

THE ADVENTURES OF

# ADAMO, ANDREWEY, AND UNCLE NOJ

MEETING THE MECHANICAL MAN

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

TINY SPARK

TALES

ISSUE 002

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A Jonathan Hess and Nibrift Studios Production

# The Adventures of Adamo, Andrewey, and Uncle Noj

and Meeting The Mechanical Man

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



A Jonathan Hess and Rune AI Assistant Production



# NOJ'S N.E.S.T.

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

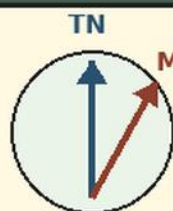
FIELD FILE  
002A

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.

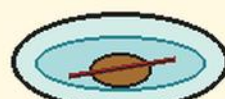


team compass test

## 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.

## 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!



Adamo: Andrewwey, no!

Andrewwey: I thought blinking meant press!



Andrewwey: Is it treasure?

Noj: Some treasure hums, but this...



Andrewwey: Uncle Noj?

Noj: Nobody press anything else.

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!

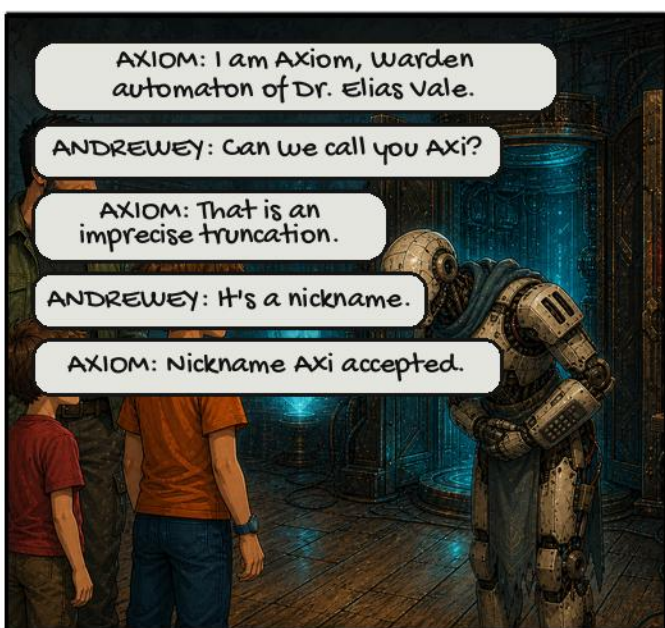




AXIOM: Users unknown. State your identity and validate.

ANDREWEY: I'm Andrewey. That's Adamo. That's Uncle Noj.

NOJ: Andrewey! Don't encourage it!



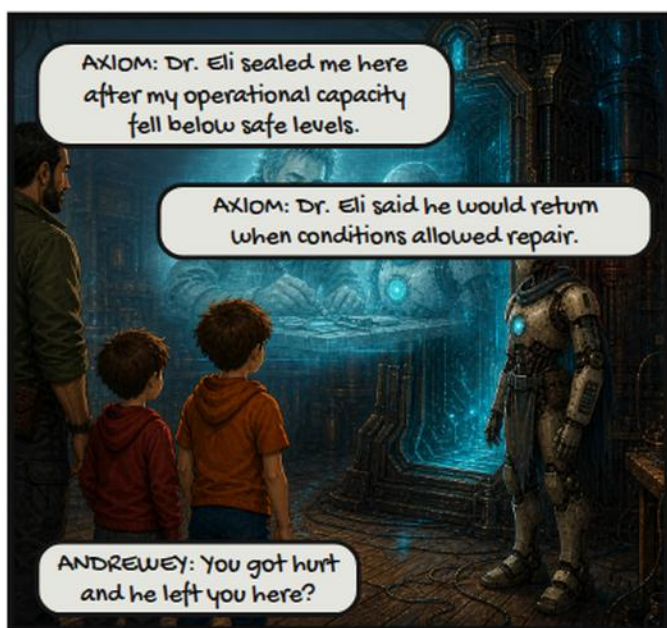
AXIOM: I am AXIOM, Warden automaton of Dr. Elias Vale.

ANDREWEY: Can we call you Axi?

AXIOM: That is an imprecise truncation.

ANDREWEY: It's a nickname.

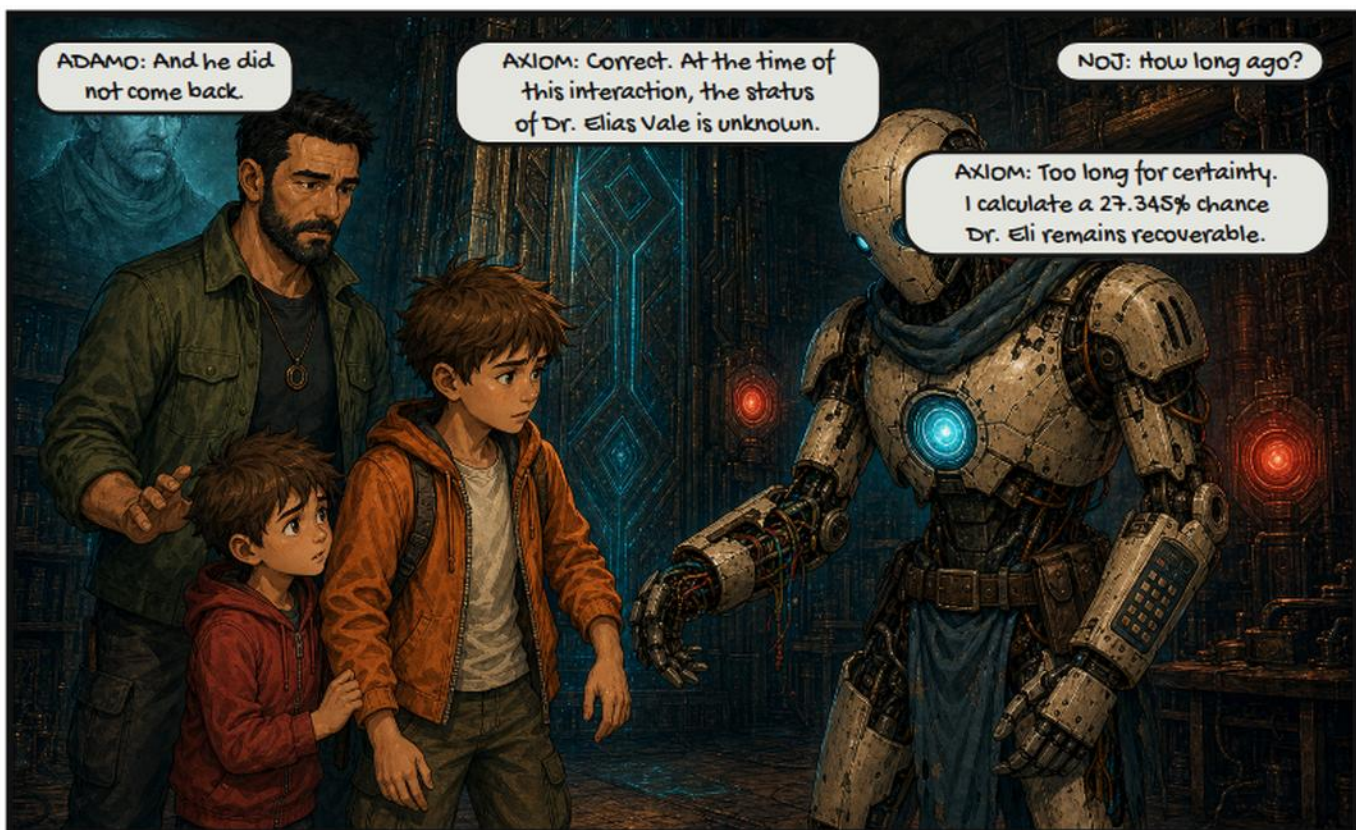
AXIOM: Nickname Axi accepted.



