

Session/Game: Space Patrol-13 **Date:** January 4, 2026
Episode 13: Monsters of Wumbo
Campaign Date: 203, 2437 AD

The Crew of the Farragut:

Patrol Leader (Captain) Karl Jenkins, Intelligence Operative (Pete)
Assistant Patrol Leader (Number 2) Victor Vector, Pilot (Craig)
Biff Brannigan, Gunner (Adam, absent)
Scruffy, Engineer (Bob)
Space Cadet Wally Sparkenson, Astrogator (Andrew, absent)
Cynthia Gorgeous, Medic (NPC)
Pablo Van Damm, Security Guard (NPC)
Space Cadet Ramses, Engineering Apprentice (NPC)

Space Judge: Dave N.

Special Guest Stars

**Javier Bardem as
Killer Judas**



**Clayton Forester as
Dr. Marvin Von Craven**



**Evil Jack Palance, as
Mysterious mental image of RPGU commander**



LOG

203 2437, M12

The Farragut arrives at M12 to arrange a rescue of Dr. Marvin Von Craven, who had been captured when Killer Judas hijacked the ship he had been returning home in. The crew hailed the main world's (called Wumbo) orbital station "Oathaven High" and were told that they could

come aboard, but non-RPGU citizens would face detailed inspection. A scan of the system revealed that there was a squadron of 3 RPGU destroyers and separately a Stranger Science Vessel near asteroids beyond the warp radius.

Captain Jenkins ordered the Farragut to rendezvous with the Stranger Vessel and held a long mental-image conversation with the Strangers. He confirmed that Killer Judas was on the station and offered to lend the Captain a Stranger shuttle, lest the station security recognize the Farragut and arrest the crew for killing an ambassador. The Strangers also provide an I age of the RPGU commander (Evil Jack Palance). In gratitude, Jenkins had Scruffy use his survival training to whip up a batch of the carbonated beet beverage that Strangers loves so well as a gift.

At the station, Jenkins, Victor, Scruffy and Gorgeous are searched and I.D.ed and the shuttle is searched. Jenkins had to brutally repress his inclination to kill the Grundorian security guards and later Judas's Grundorian crewmen. Jenkins talks with Killer Judas and confirms Judas had brought Craven to the station. Judas's crewmen arbitrarily beat the bartender, but Gorgeous uses this to pull him into the bar back and call for Jenkins's "help." This allowed Jenkins to use his PSI suggestion to learn that Van Craven had left on a surface shuttle. Victor then mind tricks station manager as to where Von Craven had gone. The station records showed that he had been shuttled down to a facility on Monstro Island.

The crew takes the Stranger shuttle back to the Farragut and prepare to go to Monstro Island on planet Wumbo. The ship goes dark and creeps up on the planet. At the last minute, they jam the station's communications and scanners to prevent detection or summoning the destroyers. Victor successfully lands the Farragut on Monstro Island.

Once they landed on Monstro Island, the crew detected an underground complex nearby and Jenkins took Victor, Scruffy, Van Damm and Gorgeous to attempt a raid. Victor's tried to open the front door, but failed over and over again. By the time he got the door open, the complex was fully alerted. The landing party was met by a rush of 5 Grundorian guards, 3 death worms, 1 red slasher monster, and 5 crab people soldiers. The raiders managed to seriously injure all the Grundorians and Jenkins, protected by his force orb, held off the rest until the crew could redeploy in the open outside away from the door. The death worms were defeated next and then the Red Slasher, who was wrecked by a bomb attached by Scruffy and then finished by Van Damm and Victor. The crab people then formed a skirmish line and began to rake the crew with laser fire. Jenkins's close in knife work turned the tide, and the crew killed all the crabs. Scruffy shook off potentially lethal wounds, Gorgeous required 2 space bear injections to get on her feet. Van Damm was too badly injured to continue.

Jenkins radios back to the ship with a list of supplies for Ramses and Wally to bring up in the skimmer. They arrive and Wally takes Van Damm back to the ship to recover and Ramses, with his sack of sonic grenades, takes Van Damm's place on the raid team.

The raiding party pushes back into the cave facility. They defeat a half dozen Swampo mutants and are then rushed by an Armored Mine Mutant who knocks down Scruffy but who is at last killed by Victor.

Finally, they push their way through the cave section and reach the hidden laboratory. They have a hard time breaching the entry hatch—Victor fails at the lock and Scruffy's demo charge also fails to blow open the hatch. After another few attempts, Victor manages to open the hatch. They find the main lab room, set up for experimental monster creation. Jenkins's scans reveal Dr Van Craven and 2 Armored Mine Mutants are hiding in a nearby room. Scruff puts a demo charge on the lab's main power generator. They then line up to rush the mutants and save Dr Van Craven. A brutal but quick battle ends in victory for the team, despite Ramses injuring himself and Jenkins with a poorly thrown grenade. They kill the mutants and carry off the doctor. When they reach a safe distance, Scruffy activates the demo charge and destroys the complex. They took some Swampo samples, as they hadn't encountered these creatures.