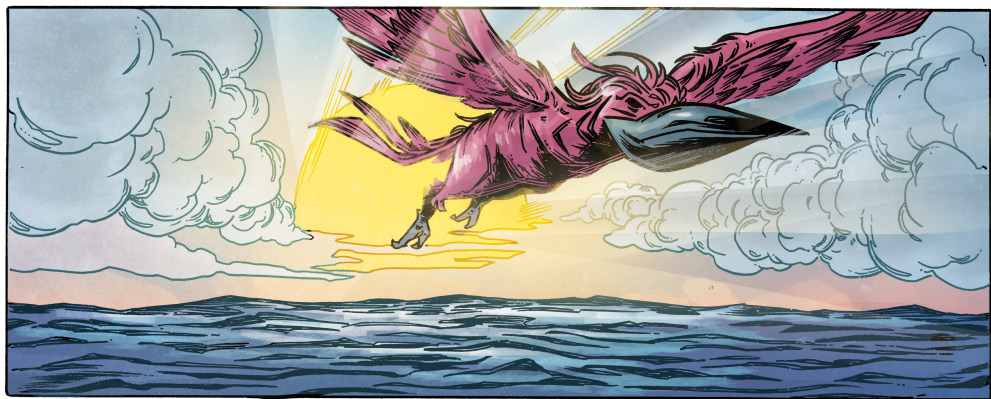


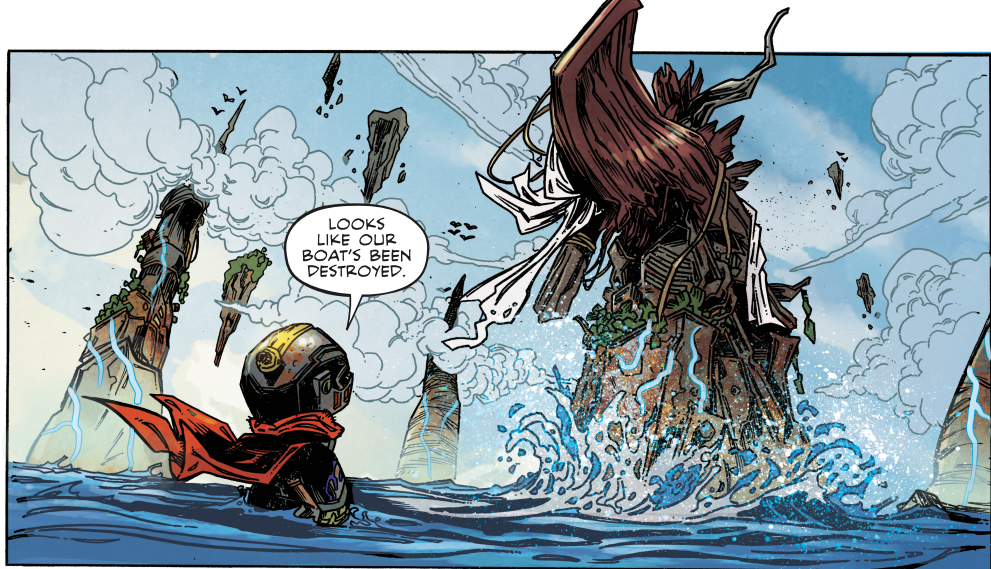




⚙️ CHAPTER 1

CANTØ THE CLOCKWORK CHRONICLES



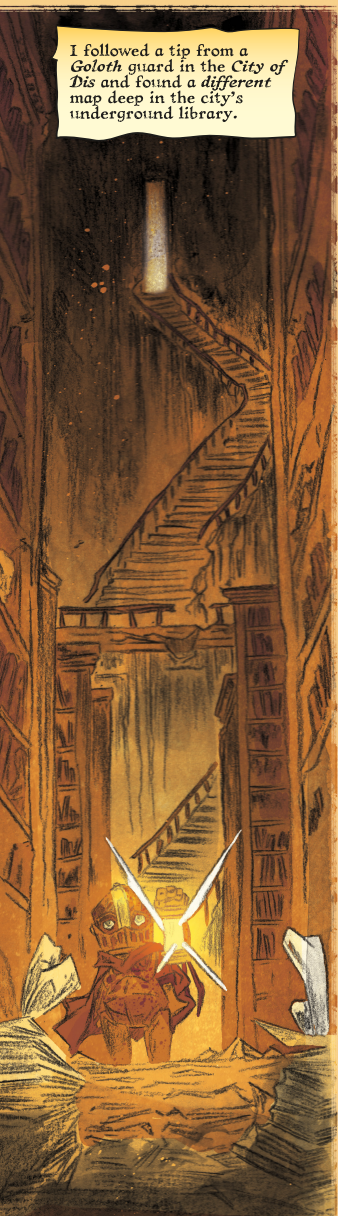




In time, they faded from memory. No map showed their island home.

No one who searched for them ever returned.

BE CAREFUL, MICO. THESE GLOWING PLANTS MIGHT BE DANGEROUS.

