

RIVERS of LONDON

the Roleplaying Game

No Place Like Home

PLAYER HANDOUTS AND MAPS

No Place Like Home: A Case File Collection © 2026 Chaosium Inc. All rights reserved.

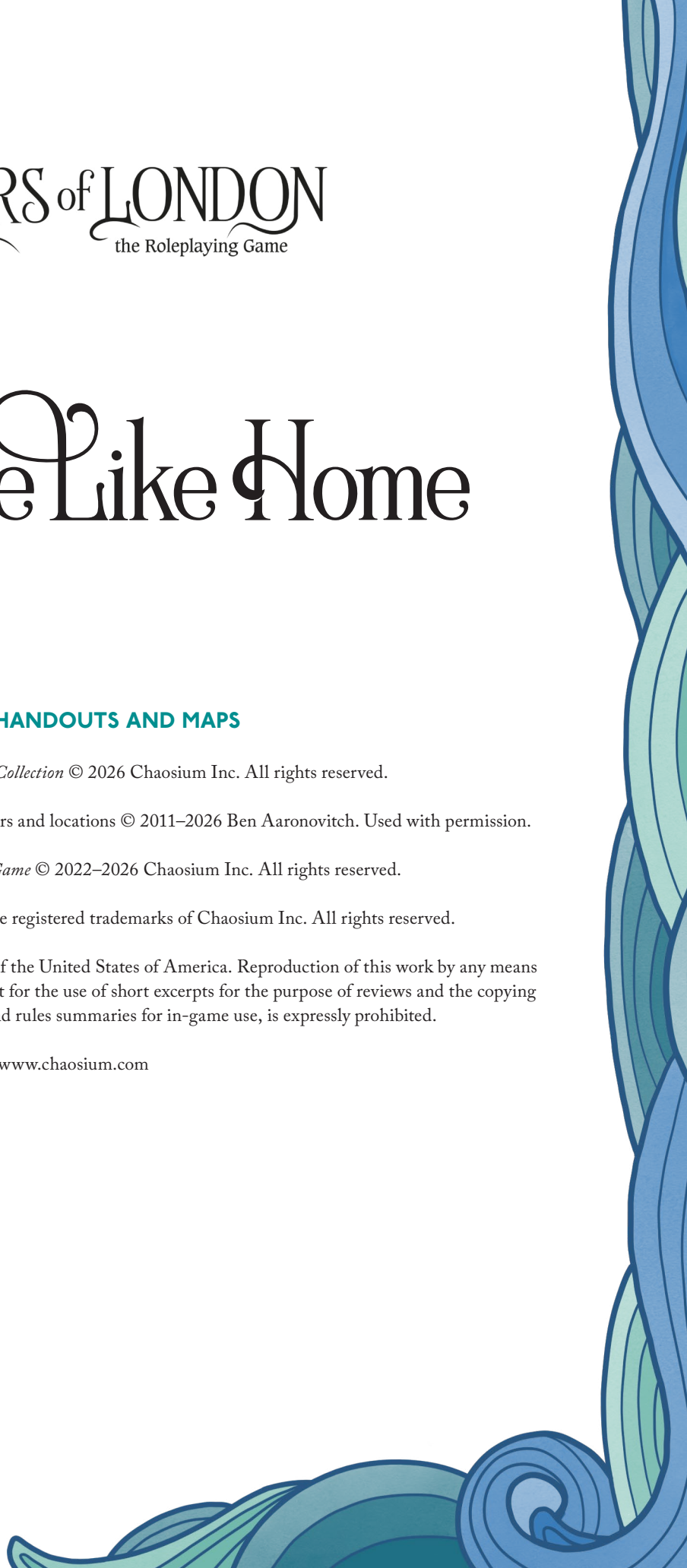
Rivers of London, including all distinctive characters and locations © 2011–2026 Ben Aaronovitch. Used with permission.

Rivers of London: the Roleplaying Game © 2022–2026 Chaosium Inc. All rights reserved.

Chaosium Inc. and the Chaosium logo are registered trademarks of Chaosium Inc. All rights reserved.