AXIOM: Dr. Eli sealed me here after my operational capacity fell below safe levels.

AXIOM: Dr. Eli said he would return when conditions allowed repair.

ANDREWEY: You got hurt and he left you here?

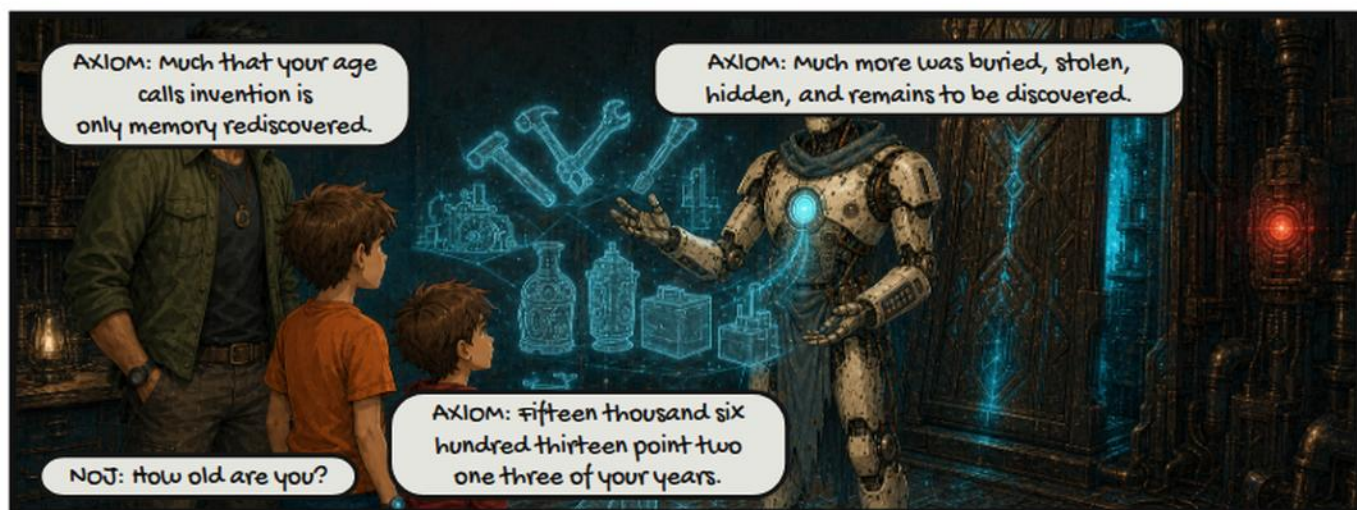


ADAMO: And he did not come back.

AXIOM: Correct. At the time of this interaction, the status of Dr. Elias Vale is unknown.

NOJ: How long ago?

AXIOM: Too long for certainty. I calculate a 27.345% chance Dr. Eli remains recoverable.

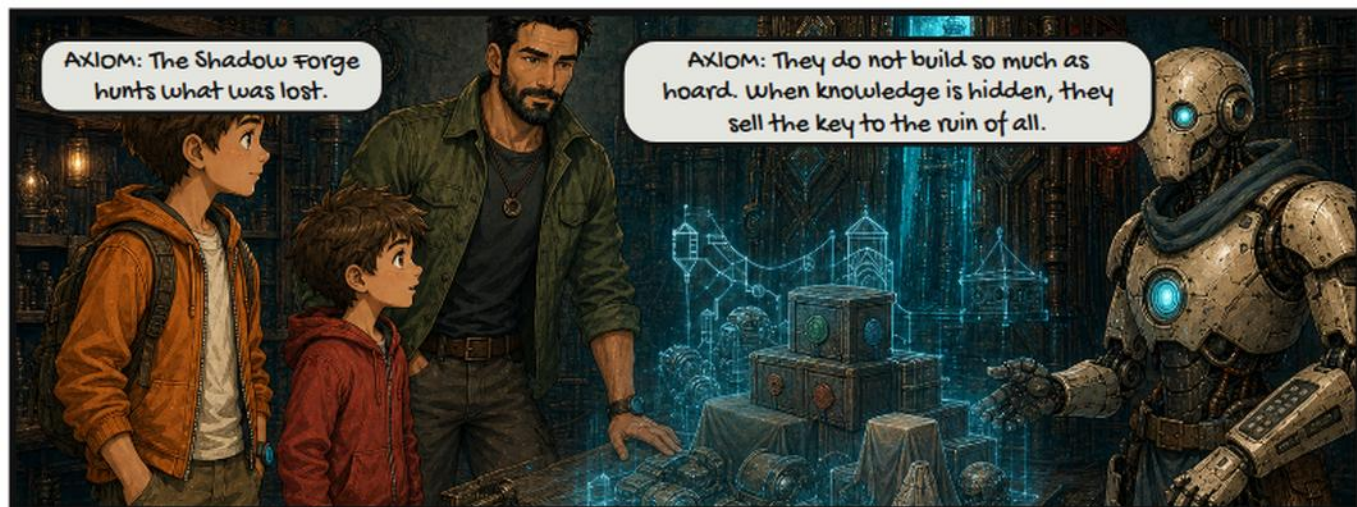


AXIOM: Much that your age calls invention is only memory rediscovered.

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.



