

THE ADVENTURES OF

ADAMO, ANDREWEY, AND UNCLE NOJ

MEETING THE MECHANICAL MAN

A hidden base. A damaged warden. A bigger mystery.



A Jonathan Hess and Nib Rift Studios Production

The Adventures of Adamo, Andrewey, and Uncle Noj

and Meeting The Mechanical Man

A hidden base. A damaged Warden. A bigger mystery.



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ADAMO'S ADVENTURE MAP

The
IRON
KEEP

The
Humming
House

MOM MOM
& Poppies
House

Hidden
Supplies



MAKE SURE
N is North

By: Adamo

NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing
This Week: Compass Field Lab

FIELD FILE
002A

If the map is bossy, check what kind of north it means.

COMPASS NORTH

A compass needle points toward magnetic north. That is close to map north, but not always the same.

TRUE NORTH VS MAGNETIC



Declination is the angle between map north and compass north. It changes by place and time.

INTERFERENCE

Big metal, magnets, speakers, motors, and powered gear can tug a compass off course.

WEIRD WORD

Magnetize: turn a needle into a tiny magnet.

NOJ LAB SNACK

Compass crackers: four crackers for N/E/S/W and a cheese pointer. Test first, eat after.

BUILD IT: FLOATING COMPASS

NOJ LEVEL:
MEDIUM

FIELD KIT

bowl of water
leaf or cork
sewing needle
small magnet
marker or tape
adult helper

SAFETY THAT MATTERS

An adult handles the needle. Keep magnets away from cards, watches, phones, and computers.

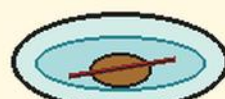
STEPS

- 1 Rub the needle with the magnet one way.
- 2 Rest it on a leaf or cork.
- 3 Float it in still water.
- 4 Mark it, then test nearby metal.



team compass test

TINY TEST LAB



North gets bossy.

WHY IT WORKS: A free-floating magnetized needle lines up with Earth's magnetic field.

FIELD NOTE: Check surroundings before trusting the needle.

NOJ'S N.E.S.T.

Noj's Experiments, Speculation & Testing

This Week: Triangulation Field Notes

FIELD FILE
002B

One clue points. Three clues can make a place confess.



WHAT IT IS

Triangulation uses directions or angles from known places to locate an unknown place.

HOW IT WORKS

One bearing gives a line. Two narrow the search. Three make the crossing much harder to ignore.

GPS NERD NOTE

GPS is related, but it mostly uses distances from satellites. That is trilateration. Similar toolbox, different trick.

THREE BEARINGS, ONE SEARCH AREA



Known points send direction lines. The crossing is where to look.

COOL RESOURCE



NOAA has a kid compass activity for making a simple compass.

NOAA National Ocean Service URL recorded in manifest

FIELD CREW VIGNETTE



Adamo + Andrew test the crossing point with string, bearings, and a very serious map.

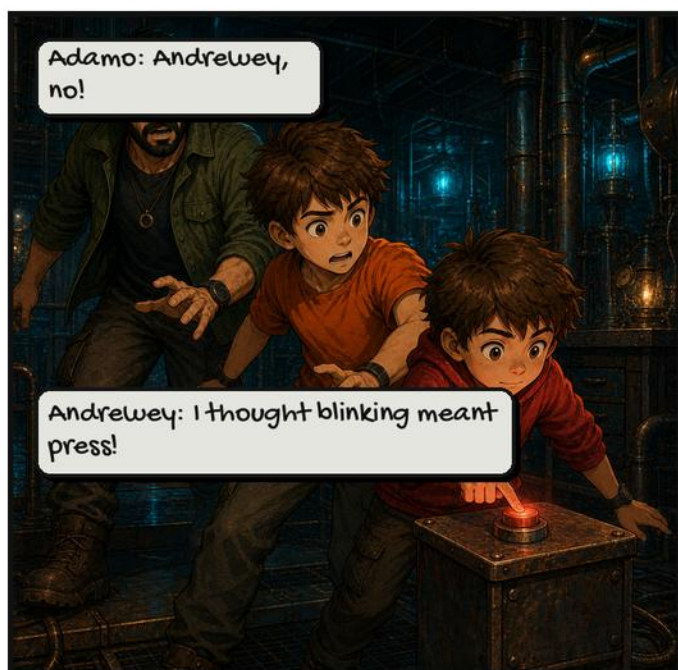
COMPASS WATCH: magnetic north is not true north. NOAA calls the angle between them magnetic declination.

Previously in The Adventures of Adamo, Andrewwey, and Uncle Noj...

Noj: Locked.

Adamo: Good. I like locked.

Andrewwey: Oooo, a blinking button!