This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission of Chaosium Inc., except for the use of short excerpts for the purpose of reviews and the copying of character sheets, maps, handouts, and rules summaries for in-game use, is expressly prohibited.

www.chaosium.com





Lidija Radu's Statement

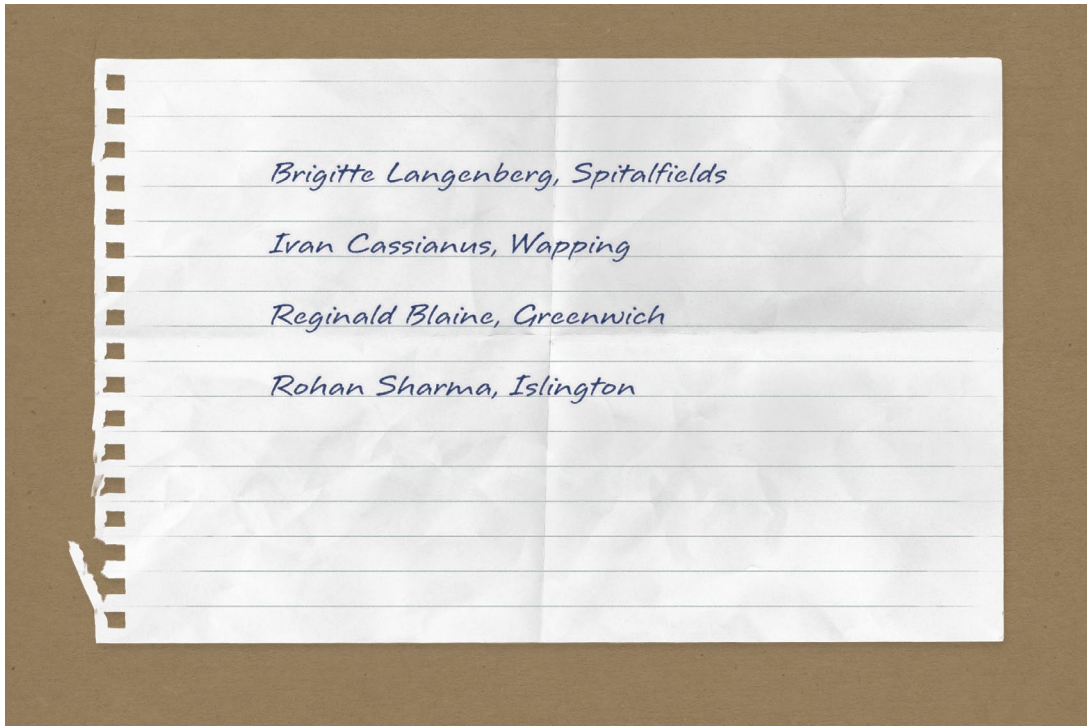
Suraj, my assistant, phoned me at about 9:00 am this morning and said there was a dead man in the museum. I phoned the police and ambulance as soon as I'd finished speaking to Suraj, then rushed over here myself. By the time I got here there was an ambulance outside, and they said that the man was definitely dead. It's shocking.

No one should have been in the museum last night. I don't know how the man got in. My staff has keys to the building, as does my business partner Myron Lowe, of course. No one else should. Plenty of people know what's on display—we are a museum, after all. I invited some antiques dealers here recently, but that dead man isn't any of them. I've no idea who he is. Was he a burglar?