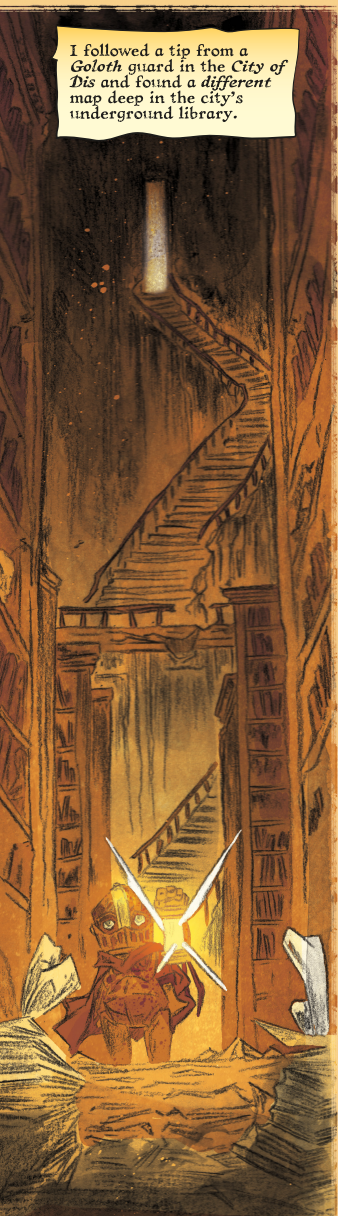
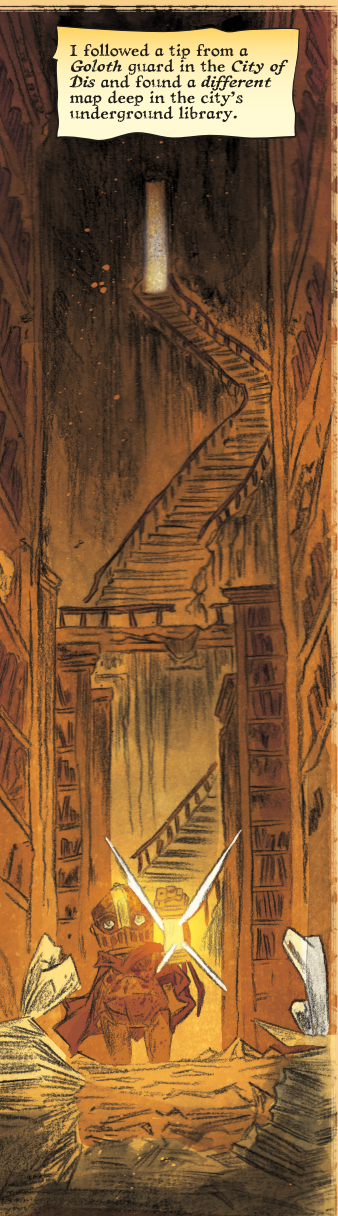


I followed a tip from a *Goloth* guard in the *City of Dis* and found a different map deep in the city's underground library.

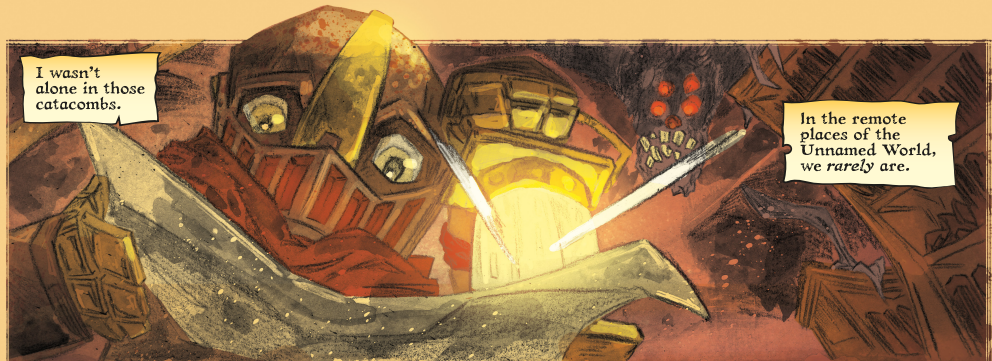


It was not as old as the others. The guard said it had come from a ship that had recently returned from a voyage on the Mechanical Sea.

It showed the *Forgotten Isles*...



...and the treacherous route to get there.



I wasn't alone in those catacombs.

In the remote places of the Unnamed World, we rarely are.