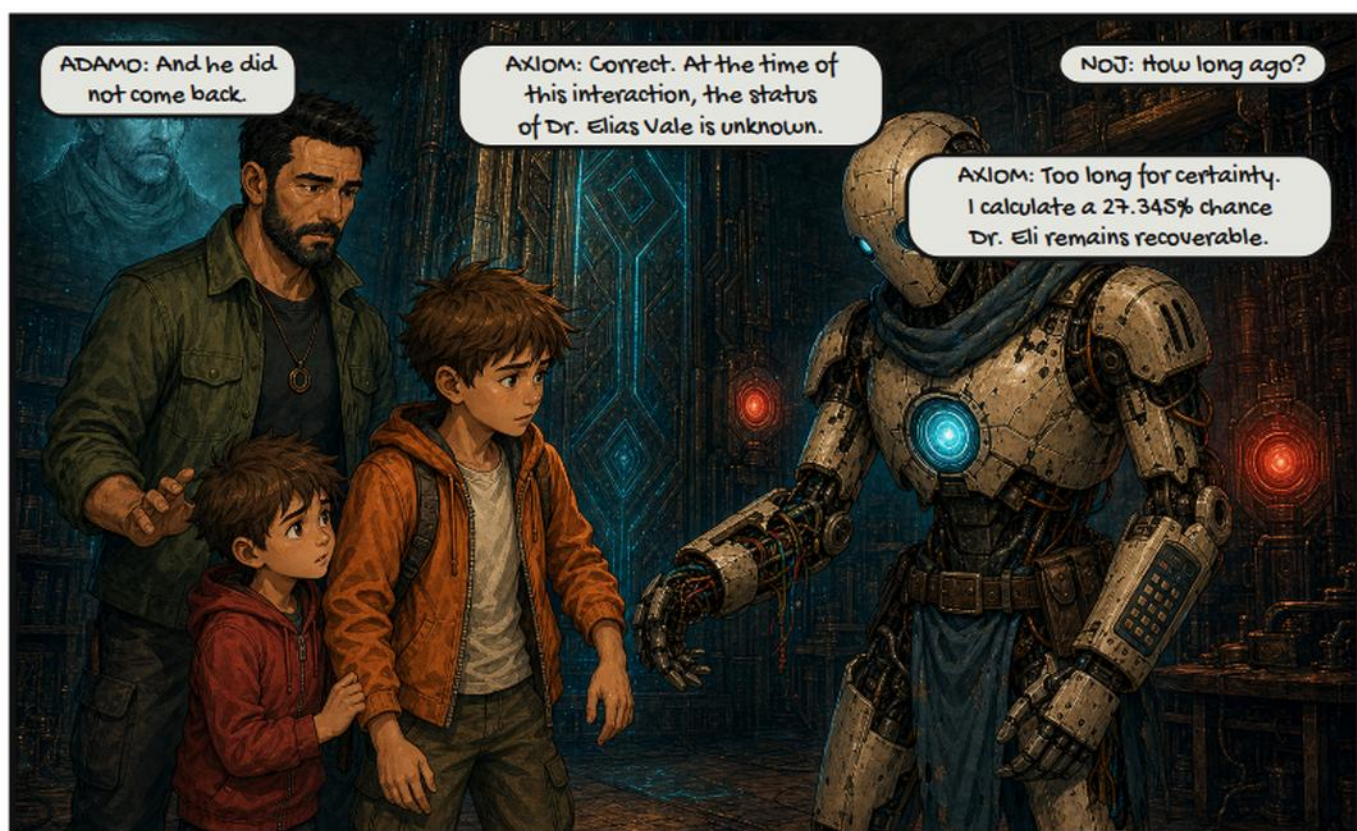
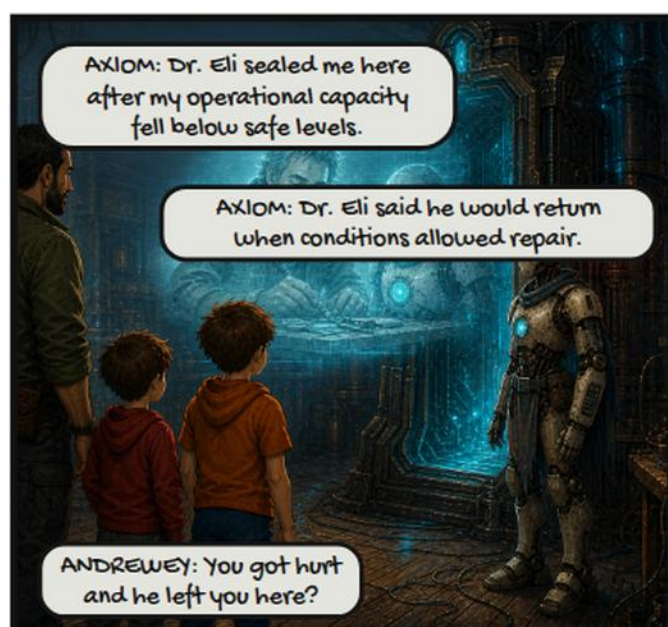
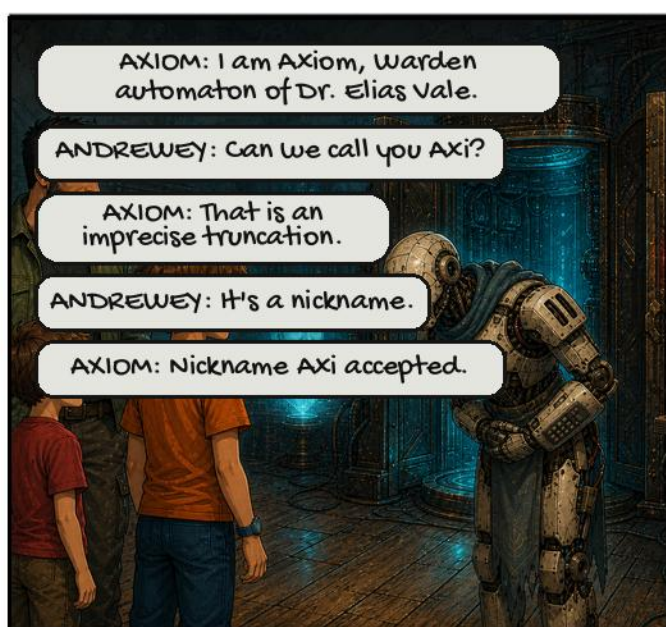


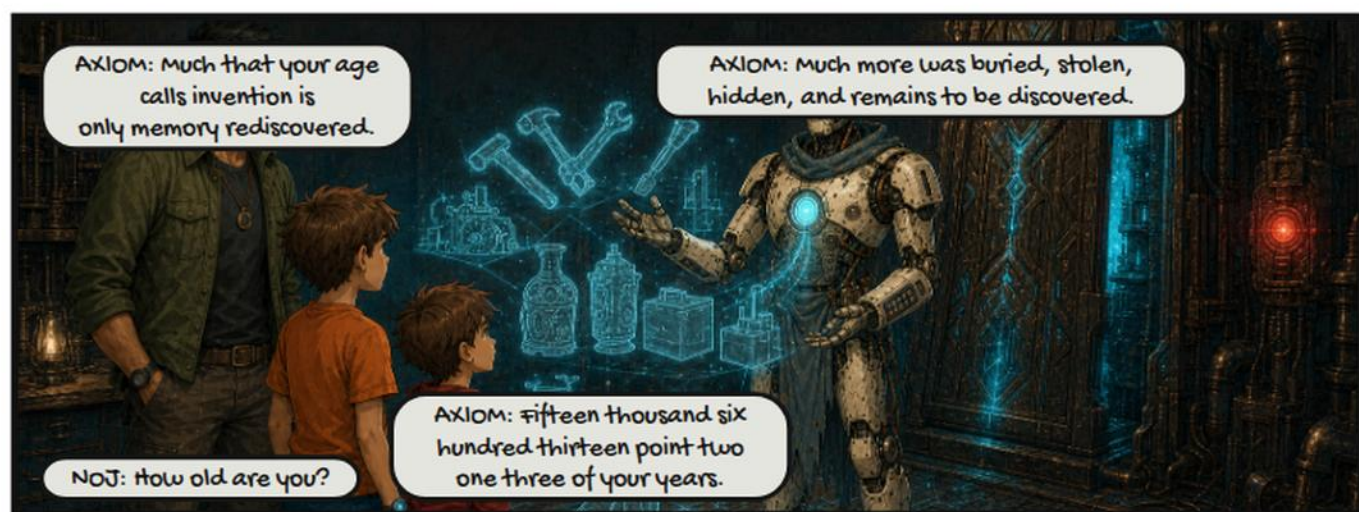
AXIOM: By oath, iron, and witness, I wake and serve.

NOJ: What is wrong with this house?

ADAMO: I can't believe you were thinking of living here!





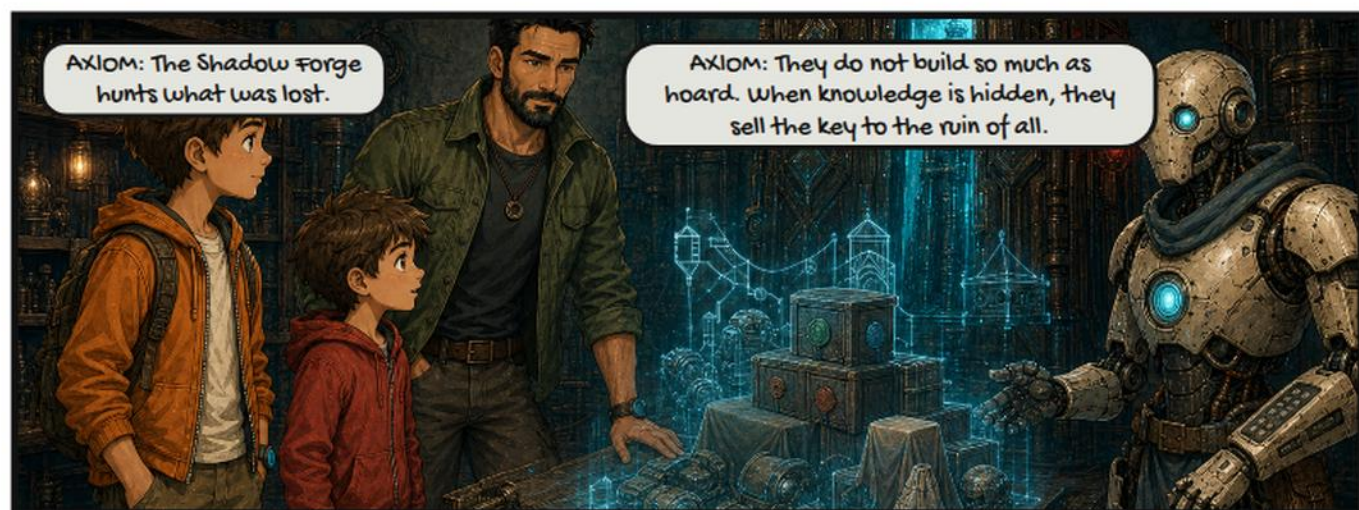


AXIOM: Much that your age calls invention is only memory rediscovered.