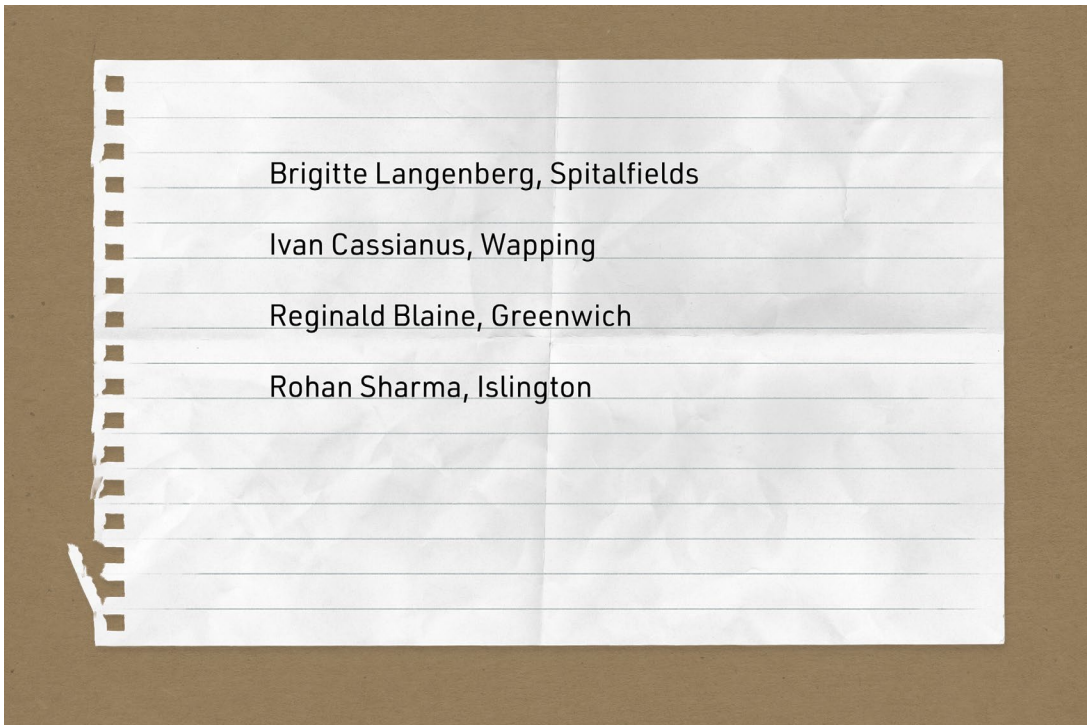
I was with Sadia until late last night—or, rather, very early this morning. As you know, she manages the café, and she's a friend. Anyway, I went over to Sadia's yesterday evening after we closed the museum to have a meal with her and her family. I booked a cab through an app at about 2:00 am and went home to my flat in Bethnal Green.

If you need to see around the museum, I can take you on a tour. Is that allowed?

HANDOUT: MEMORIES 2 VERSION 1



HANDOUT: MEMORIES 2 VERSION 2



HANDOUT: MEMORIES 2 VERSION 1

**Suraj Khan's Statement**

I got to the museum around 8:30 am. That's normal—I open up. I unlocked and did my usual morning inspection of the place just to check that everything's okay. Except it wasn't. I saw the body in the third-floor corridor, just at the foot of the attic stairs. It was awful. I didn't know what to do, so I phoned Lidija. She said she'd phone the police, and to stay here and wait for her to come over. She was here really quickly, just after the ambulance people. Then Sadia and the police officer turned up. Sadia made us all a cup of tea. I prefer coffee, but it's the thought that counts, innit?

I've no idea how the man got into the place, or who he is. I've never seen him before. The museum was locked up like normal, no doors open or broken windows or anything. I don't know about the attic, though. I didn't go up there because I'd have had to step over him, yeah?

I was home yesterday evening, online gaming most of the night with my crew. You can check my computer logs, if you like, and ask my mates what we were doing.

Can I go home now? I don't really want to be here after this.