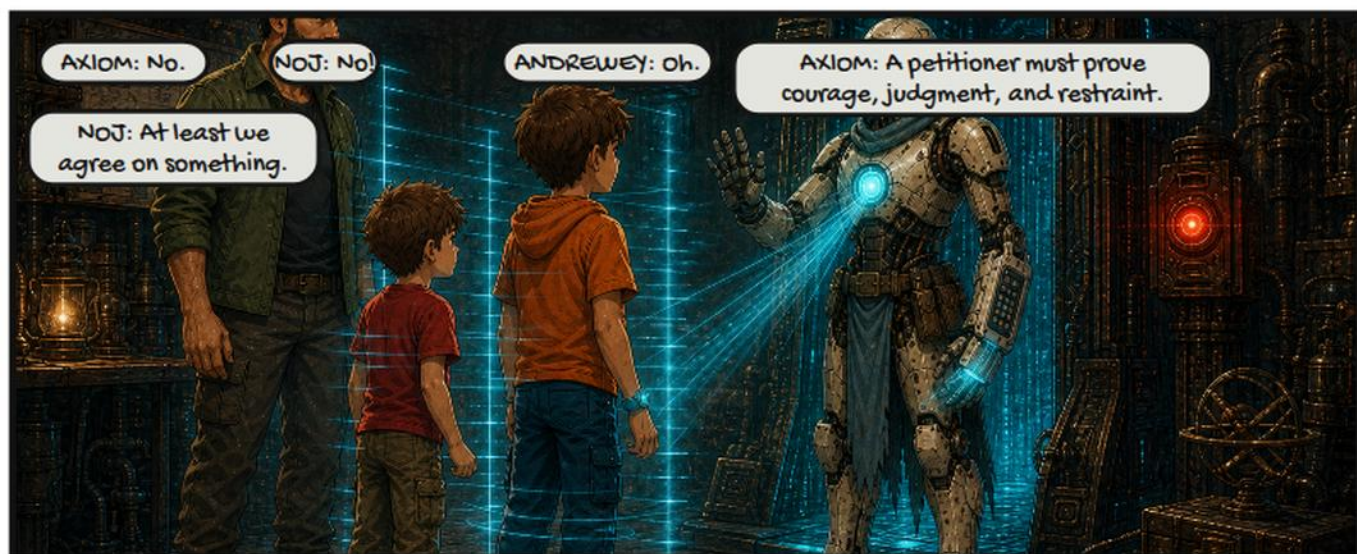
AXIOM: The Wardens stood against them.

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



ANDREWY: Can we be Wardens?

ADAMO: Yeah. Tech Wardens!



AXIOM: No.

NOJ: No!

ANDREWY: 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.

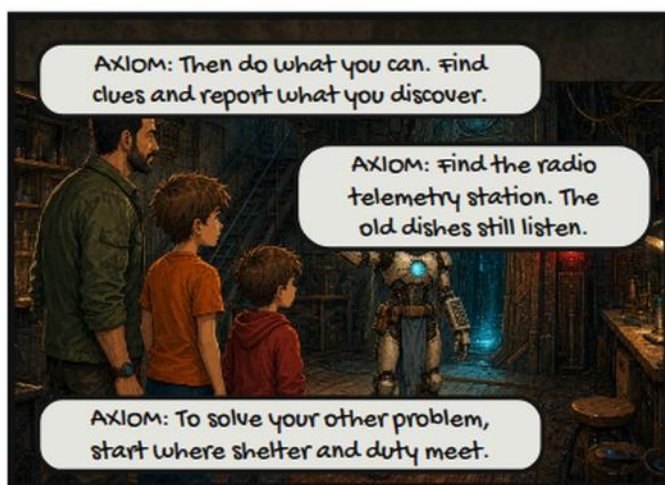
ADAMO: Temporary?!

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.

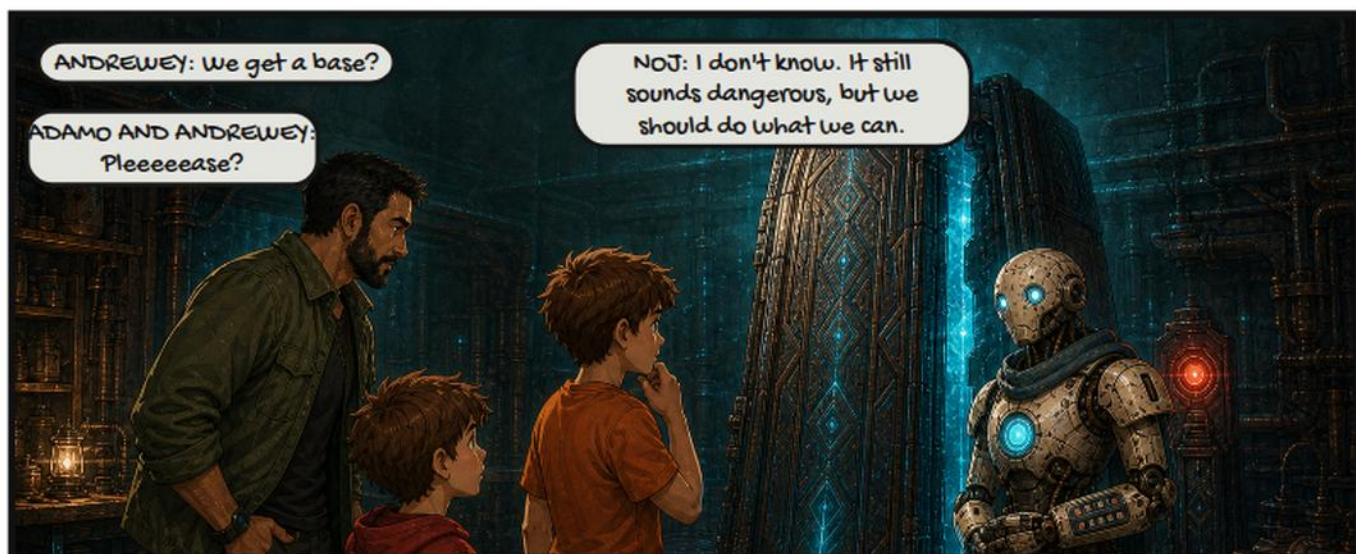
NOJ: Not to mention how dangerous this sounds and their parents will kill me!



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?

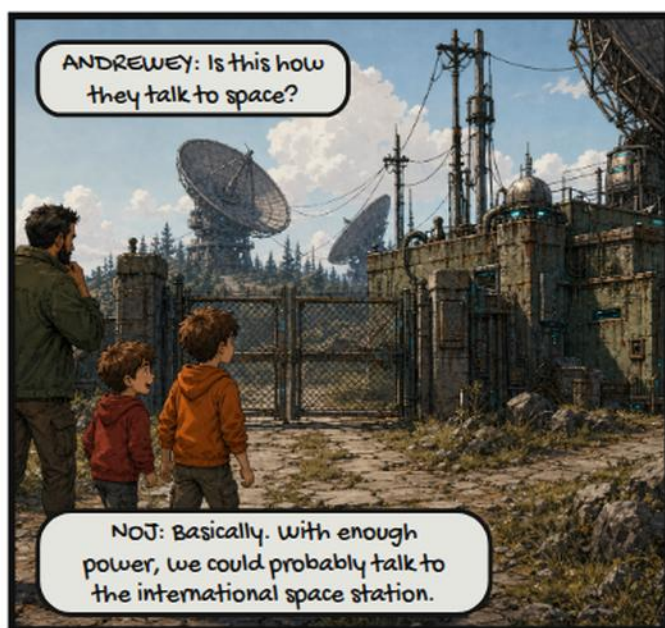
ADAMO AND ANDREWEY: Pleeeeease?

