

Call #4, 3:55 a.m.: Losing Your Patients

“DocWagon 21, DocWagon 21, respond via emergency traffic to a fire at 97th and Greenwood. DocWagon HTR team 48 in distress, personnel down.”

This call is arguably the climax of the game, a chase after a kidnapped patient. Who turns out to be the President of Freedonia Manufacturing, and a dragon, and to have been nabbed by Rip’s shadowrunning team, who were hired by Dominic Berger, who wants a nice dragon as a host to summon a queen wasp spirit.

History

Convinced that whatever it is he’s up to, Dominic Berger is more than he seems and powerful enough that politely doing the job they were hired for is a good policy, Rip’s shadowrunning team took their hired tractor-trailer lorry with integrated industrial hoist mechanism to the Seattle home of the President of Freedonia Manufacturing, the dragon Bestenzuerst, shot her full of tranquilisers and loaded her aboard. Bestenzuerst is a DocWagon™ super-platinum client and as her pulse and respirations dropped below normal limits an HTR team was automatically summoned. Medic 48 arrived as the runners were finishing loading the dragon into the back of their big rig. There was a fire at the home. One of the medics stopped a bullet and a fireball scorched one of the security guys pretty good. Rattled and charred but still up, the team put in a call for backup and fell back in their battered and blackened ambulance to start treating their own. The runners finished up and started rolling for their meeting place, the warehouse section of the Freedonia Manufacturing facility in Northgate.

Initial Assessment

As the team nears their destination at high speed, they pass a grey tractor-trailer coming the opposite direction, which pulls in slightly to let them by. They arrive in a fairly up-scale quiet residential district, to find Medic 48 charred on one side with the rear doors hanging open and the gun turret on top looking twitchy. One stretcher containing a burned-up

security op who's screaming in pain is being loaded into the bus and a medic is on the ground working on another medic with a gunshot wound to the gut. When queried, they'll say "We're fine, we got it; go after the patient, she's been kidnapped. They're in a big grey semi. She's a super-plat, you can track her with this," and toss a PDA to one of the team. It's got a map with the bracelet's location, which appears to be moving. If the team hesitate at all they'll yell at them to get on it, they'll all be out of a job if a super-platinum client comes off worse because of their inaction. They don't think to mention the dragonosity of the patient because that's what they were dispatched to so it came as no surprise. No doubt it will surprise this team when they discover it, although if they think to contact dispatch they can dig up the patient's record.

On Scene

There's an obvious charred blast area indicating either an incendiary grenade or a fireball on the ground. Someone making a point of looking around at houses will note that the client's house is extensive and elegant, but with unnecessarily grand large double doors causing it to look a bit ostentatious. Then, only the very wealthy can afford a super-platinum contract.

On The Run

The runners have a two-minute head-start, but are obeying the speed limit. The rigger can cut fifteen seconds off their lead for each point on a Navigation roll modified by Knowledge, representing shortcuts. The rest of the catching up has to be done the hard way - lights, sirens and driving maneuvers.

The truck is being driven by Rip, with Klikk in the back with the dragon to ensure she stays sedated and Lemper riding shotgun. Rip will go for trying to run the pursuing ambulance off the road, Lemper will fireball it so long as he has line-of-sight (and if he loses it he'll climb out on top of the truck in frustration) and Klikk will appear at the rear door to fire off a magazine from the team's arsenal, which extends up to an Ingram Valiant LMG. This

is where gamers come into their own, so work with whatever zany plan they have to stop the truck. When they do, they get their first look inside the darkened trailer.

Patient: Bestenzuerst

Bestenzuerst is a fragging dragon. A dark green western dragon. Her head and body are 20 metres long, her tail 17, and her wingspan 30 metres. She stands about 3 metres tall at the shoulder, when she's standing. She has heavy scales, and dorsal spines. Her head is horned and her forepaws have opposable digits, while her hind paws are more like feet.

Bestenzuerst is crammed into even this large container, folded back and forth a bit. She's hooked up to medical monitoring gear not unlike that carried by DocWagon™. She's heavily sedated but stable.

Signs & Symptoms: Completely unresponsive. A look at a cheat sheet for western dragons reveals that her breathing and pulse are depressed, but the monitoring gear shows that she's stable.

Allergies: There's no telling. A cheat sheet lists no known common dragon allergies. If they think of trying to access the database on the PDA the other team threw them, it lists none.

Medications: She's on a drip, which seems to be running a maintenance infusion of Narcoject.