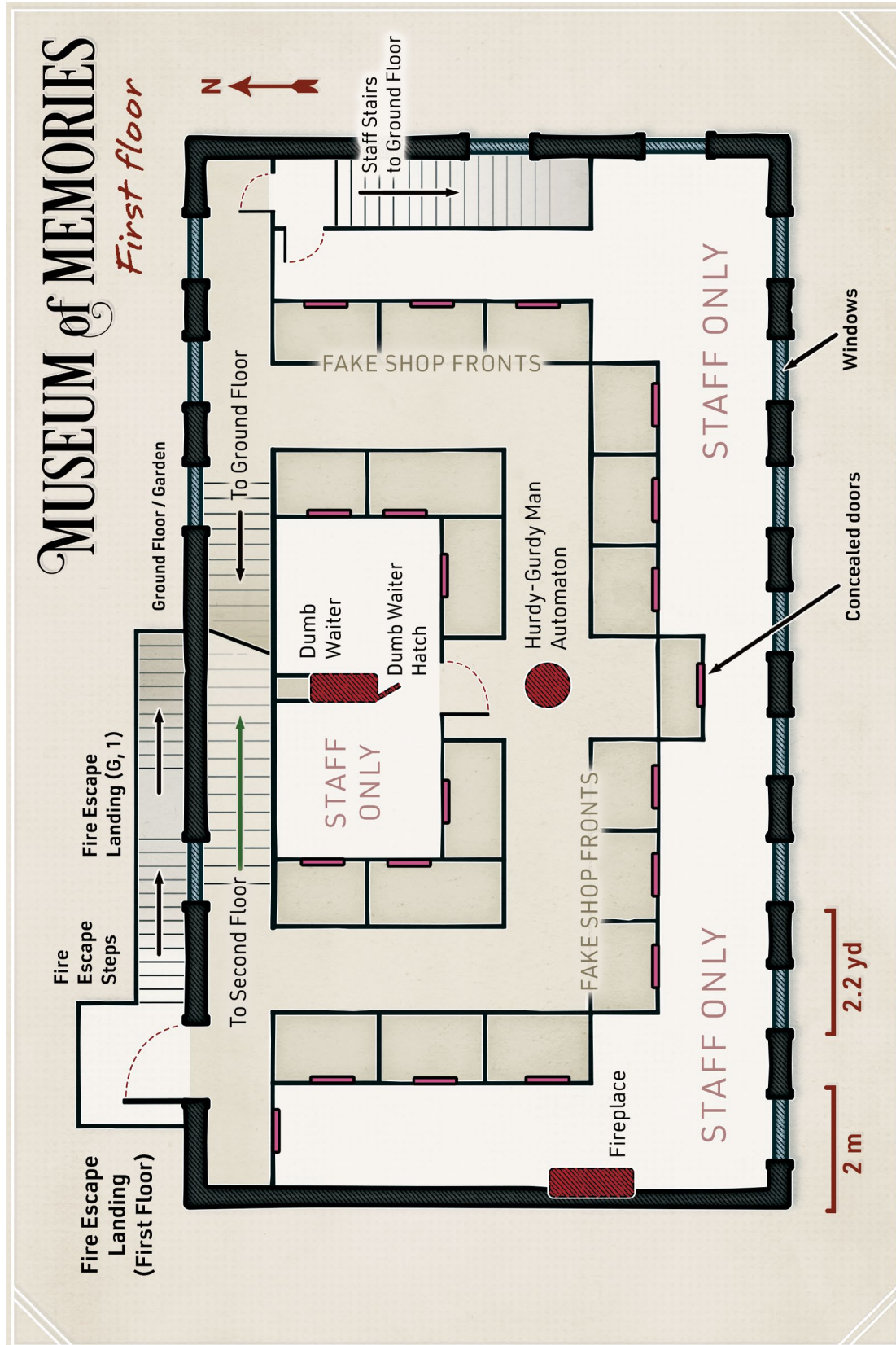
HANDOUT: MEMORIES 2 VERSION 2

**Sadia Ahmad's Statement**

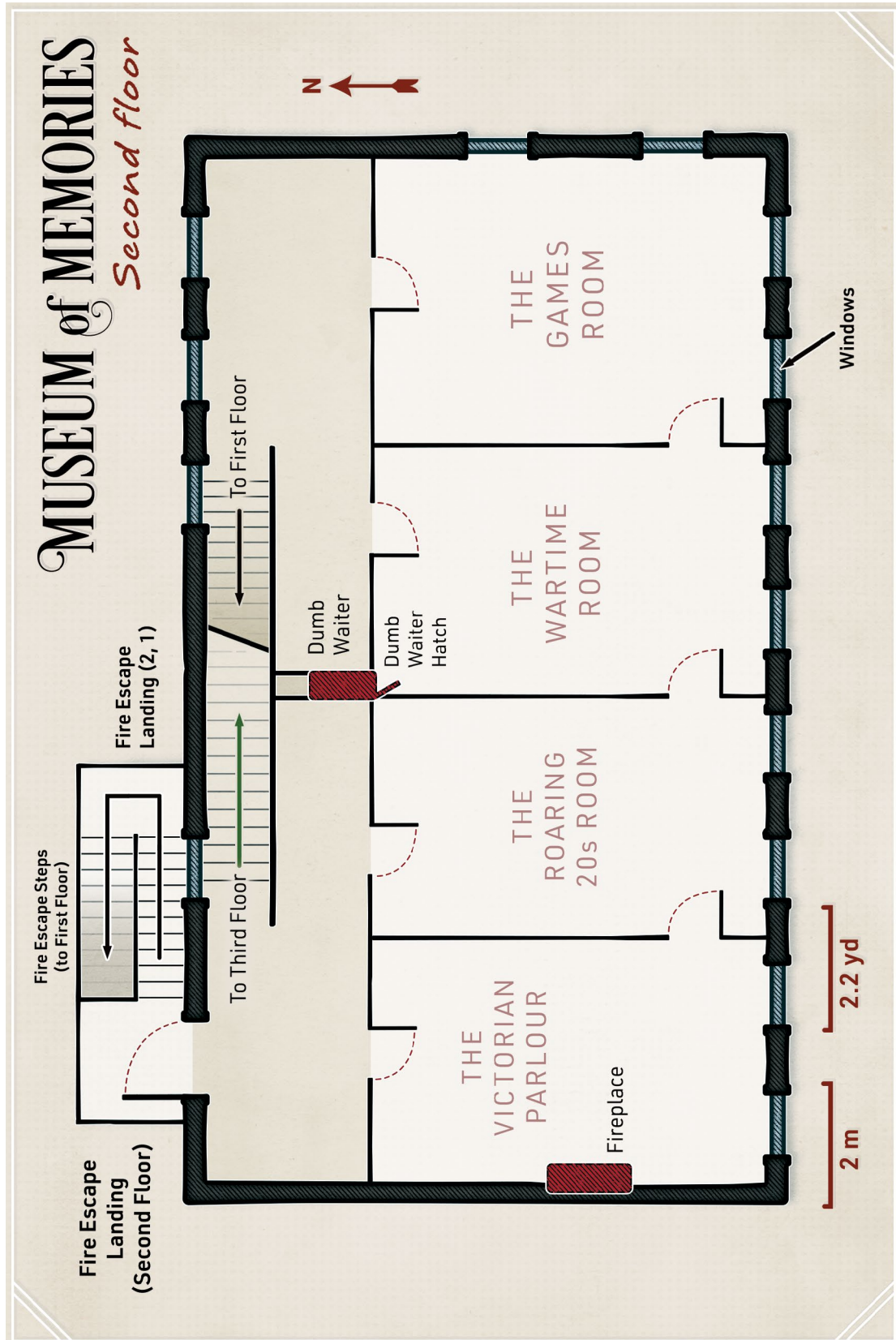
I left the museum with Lidija yesterday. She came over to my home and shared the family meal with us—I cooked prawn malaikari because it's one of her favourites. We spent the rest of the evening together, talking about ways to raise money to mend the museum's roof. It's started leaking. Not much, yet, but you know what water's like once it starts getting in places. Lidija's offered some bits and pieces from the museum to some antiques dealers. I don't know which dealers, but she'll be able to tell you. They were here a few days ago. I hope their offers will be enough, but I also suggested that we could hire the café and garden out for more events. Lidija is passionate about the museum, and I agree with her that it should stay open. We sat up talking until something like 2:00 am, then she booked a cab on her phone to take her home.