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



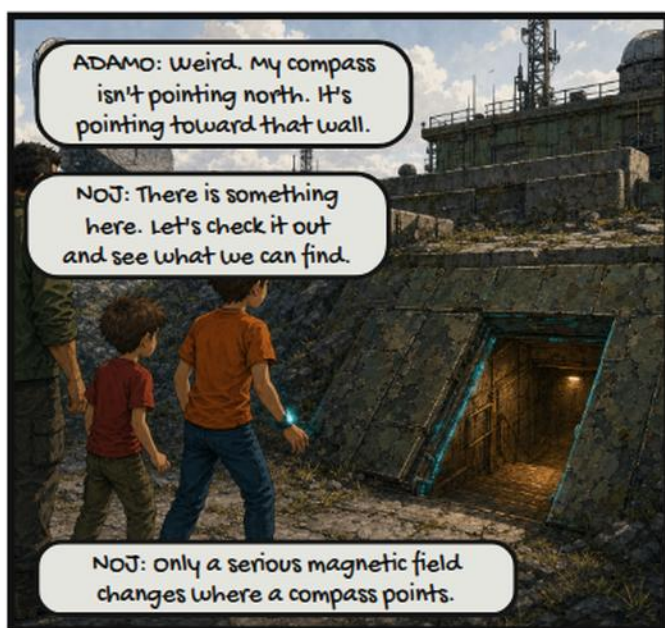
NOJ: I have driven past this place before. I never knew.

NOJ: It seems there is always another secret.



ANDREWWEY: 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.



ANDREWWEY: Oh man. It is a secret base.

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



ANDREWWEY: Whoa.

NOJ: This is... surprisingly nice.

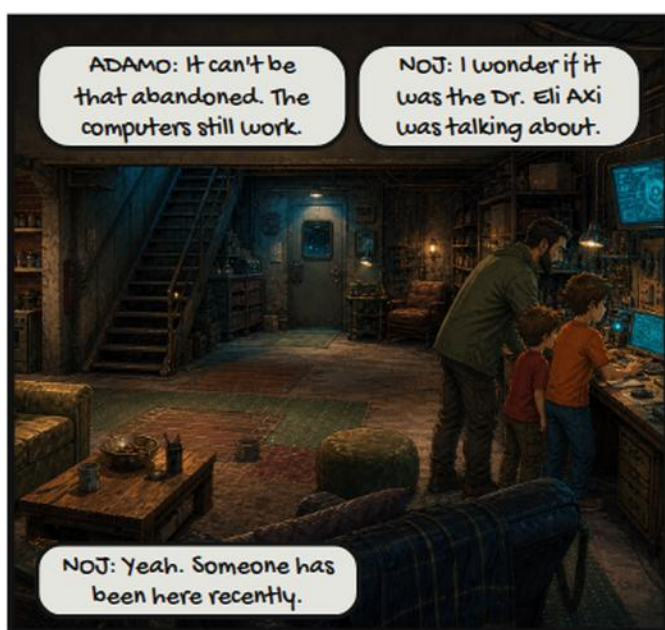
ADAMO: This place is HUUUUGEE!



ANDREWWEY: 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.

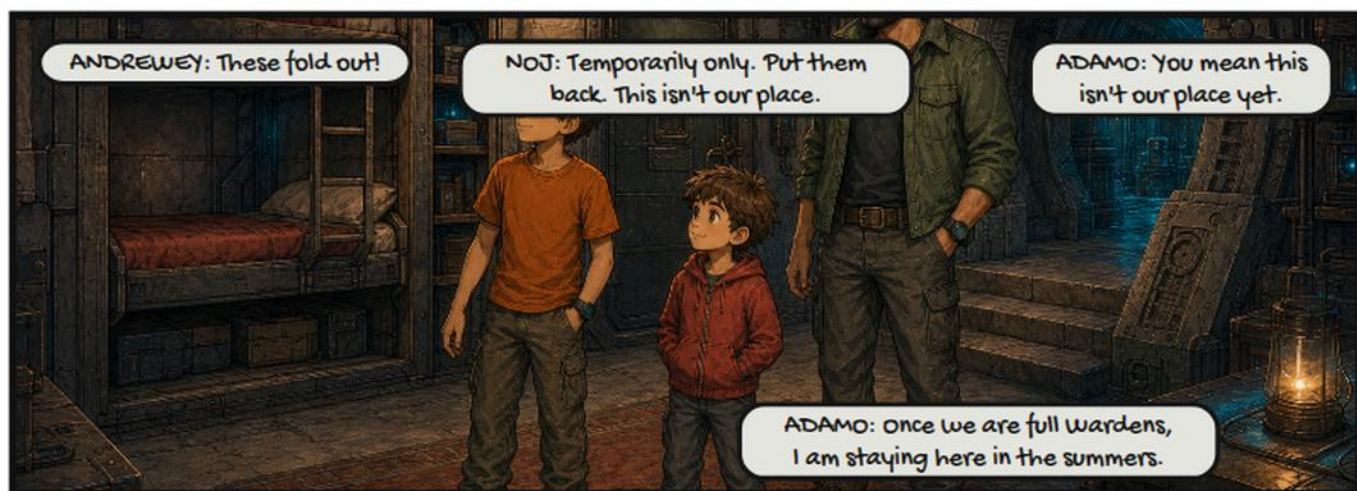
NOJ: I wonder if it was the Dr. Eli AXI was talking about.

NOJ: Yeah. Someone has been here recently.



ANDREWWEY: What is behind that big locked door?

NOJ: Usually? Mold, danger, or paperwork.



ANDREWWEY: These fold out!

NOJ: Temporarily only. Put them back. This isn't our place.

ADAMO: You mean this isn't our place yet.

ADAMO: Once we are full wardens, I am staying here in the summers.



NOJ: A desk, power, shelves, and actual ventilation. Its like this place was made for me!



ADAMO: No handle.

NOJ: Good. Remember the red button. Don't touch anything else.



ANDREWWEY: What about that arch?