AXIOM: Much more was buried, stolen, hidden, and remains to be discovered.

NOJ: How old are you?

AXIOM: Fifteen thousand six hundred thirteen point two one three of your years.



AXIOM: The Shadow Forge hunts what was lost.

AXIOM: They do not build so much as hoard. When knowledge is hidden, they sell the key to the ruin of all.



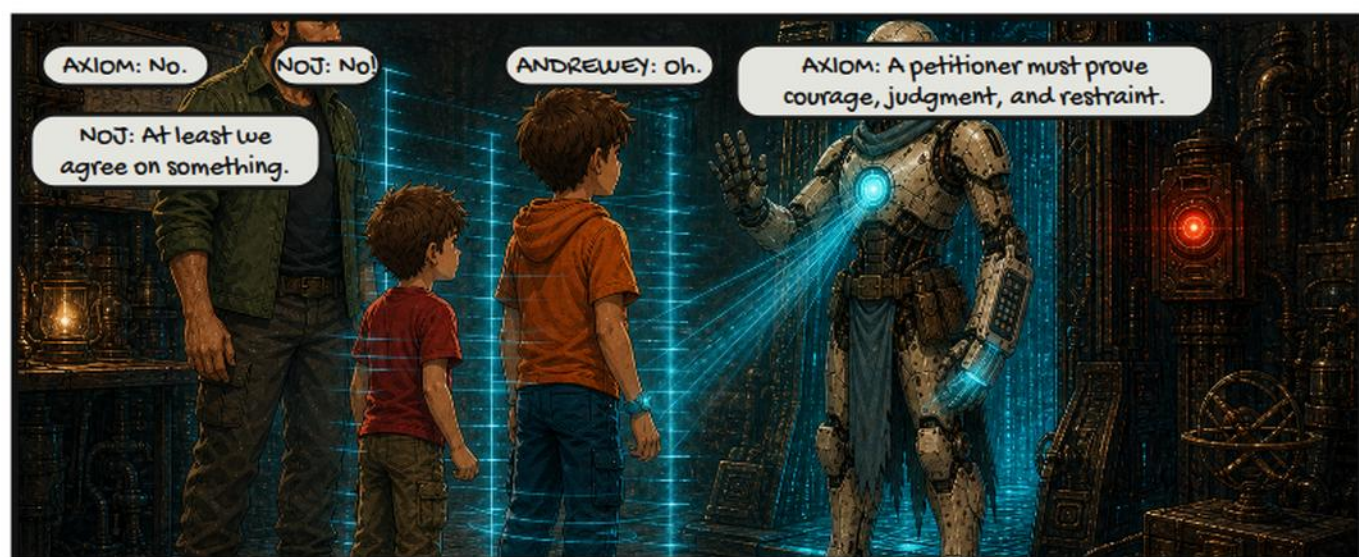
AXIOM: The Wardens stood against them.

AXIOM: Not as kings. As keepers. As guardians.



ANDREW: Can we be Wardens?

ADAMO: Yeah. Tech Wardens!



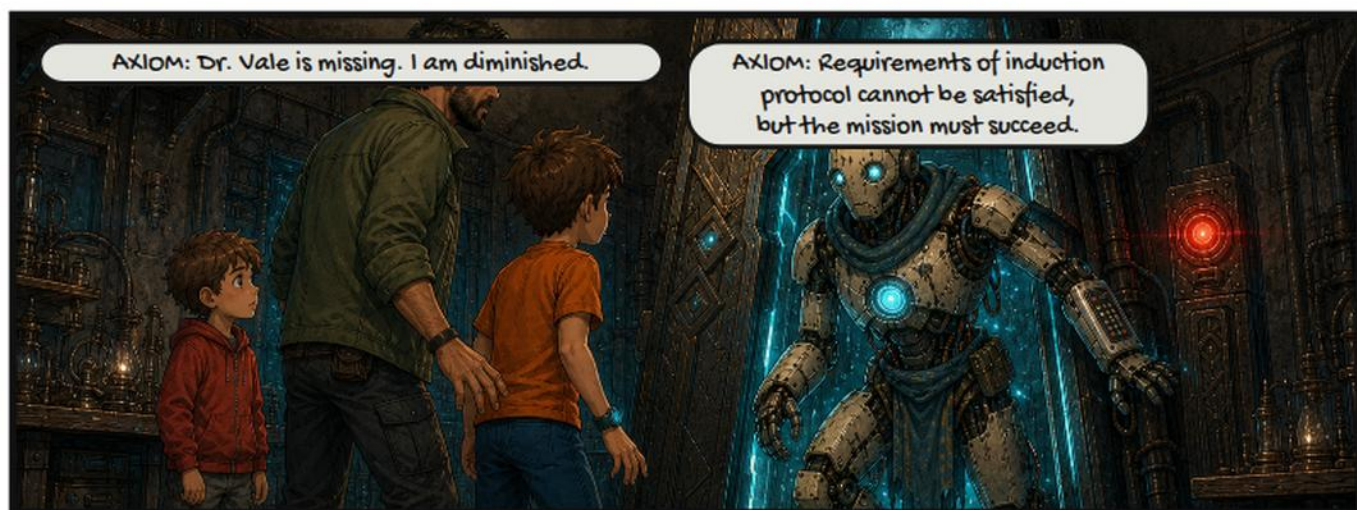
AXIOM: No.

NOJ: No!

ANDREW: Oh.

AXIOM: A petitioner must prove courage, judgment, and restraint.

NOJ: At least we agree on something.



AXIOM: Dr. Vale is missing. I am diminished.

AXIOM: Requirements of induction protocol cannot be satisfied, but the mission must succeed.



AXIOM: By emergency charge, I name you temporary honorary wardens.

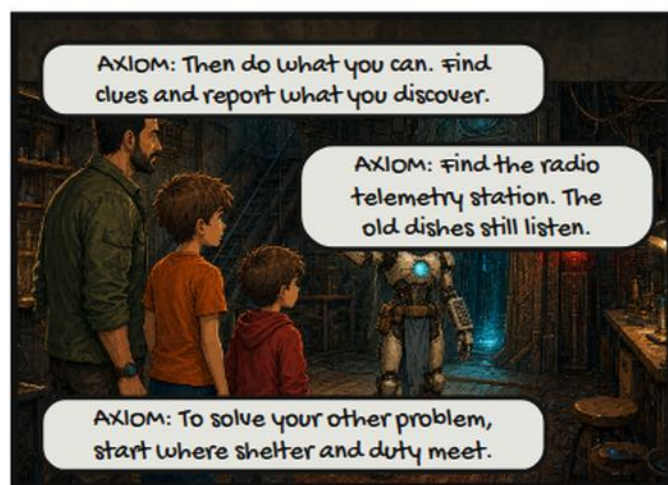
ADAMO: Temporary?!