I got to the museum just before 9:30 am this morning, as always. I saw the ambulance outside; it gave me quite the fright. That was when I heard about the dead man from your Sgt Donaghue. I've no idea who the poor soul is. The sergeant told me to stay out of the way, so I asked if I could make tea and she said I could, so that's what I did.

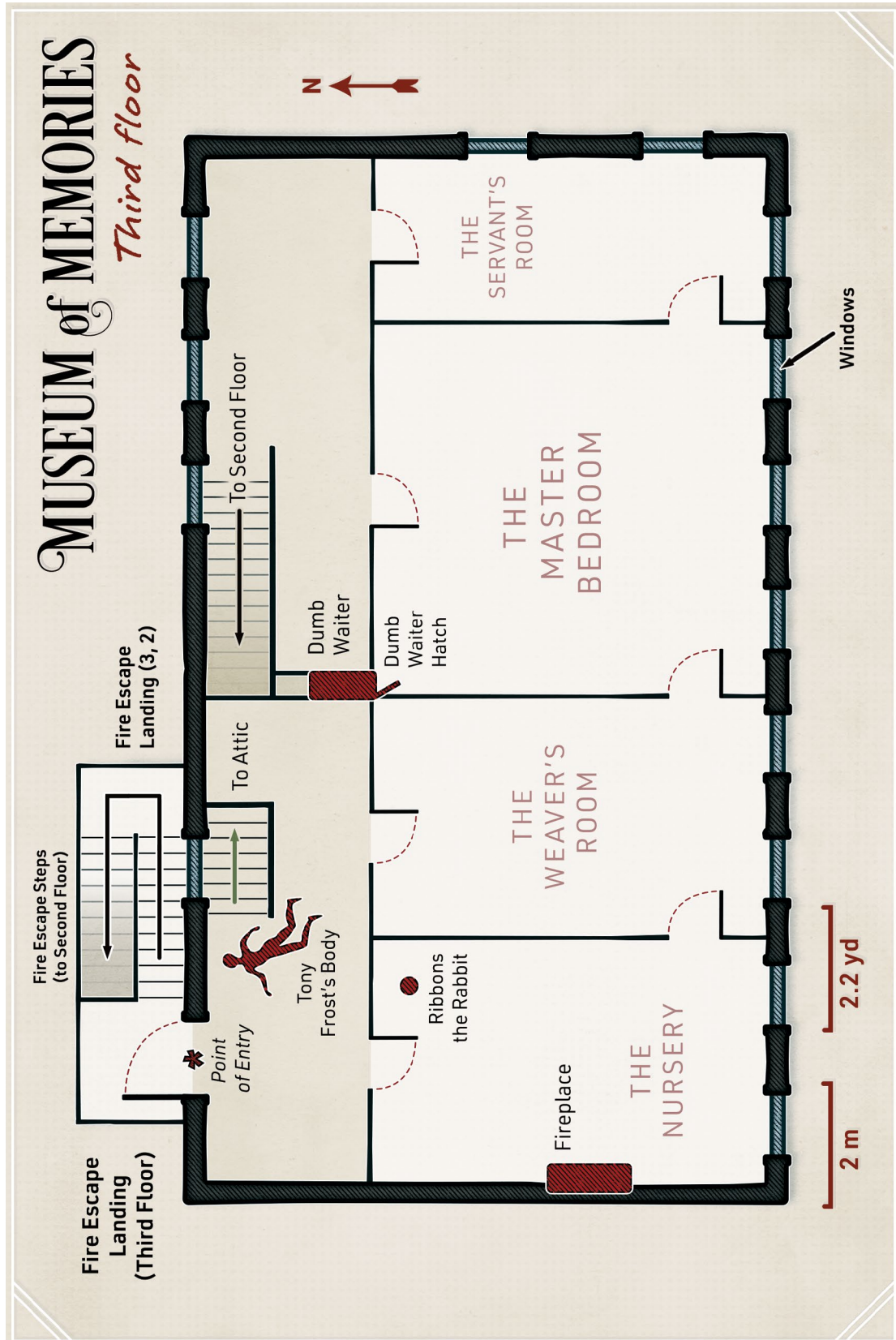