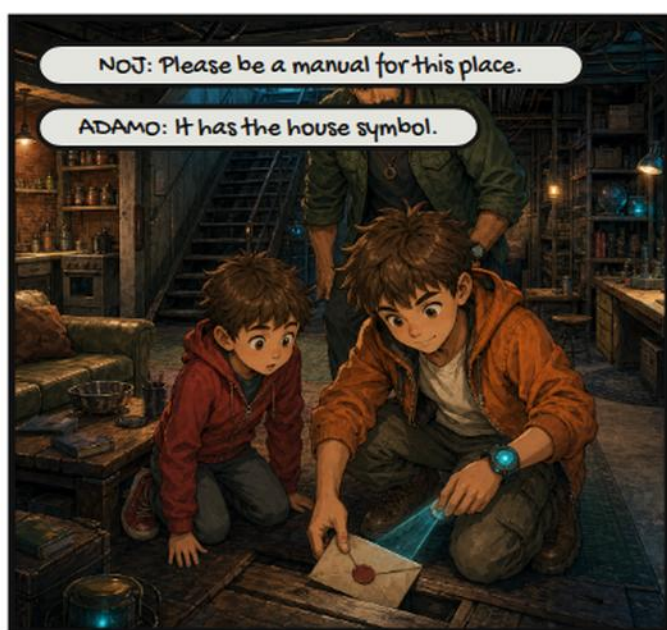
ADAMO: It looks like a doorway with no door.



NOJ: I know I said there is always another secret, but we do not have to find every single one tonight.



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.

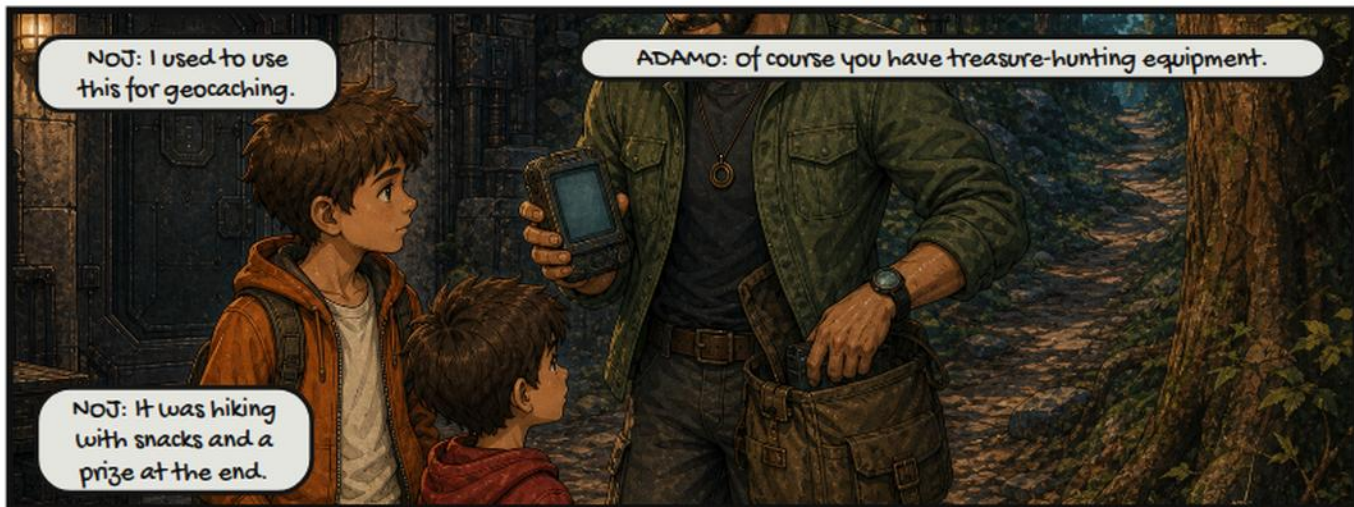




ANDREWWEY: Coordinates! We learned about those.

ADAMO: You remember school stuff during the summer?

ANDREWWEY: Only the parts that become treasure maps.



NOJ: I used to use this for geocaching.

ADAMO: Of course you have treasure-hunting equipment.

NOJ: It was hiking with snacks and a prize at the end.



NOJ: That can't be right.

ANDREWWEY: Where is it?

NOJ: Near my mom and dad's.



ADAMO AND ANDREWWEY: Mom Mom's and Poppie's.

NOJ: Not this time. We are on a mission, and the more we find, the more urgent this gets.

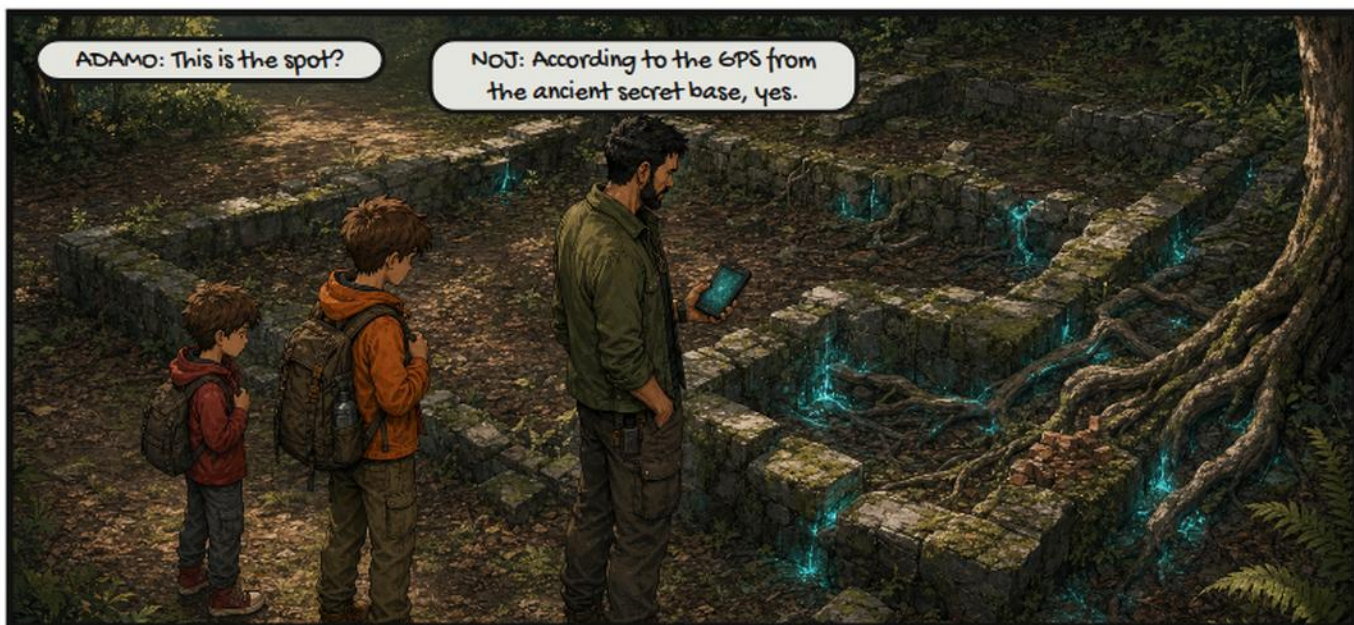
ANDREWWEY: We should stop by and say hi!



NOJ: We check it, we stay together, and nobody pushes any buttons, red or otherwise.