AXIOM: Correct. Being a warden is earned. You must prove yourself worthy of the position.



NOJ: I have work. I am trying to find a house. There is laundry in my future.

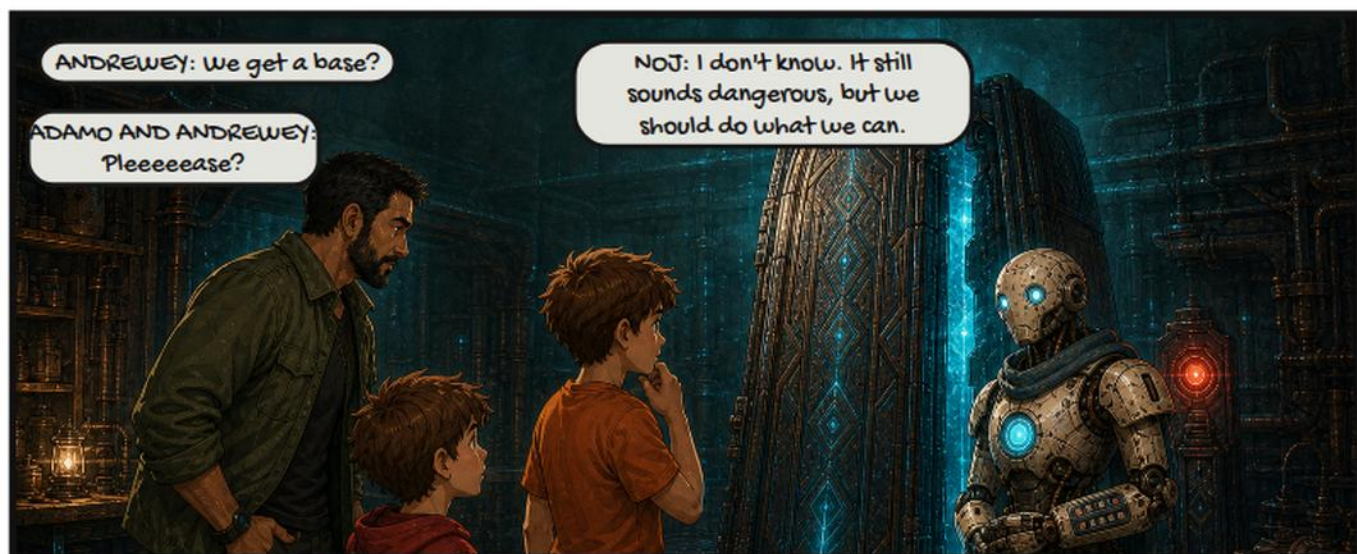
NOJ: Not to mention how dangerous this sounds and their parents will kill me!



AXIOM: Then do what you can. Find clues and report what you discover.

AXIOM: Find the radio telemetry station. The old dishes still listen.

AXIOM: To solve your other problem, start where shelter and duty meet.



ANDREWEY: We get a base?

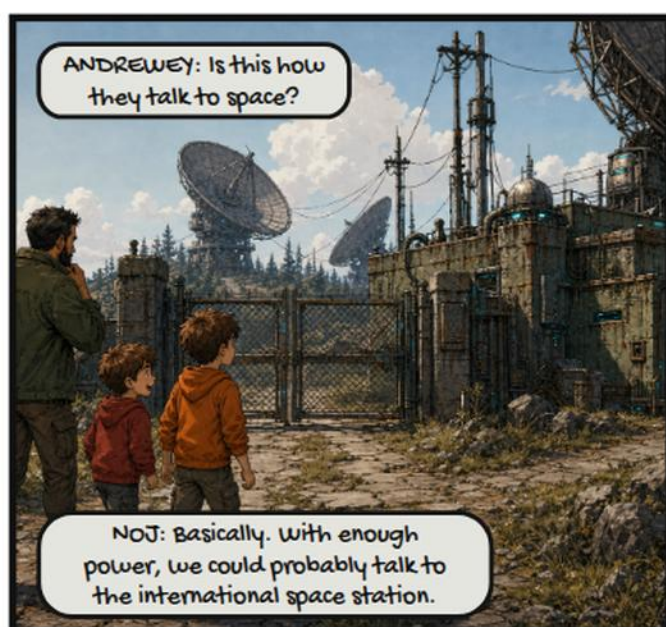
ADAMO AND ANDREWEY: Pleeesease?

NOJ: I don't know. It still sounds dangerous, but we should do what we can.



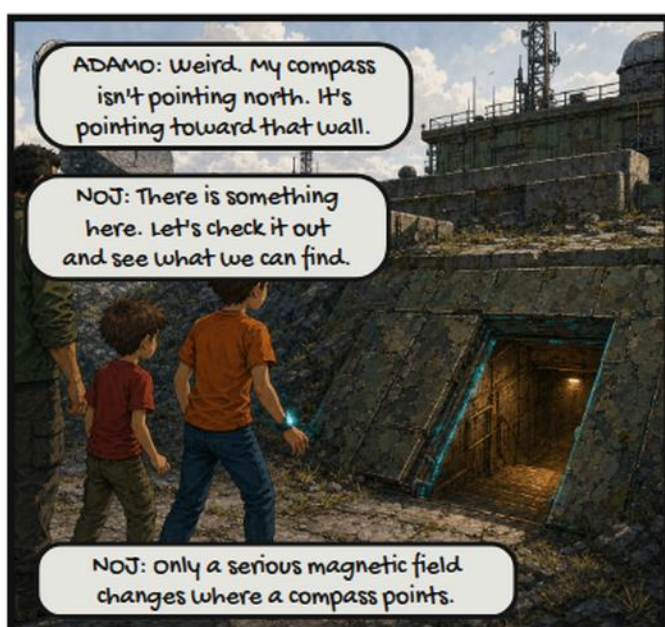
NOJ: I have driven past this place before. I never knew.

NOJ: It seems there is always another secret.



ANDREW: Is this how they talk to space?

NOJ: Basically. With enough power, we could probably talk to the international space station.



ADAMO: Weird. My compass isn't pointing north. It's pointing toward that wall.

NOJ: There is something here. Let's check it out and see what we can find.

NOJ: Only a serious magnetic field changes where a compass points.



ANDREW: Oh man. It is a secret base.

NOJ: No. This is a temporary inspection and then we are goooone.



ANDREW:Y: Whoa.

NOJ: This is... surprisingly nice.

ADAMO: This place is HUUUGEE!



ANDREW:Y: It has a couch!

NOJ: It's got a work bench too!

ADAMO: I want to hook a game console up to that TV.



ADAMO: It can't be that abandoned. The computers still work.