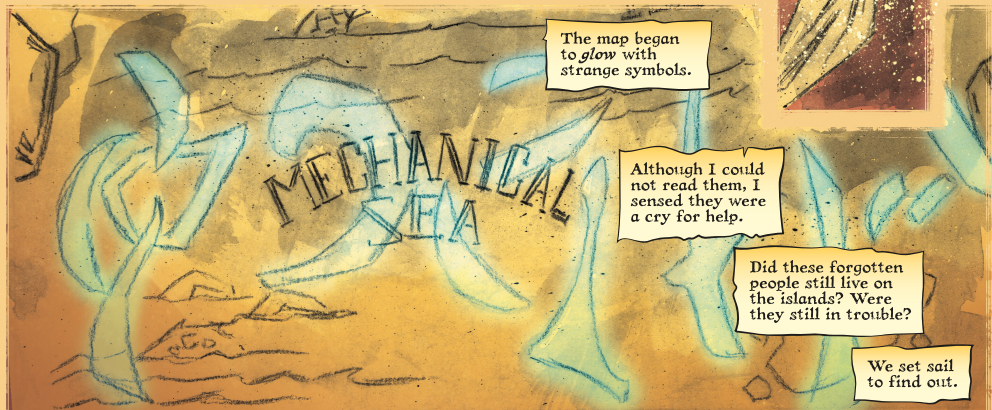
When the creature attacked, it knocked over my lantern and set the map on fire.



On instinct, I used the flames to send the creature back to the shadows that spawned it.

When I snuffed the fire, I expected to find only ash.

I discovered the parchment didn't burn.

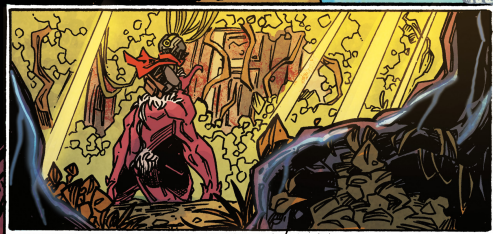


The map began to glow with strange symbols.

Although I could not read them, I sensed they were a cry for help.

Did these forgotten people still live on the islands? Were they still in trouble?

We set sail to find out.



We found a land of wonders.
Machines intertwined with nature.
Clockwork contraptions blending
into the living world around them.

And a glowing system
that connected it all.

The inhabitants
were gone.

Who were they?
Were they alive?
Were they machines?

The answers
would have
to wait.

As I said, in the
remote places of
the world, we are
rarely alone.



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**CLOCKWORK
CHRONICLES**

**ADVENTURE!
DANGER!!**

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**DAVID M.
BOOHER**

•
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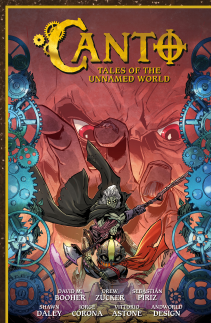
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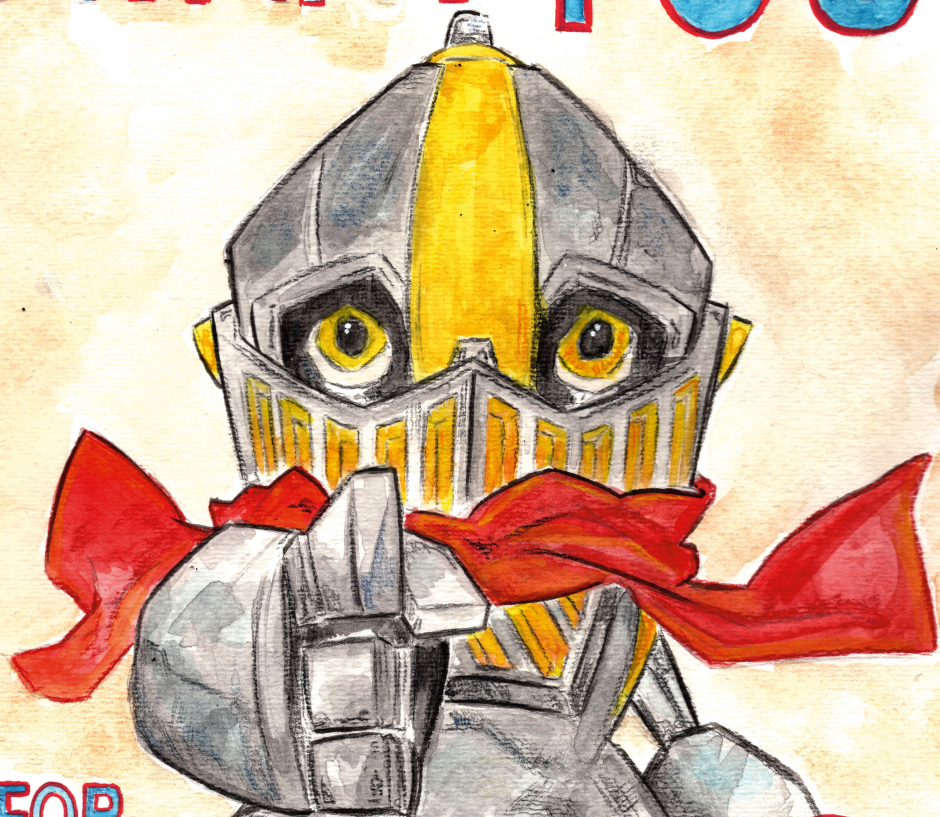
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