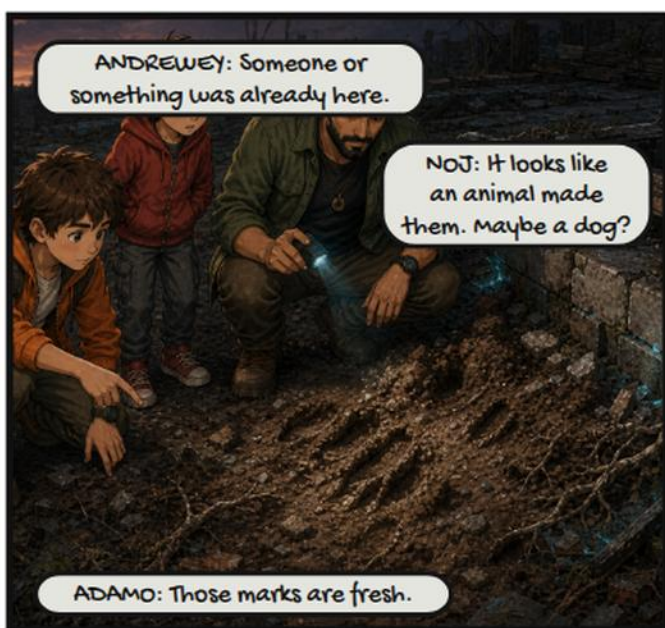
ANDREWWEY: Fiine.

Near Mom Mom's and Poppie's, the coordinates ended at an old foundation.



ADAMO: This is the spot?

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



ANDREWWEY: Someone or something was already here.

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

ADAMO: Those marks are fresh.



ANDREWWEY: Look, its spinning again!

ADAMO: Apparently north is no longer north again.

ANDREWWEY: 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.

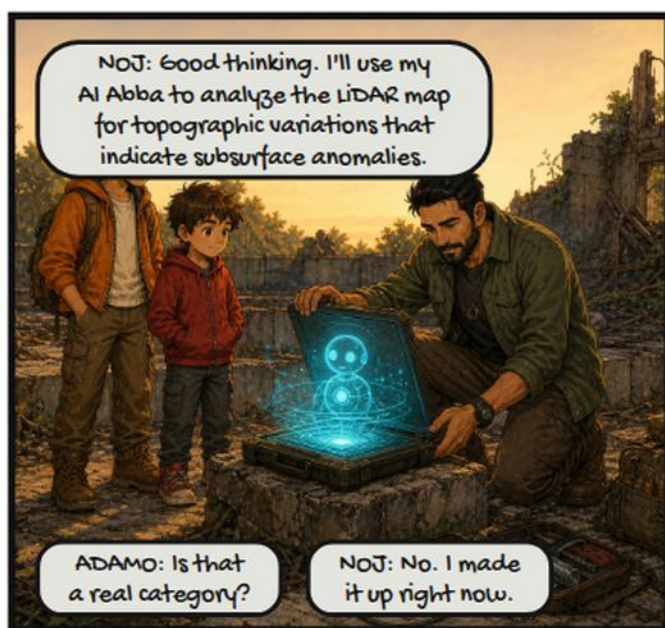


ANDREWWEY: I can map it.

ADAMO: Since when?

ANDREWWEY: I saw it on a cool website.

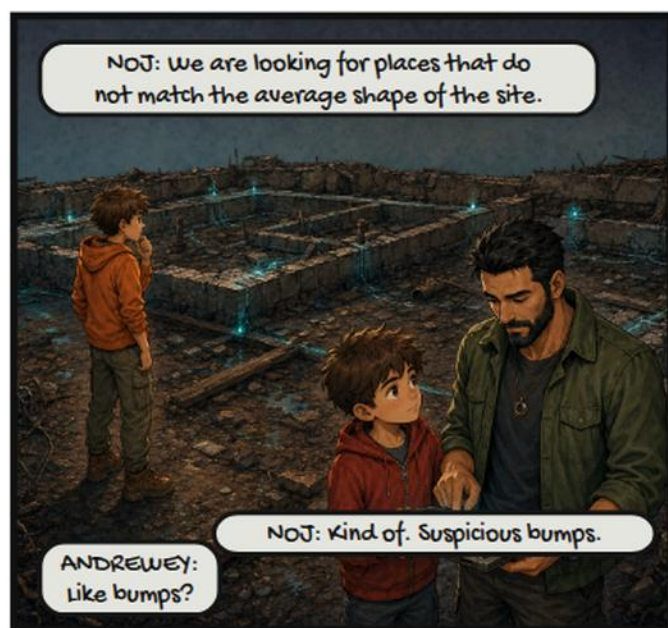
ANDREWWEY: Since I learned the iPad can do LiDAR.



NOJ: Good thinking. I'll use my AI Abba to analyze the LiDAR map for topographic variations that indicate subsurface anomalies.

ADAMO: Is that a real category?

NOJ: No. I made it up right now.



NOJ: We are looking for places that do not match the average shape of the site.

NOJ: Kind of. Suspicious bumps.

ANDREWWEY: Like bumps?



ADAMO: Three spots.

NOJ: Everybody picks one. Stay where I can see you.

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



NOJ: Found a hand.

NOJ: A robot hand. Like Axiom's.

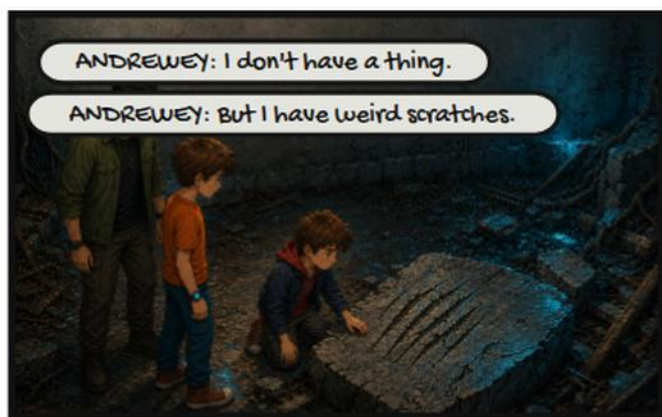


ADAMO: Mine points toward the center.

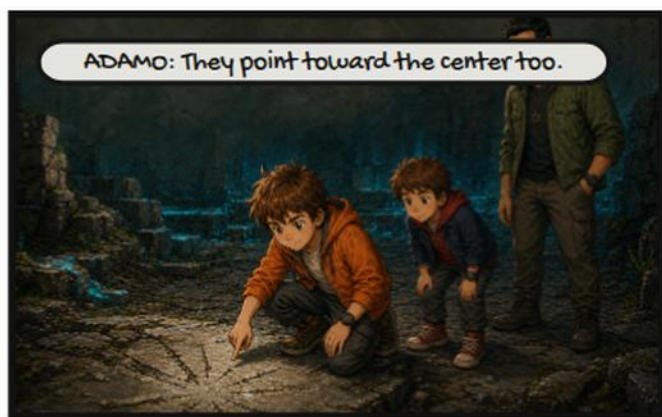


ANDREWEY: I don't have a thing.