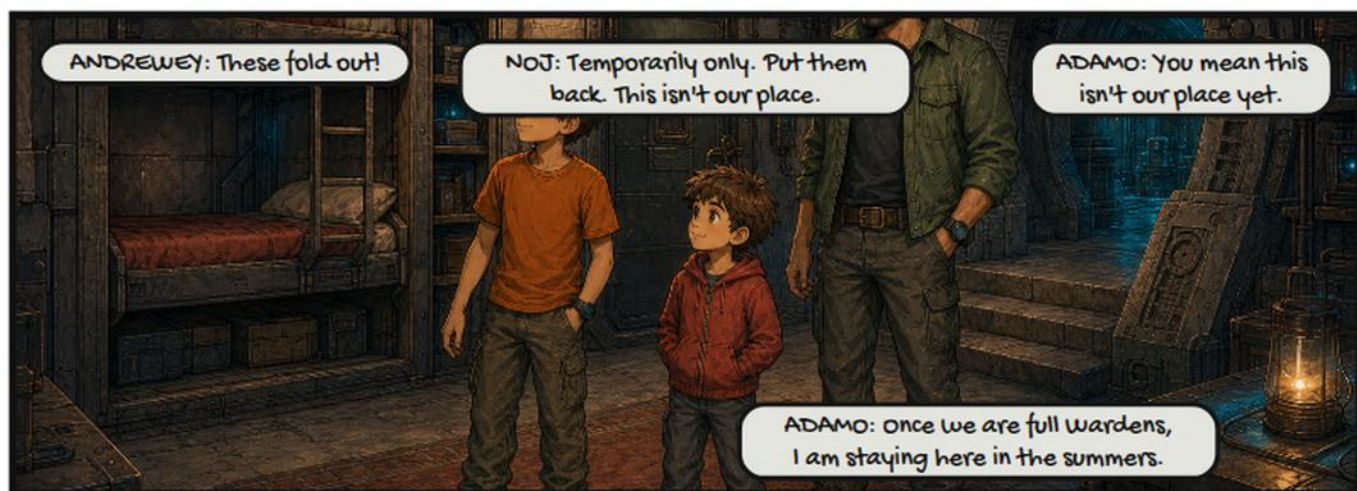
NOJ: I wonder if it was the Dr. Eli Axi was talking about.

NOJ: Yeah. Someone has been here recently.



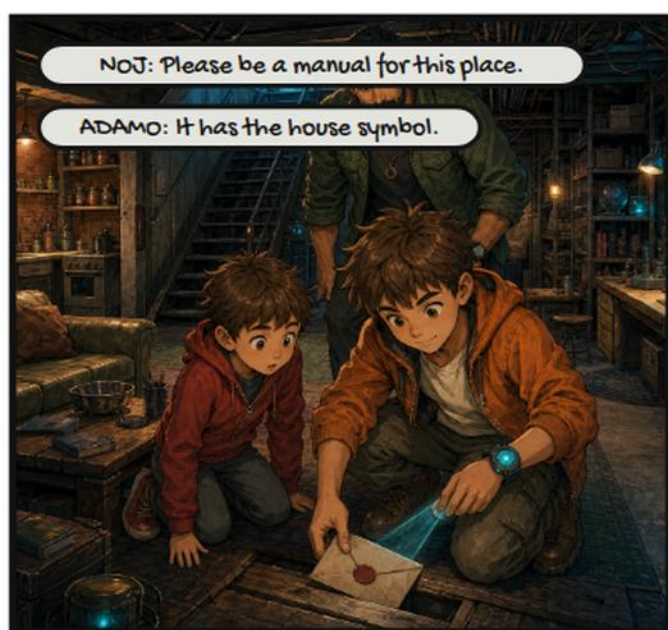
ANDREW:Y: What is behind that big locked door?

NOJ: Usually? Mold, danger, or paperwork.





ADAMO: The compass is pointing that way!



NOJ: Please be a manual for this place.

ADAMO: It has the house symbol.



ANDREWEY: Numbers!

NOJ: A schematic of the keep and a strange necklace. It looks like its glowing.

ADAMO: Coordinates maybe.



ANDREWEY: You should wear it.

NOJ: Why me?

ANDREWEY: It feels uncle-sized.

NOJ: I am not sure that is a measurement system.



ENTRY

ENTRY TUNNEL

A1

A2

L1

S1

A3

L2

L3

STRANGE ARCH
INACTIVE

LEGEND

WALL

OPEN DOOR

LOCKED DOOR

KNOWN PATH

NOTES

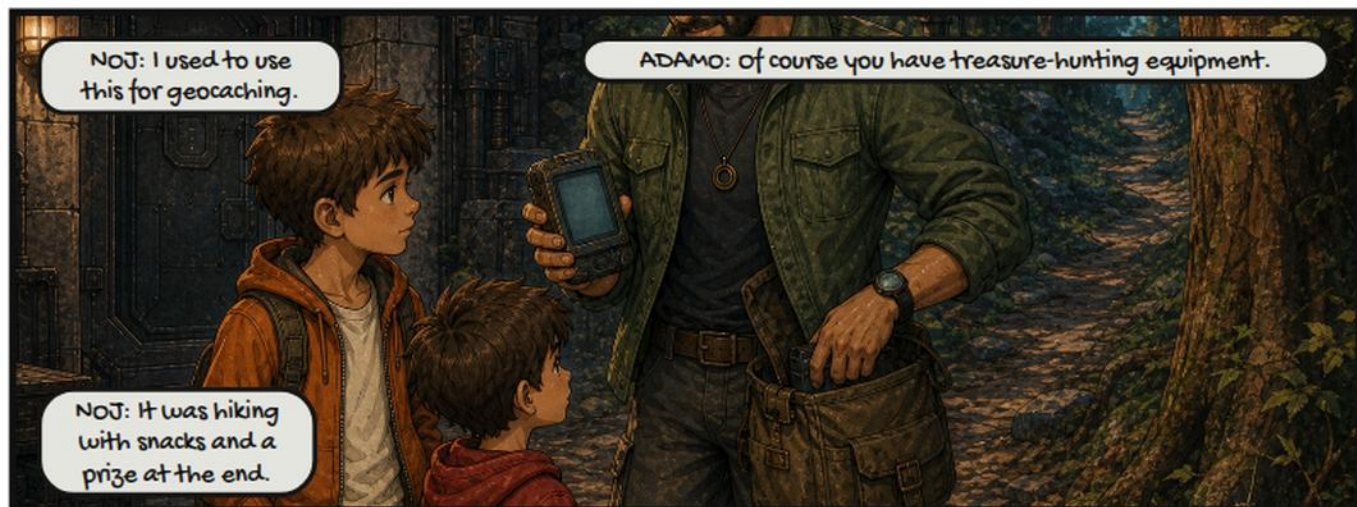
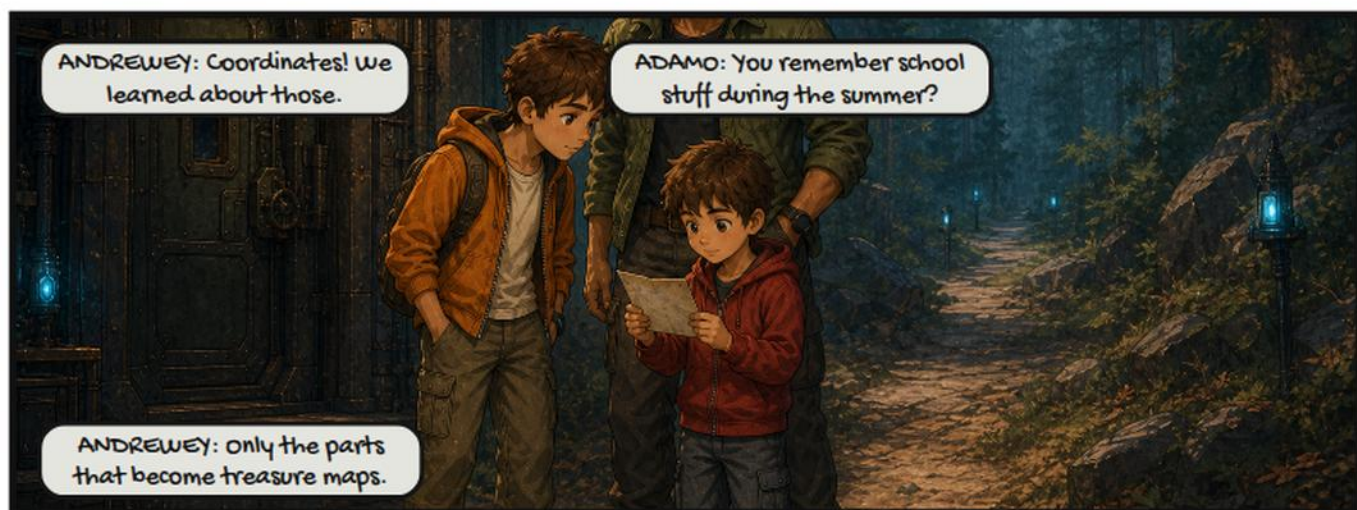
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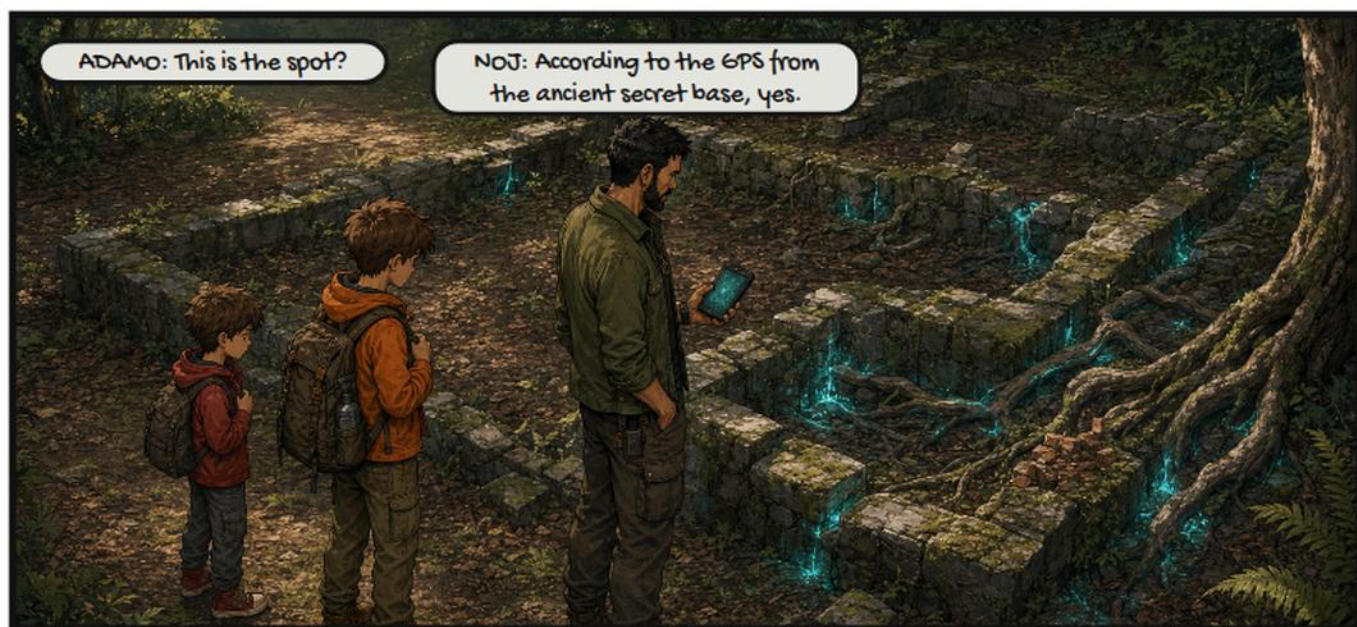
SCALE: N.T.S.