Magic: Almost certainly, aren't all dragons magical? Yeah, she sort of is, by virtue of being a dragon, but not in the normal human sense of being a mage. Better treat her carefully anyway.

Modifications: None are obvious. None are listed in the database. Pity, a cyberdragon would be too cool for words.

Pertinent Past History: Unknown.

Last Oral Intake: Unknown. Better hope the next isn't you!

Events Leading Up: Unknown, although a number of half-empty boxes of sniper-rifle calibre Narcoject dart ammo can be found amongst the weapons, offering a clue.

Respirations: Slow (bradypnea)

Pulse: Slow (bradycardia)

Blood pressure: Within normal limits

Pulse oximetry: 98% - fine

Blood glucose: Within normal limits

Fortunately, an intraosseous line is already established (that's not easy to get on a creature covered in armour - there's do-it-yourself power tools lying nearby) and the ambulance carries an antidote for Narcoject, although it takes all of it to bring her around and even still she's not on top form.

A good mistake to make would be to forget to remove the Narcoject drip, meaning she'll go under again soon after getting the antidote.

You Are Crunchy and Taste Good With Ketchup

If revived, Bestenzuerst takes a moment to take in her present situation, and asks the team what happened. (dragons can't generate speech, so they talk telepathically - this manifests as a noble-sounding voice in your head) If there are any surviving shadowrunners, she'll demand for one to be brought to her and for a bit of alone-time in the back of the truck (the mage if possible, she senses he's a coward). Any of the runners won't take long to spill the beans - Lemper has an overdeveloped sense of self-preservation, Rip knows when she's beaten and Klikk knows a profitable alliance when he sees one. (if Lemper is questioned, he'll think he's having a heart attack and activate his own DocWagon™ bracelet - soon thereafter the call comes in "**DocWagon 21, DocWagon 21, platinum-contract magically active 33-year-old human male reporting possible myocardial infarction at your location, can you respond?**") The information obtained (just the Johnson's name: Dominic Berger, the job: sedate and kidnap Bestenzuerst, and the destination: the Freedonia Manufacturing plant in Northgate) points Bestenzuerst in the right direction, and she's eager to be brought there in a hurry to lay down some burny claw justice before word gets out something's gone wrong. Any objection from the team leads to threats about what happens to DocWagon™ employees who lose a super-platinum client's business, and assurances she can keep them from ever working in Seattle again in any capacity (or Denver, San Francisco, Atlanta, Toronto, Philadelphia or New York\Boston). She's hesitant to bring the runners on board, so role-play this out - if the players want the extra muscle, they'll have to convince both the dragon and the shadowrunners. She'll also ask the team if they have any useful information, and if they do have something to suggest about wasps she'll have some idea of what they're going in to (dragons have info) and suggest stopping at a shop to buy insecticide. It's not feasible to get industrial agriculture sized vats of the stuff right now in the city, so the best available from a 24-hour Stuffer Shack is DümFome, an aerosol can that squirts a fast-setting insecticide foam as far as five metres.

Load & Go

Other than that little stopover, let's get this show on the road. Lights & siren on the bus with the big rig following behind. Bestenzuerst doesn't trust the runners and will insist that one of the Wagon crew drive the artic. If the rigger wants this, one of the others will have to drive the ambulance - anyone with a datajack can handle it. Along the way Bestenzuerst will request that a character who's otherwise unoccupied place a call to private security company Knight Errant, requesting a Firewatch team be dispatched to the Freedonia Manufacturing facility in Northgate urgently, identification code 96-645-342, pass-phrase No Matter The Cost. The dispatcher will respond "You may tell Ms. Bestenzuerst that they're on the way."

Response Time

This bit can really bog things down. Play up the urgency in the meeting with the other Wagon, and although this is the climactic combat it doesn't have to be rolled every step of the way - if the players have a good idea let them roll for it, and if they make it it succeeds, and if they don't make it it goes off in some fashion anyway but at cost to them (like, they pull the ambulance in front of the lorry to force it off the road? It might stop it, but only by wrecking the ambulance). You can keep damage mostly descriptive by situation rather than using the vehicle damage tables, which don't usually produce results that make much sense in an RPG. There's back-up they can call in, too. It might be polite to apologise beforehand that for expedience you won't be rolling out a full by-the-book combat and therefore people might not get to use the extent of their awesome - them's the breaks. However, this is combat, so try to allow the rigger and security guys their chance to shine. More sense of urgency from the patient to go butt-kicking. There's little to this that's important:

- Rescue the patient
- Decide how to deal with the runners