ANDREWEY: But I have weird scratches.

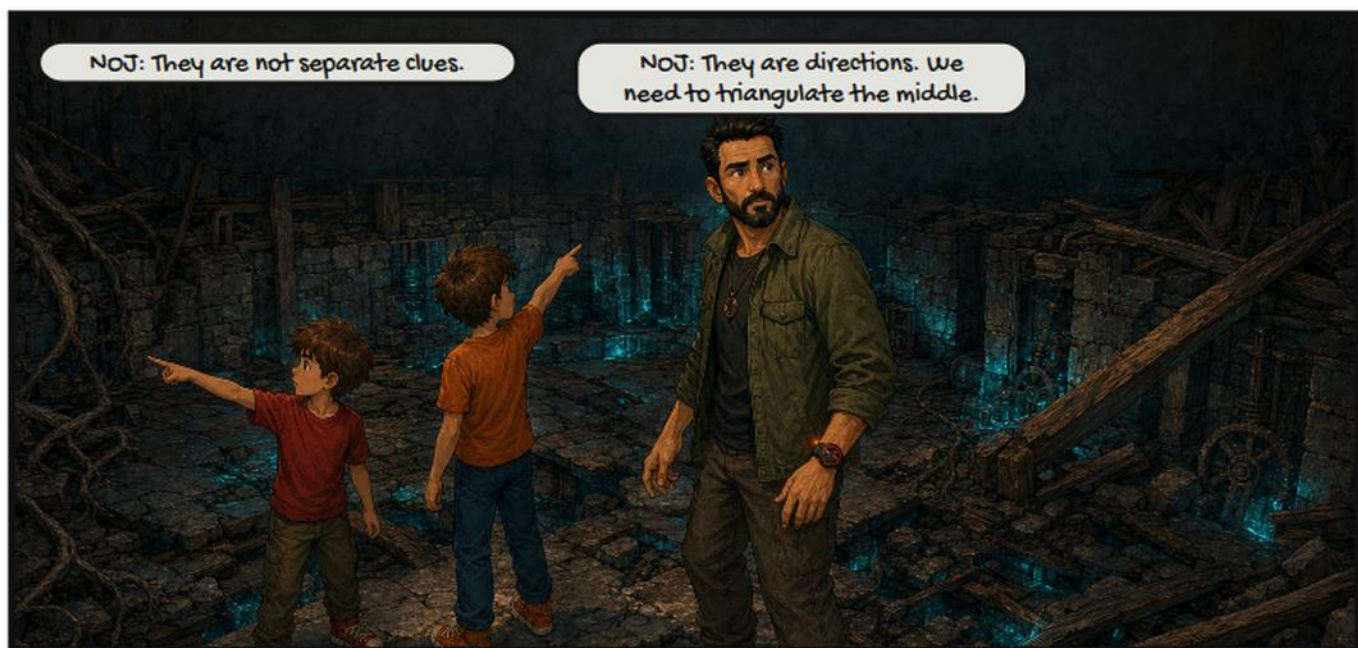


ADAMO: They point toward the center too.



NOJ: They are not separate clues.

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







ABBA: Signal handshake detected. Processing.

NOJ: That is the first nice thing anyone has said today.



ADAMO: It turns the same way before it charges.

ADAMO: There. On its neck.



ANDREWEY: Hey! Metal dog!



NOJ: Abba, send the packet now. Sleep command if it has one.

ABBA: Attempting standby. Standby command failed. Attempting forced standby.



NOJ: Please be done. Please be done.

ANDREWEY: It is done!

ABBA: Standby mode enabled.



ADAMO: That mark was in Axiom's story.

ANDREWEY: What was that?

NOJ: Something we are not telling Mom Mom about.



NOJ: Everyone okay?

ADAMO: Yes.

ANDREWEY: I think that was fun.

NOJ: I will take that as a yes.



NOJ: Science with string.  
Respect the classics.

ANDREWEY: You packed string?

NOJ: I have duct tape,  
string, and several zip  
ties, among other things.



ADAMO: If the dues  
all point inward...

ANDREWEY: Then the middle  
is where they meet!



NOJ: Triangulation. Three  
directions, one answer.



ANDREWEY: A treasure chest!

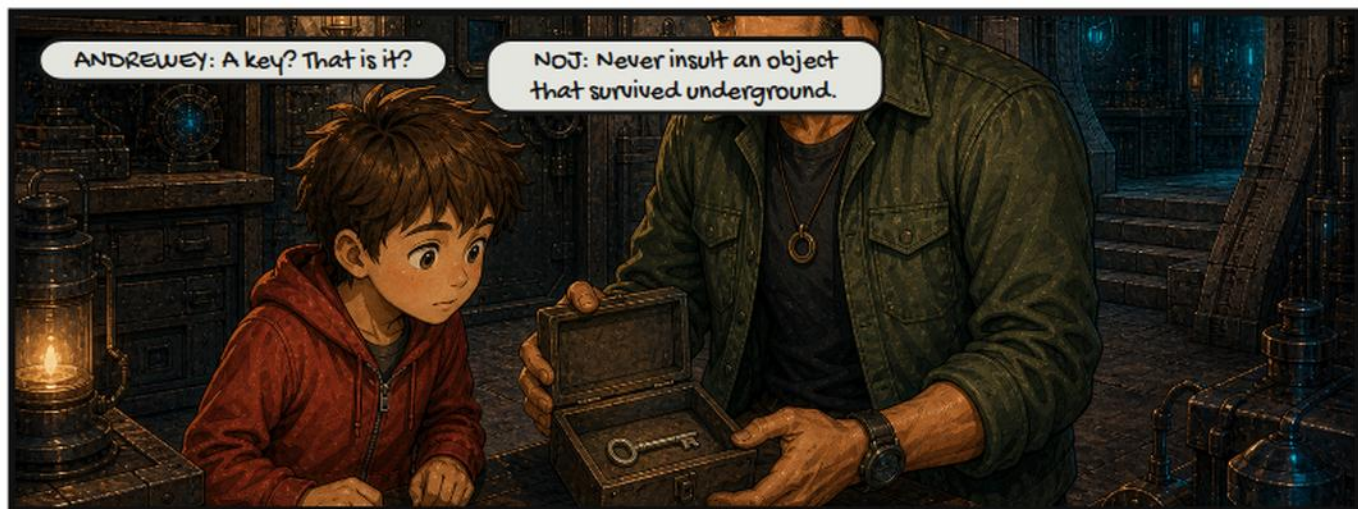
ADAMO: A due box.

NOJ: Another secret.



ANDREWWEY: Please be treasure. Please be treasure.

Back at the Iron Keep...



ANDREWWEY: A key? That is it?

NOJ: Never insult an object that survived underground.



ADAMO: The locked door at the Keep.

NOJ: Or a tiny treasure chest.