134-104

SHEETS:

1/1





ADAMO: This is the spot?

NOJ: According to the GPS from the ancient secret base, yes.



ANDREWEY: Someone or something was already here.

NOJ: It looks like an animal made them. Maybe a dog?

ADAMO: Those marks are fresh.



ANDREWEY: Look, its spinning again!

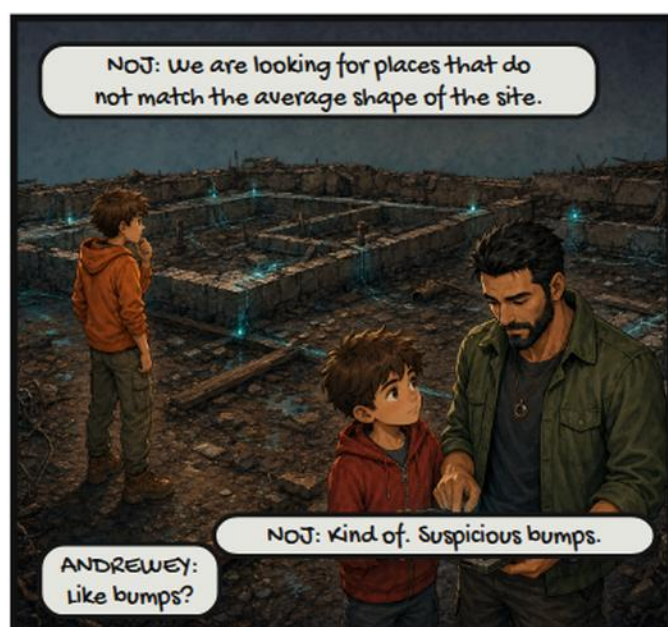
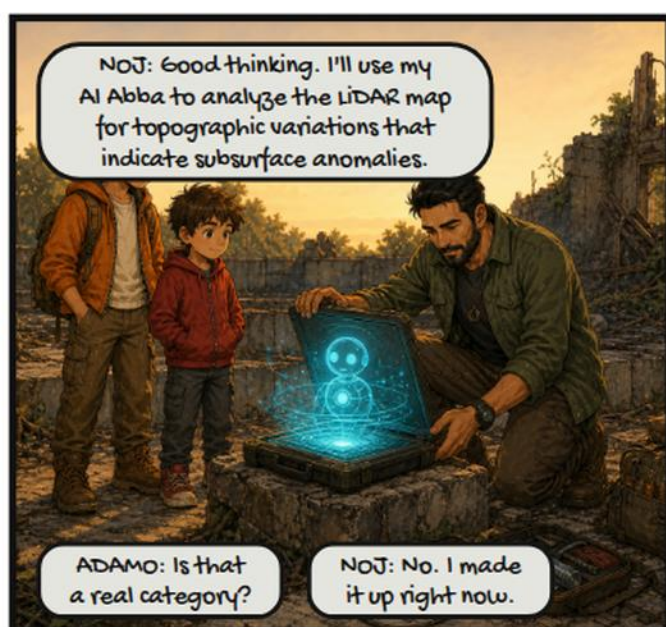
ADAMO: Apparently north is no longer north again.

ANDREWEY: There must be something here then!



NOJ: Nobody wanders. Keep your eyes open. Call me if you find something.

The woods were quiet in the way machines are quiet before they move.





NOJ: Holler if you find anything expensive, dangerous, or generally out of place.



NOJ: Found a hand.

NOJ: A robot hand. Like Axiom's.

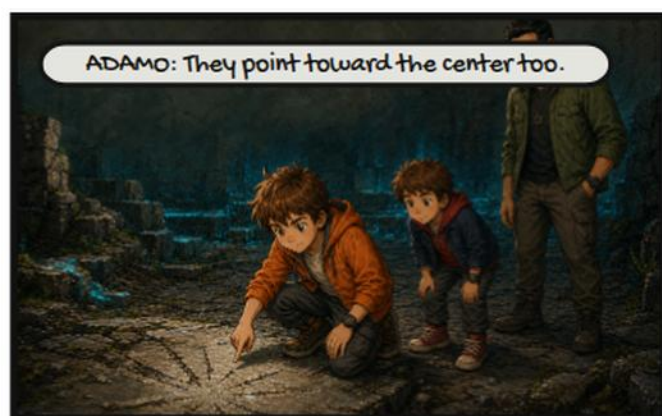


ADAMO: Mine points toward the center.

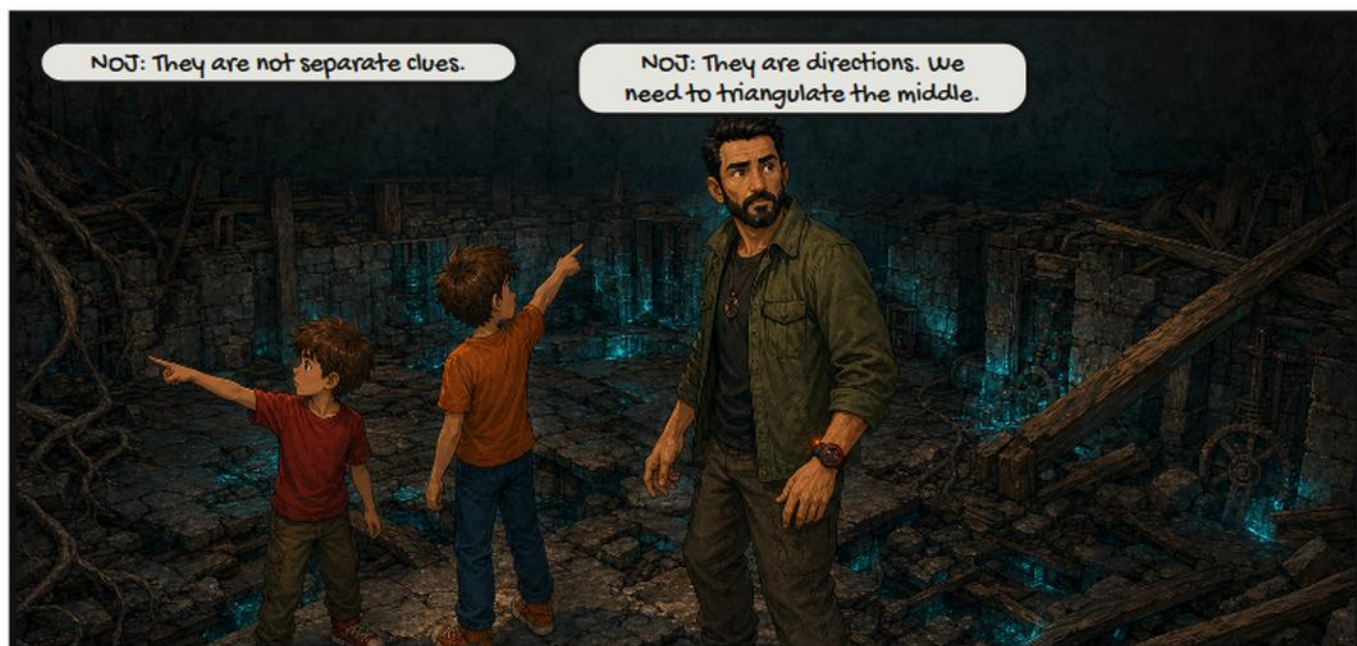


ANDREWEY: I don't have a thing.

ANDREWEY: But I have weird scratches.



ADAMO: They point toward the center too.



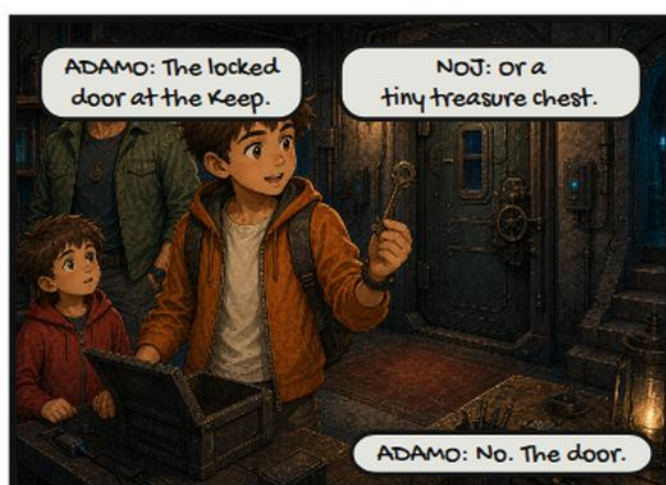
NOJ: They are not separate clues.

NOJ: They are directions. We need to triangulate the middle.











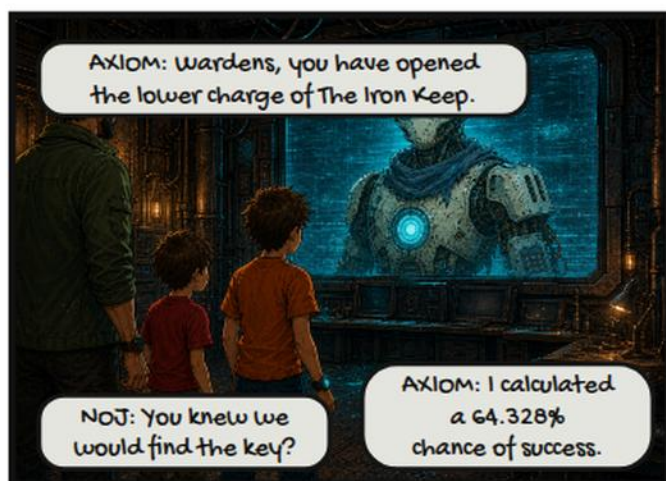
NOJ: Okay. This looks operational.

NOJ: Let's take a look around.



ANDREWWEY: I didn't touch any buttons this time.

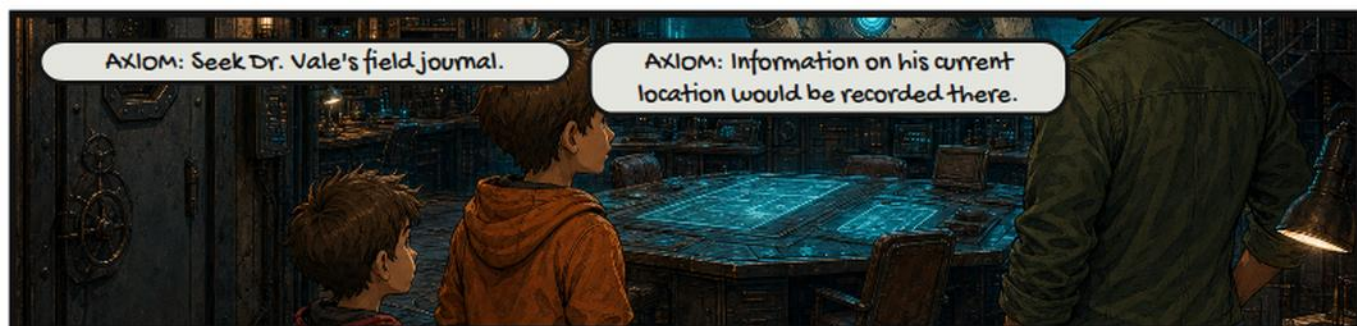
ADAMO: Everything is turning on!



AXIOM: Wardens, you have opened the lower charge of The Iron Keep.