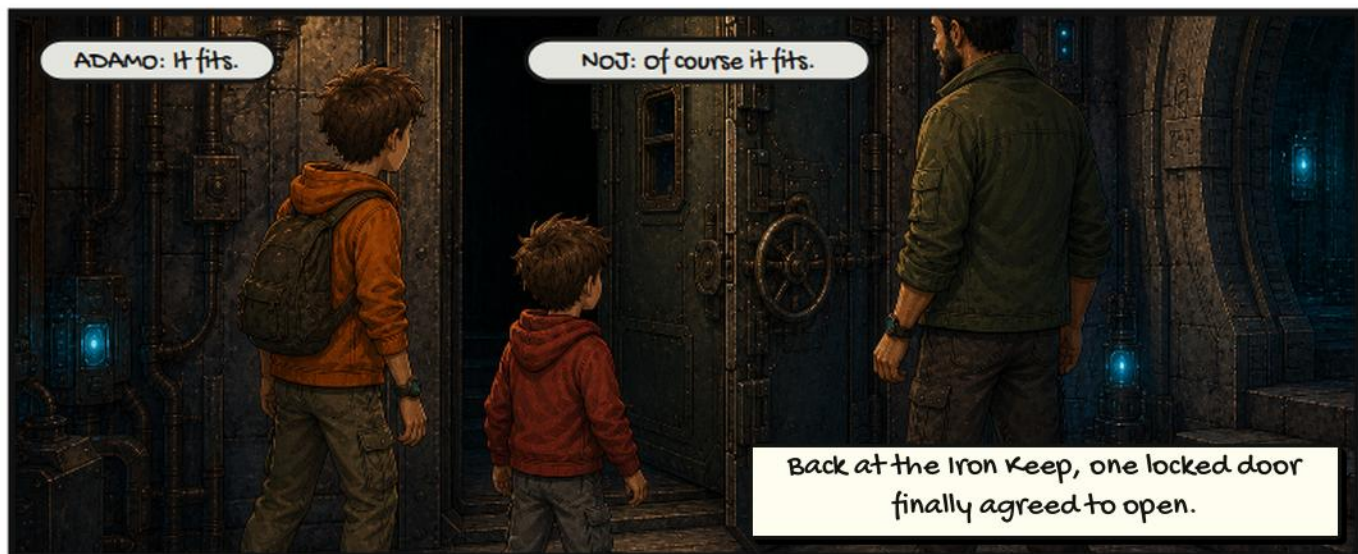
ADAMO: No. The door.



NOJ: If this opens a room full of spiders, everyone owes me lunch.

ANDREWWEY: We don't have any money.

NOJ: Then when you are older.



ADAMO: It fits.

NOJ: Of course it fits.

Back at the Iron Keep, one locked door finally agreed to open.



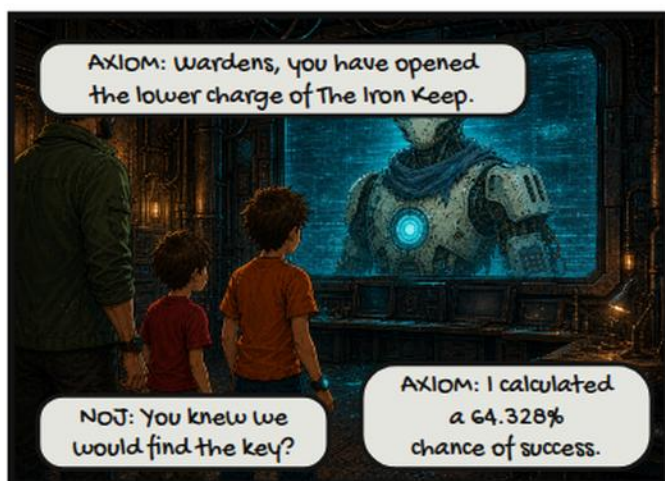
NOJ: Okay. This looks operational.

NOJ: Let's take a look around.



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

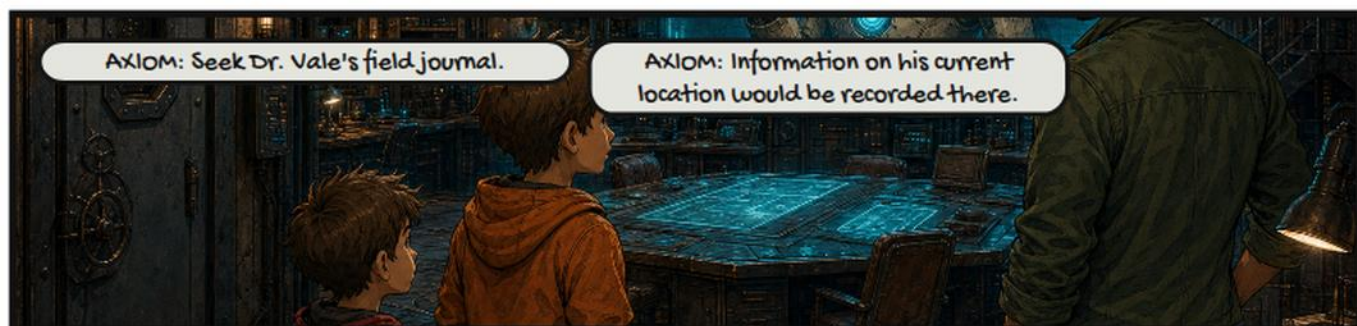
ADAMO: Everything is turning on!



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

FILE ID

AHA-CHAR-ADAMO-001

CHARACTER RECORD // ADAMO // ISSUE 001 FIELD FILE



VISUAL FEED: ADAMO / FIELD CONTACT

## FULL BODY

CONTINUITY VIEW



AGE

10

BIRTHDAY

May

STATUS

Active field contact

HOME/BASE

Adamo + Andrewey 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 Andrewey.

# 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 + Andrewey 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

Andrewey 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

FILE ID

AHA-CHAR-AXIOM-001

CHARACTER RECORD // AXIOM // ISSUE 002 FIELD FILE



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

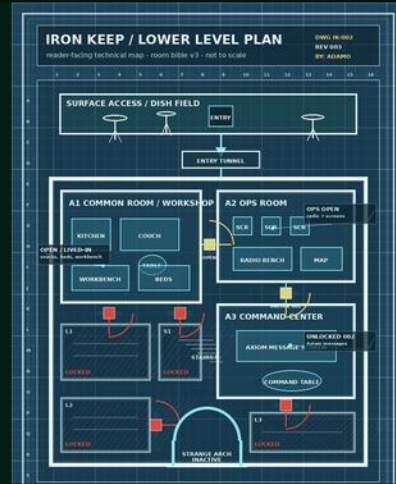
FILE ID

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.

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# CREDITS

The Adventures of Adamo, Andrewey, and Uncle Noj

Issue 002

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Nibrift Studios

Services

OpenAI + OpenClaw

Story, layout, lettering, and assembly

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

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