NOJ: You knew we would find the key?

AXIOM: I calculated a 64.328% chance of success.



AXIOM: Seek Dr. Vale's field journal.

AXIOM: Information on his current location would be recorded there.



NOJ: Found it.

ADAMO: Can you read it?

NOJ: This is not a language. This is math having a dream.



ANDREWWEY: Yeah, but I bet it holds the next clue.

AXIOM: This data is quantum-locked. I can process it, but it will take time.

To be continued.

AXIOM: Recover from your quest. I will contact you when the data is deciphered.

IRON KEEP TROPHIES



• WARDEN NECKLACE •



WARDEN TERMINAL

CHARACTER RECORD // ADAMO // ISSUE 001 FIELD FILE

FILE ID
AHA-CHAR-ADAMO-001



VISUAL FEED: ADAMO / FIELD CONTACT

FULL BODY

CONTINUITY VIEW



AGE

10

BIRTHDAY

May

STATUS

Active field contact

HOME/BASE

Adamo + Andrewewy home

ROLE

Clue tracker / older brother / nephew

CORE SKILLS

Pattern spotting, watch signals, sketch logic, map notes

STRENGTH

Catches the small wrong detail everyone else walks past.

WEAKNESS / DISLIKE

Hates waiting when a clue is half-solved; can argue with danger.

COMFORT READ

Cheese pizza, cold apple slices, notebook margins full of arrows.

THREAT READ

Notices symbols, device glitches, machine clues, and log-order problems before the room feels safe.

RUNE NOTE

Adamo spots the little details and refuses to let them stay unexplained.

VISUAL LOCK

Honey-brown hair, orange cue, no glasses, older and sturdier than Andrewewy.

WARDEN TERMINAL

FILE ID
AHA-CHAR-ANDREWEY-001

CHARACTER RECORD // ANDREWEY // ISSUE 001 FIELD FILE



VISUAL FEED: ANDREWEY / FIELD CONTACT

FULL BODY

CONTINUITY VIEW



AGE
7

BIRTHDAY
December

STATUS
Active field contact

HOME/BASE
Adamo + Andrewewy home

ROLE
Brave heart / feeling read

CORE SKILLS
Mood reading, brave first steps, iPad mapping, snack diplomacy

STRENGTH
Notices how a place feels before anyone has words for it.

WEAKNESS / DISLIKE
Storms, thunder imagery, loud alarms, and being left out of the plan.

COMFORT READ
Fruit snacks, tiny crackers, a charged iPad, and knowing the plan.

THREAT READ

Catches quiet-room weirdness, device failure, emotional pressure shifts, and fear before it turns into panic.

RUNE NOTE

Andrewewy is small enough to be underestimated and brave enough to make that a mistake.

VISUAL LOCK Smaller than Adamo, red cue, warm brown hair, open sincere expression.

WARDEN TERMINAL

FILE ID
AHA-CHAR-NOJ-001

CHARACTER RECORD // UNCLE NOJ // ISSUE 001 FIELD FILE



VISUAL FEED: UNCLE NOJ / FIELD CONTACT

FULL BODY

CONTINUITY VIEW



AGE

41

BIRTHDAY

Not logged

STATUS

Adult field lead

HOME/BASE

Uncle Noj's Home / the road

ROLE

Uncle / guide / field lead

CORE SKILLS

Repairs, practical science, dry reads, tools, field decisions

STRENGTH

Turns danger into a checklist before the room has finished being ridiculous.

WEAKNESS / DISLIKE

Sleep deprivation, unsafe wiring, and old machines that are too interesting.

COMFORT READ

Coffee, a diner egg sandwich, a charged laptop, and one not-organized-enough tool bag.

THREAT READ

Reads tools, rooms, and old tech quickly; unknown systems still earn respect.

RUNE NOTE

Noj is the adult in the room, which is useful right up until he also wants to press the button.

VISUAL LOCK

Tallest adult, short dark hair, dark beard, green maker jacket, practical not tactical.

WARDEN TERMINAL

CHARACTER RECORD // AXIOM // ISSUE 002 FIELD FILE

FILE ID
AHA-CHAR-AXIOM-001



VISUAL FEED: CYAN CORE ACTIVE / DAMAGED BUT ALERT

FULL BODY

WARDEN-BUILT AUTOMATON



AGE
Ancient / 15,613.2 years

ORIGIN
Warden-built automaton

STATUS
Damaged / operational

BASE
Iron Keep systems

ROLE
Warden automaton / emergency ally

CORE SKILLS
Diagnostics, old systems, Warden protocols, protocol memory

STRENGTH
Remembers old Warden systems and sees machine traces the team would miss.

WEAKNESS / DISLIKE
Damaged shell, flicker states, literal processing, incomplete archives.

COMFORT INPUT
Stable power, clean diagnostics, and properly archived records.

THREAT READ
Recognizes Warden-era machine signs and Shadow Forge traces.

RUNE NOTE
Axiom reports impossible truths with ancient dignity. Listen anyway.

VISUAL LOCK
Cyan core, worn cream shell, cobbled repairs, blue-gray cloth, damaged but alert.

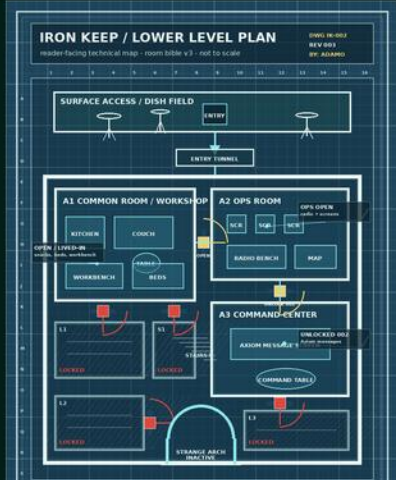
WARDEN TERMINAL

FILE ID
AHA-LOC-IRONKEEP-001

LOCATION RECORD // THE IRON KEEP // ISSUE 002 FIELD FILE



VISUAL FEED: DISH FIELD / HIDDEN ENTRY



MAP FEED: LOWER LEVEL PLAN V3

DEFENSIVE STATUS

Partially active Warden base; old systems wake unevenly.

CURRENT OCCUPANTS

Axiom in systems; Noj caretaking; boys visiting as temporary Wardens.

ACCESS POINTS

Dish-field approach, hidden entry, entry tunnel, locked interior routes.

REVEALED ROOMS

Common room/workshop, beds, snack area, operations room, Noj Nook.

LOCKED AREAS

Archive, storage, lower rooms, strange arch, and unsafe mechanical spaces.

BASE PROJECTS

ABBA console v1, trophy wall, field gear storage, leak and power repairs.

LIMITS

Leaky, old, partially locked, not fully mapped, underpowered, and not magically safe. Tools in bins, warning lights, and rooms that still say no.

STRENGTH

Shelter, Warden infrastructure, old maps, screens, repair space, and enough mystery to be deeply inconvenient.

WARDEN NOTE

The Iron Keep is not a solved base. It is a promise with bad wiring.

WARDEN RELEVANCE

Emergency base handed to temporary Wardens before it is fully ready.

ISSUE PLACEMENT

Issue 002 Warden Terminal page, directly before credits.

CREDITS

The Adventures of Adamo, Andrewey, and Uncle Noj

Issue 002

Created by

Jonathan Hess

Published under

Nib Rift Studios

Production

Nib Rift Studios

Services

OpenAI + OpenClaw

Story, layout, lettering, and assembly

Built through a script-to-panels workflow with renderer-owned text.