MUSEUM OF MEMORIES—FIRST FLOOR, GM



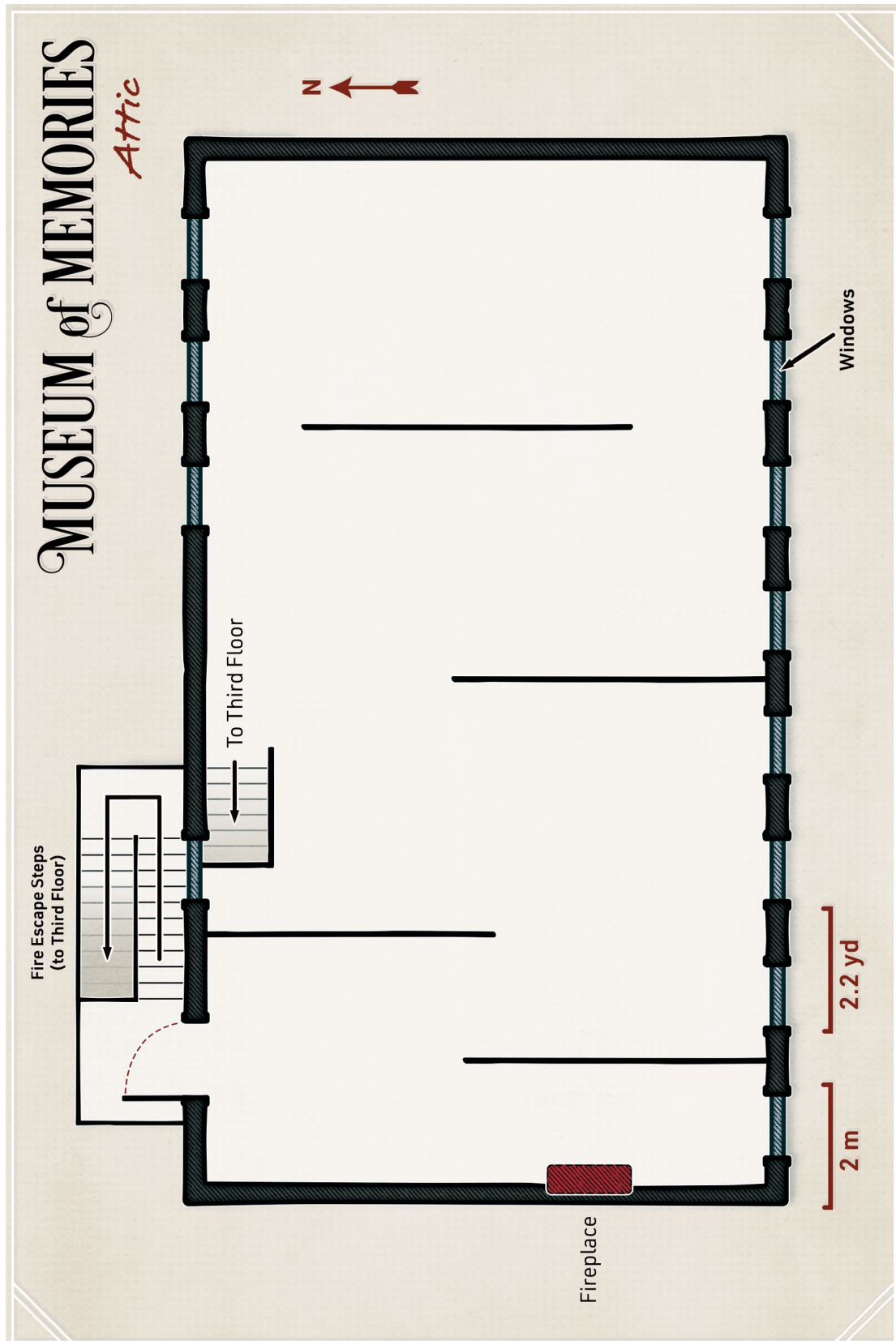
MUSEUM OF MEMORIES—SECOND FLOOR, GM

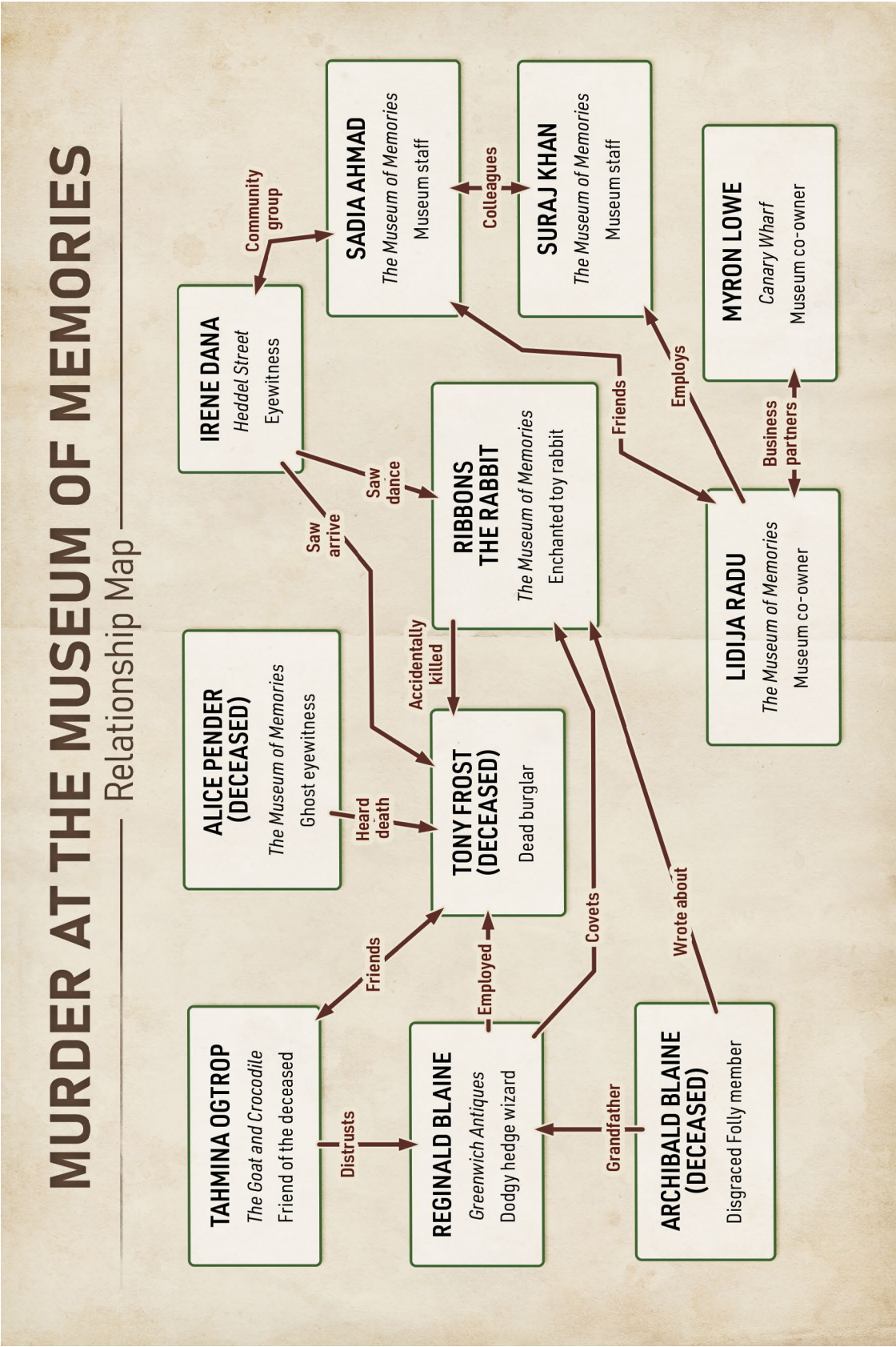


MUSEUM OF MEMORIES—THIRD FLOOR, GM



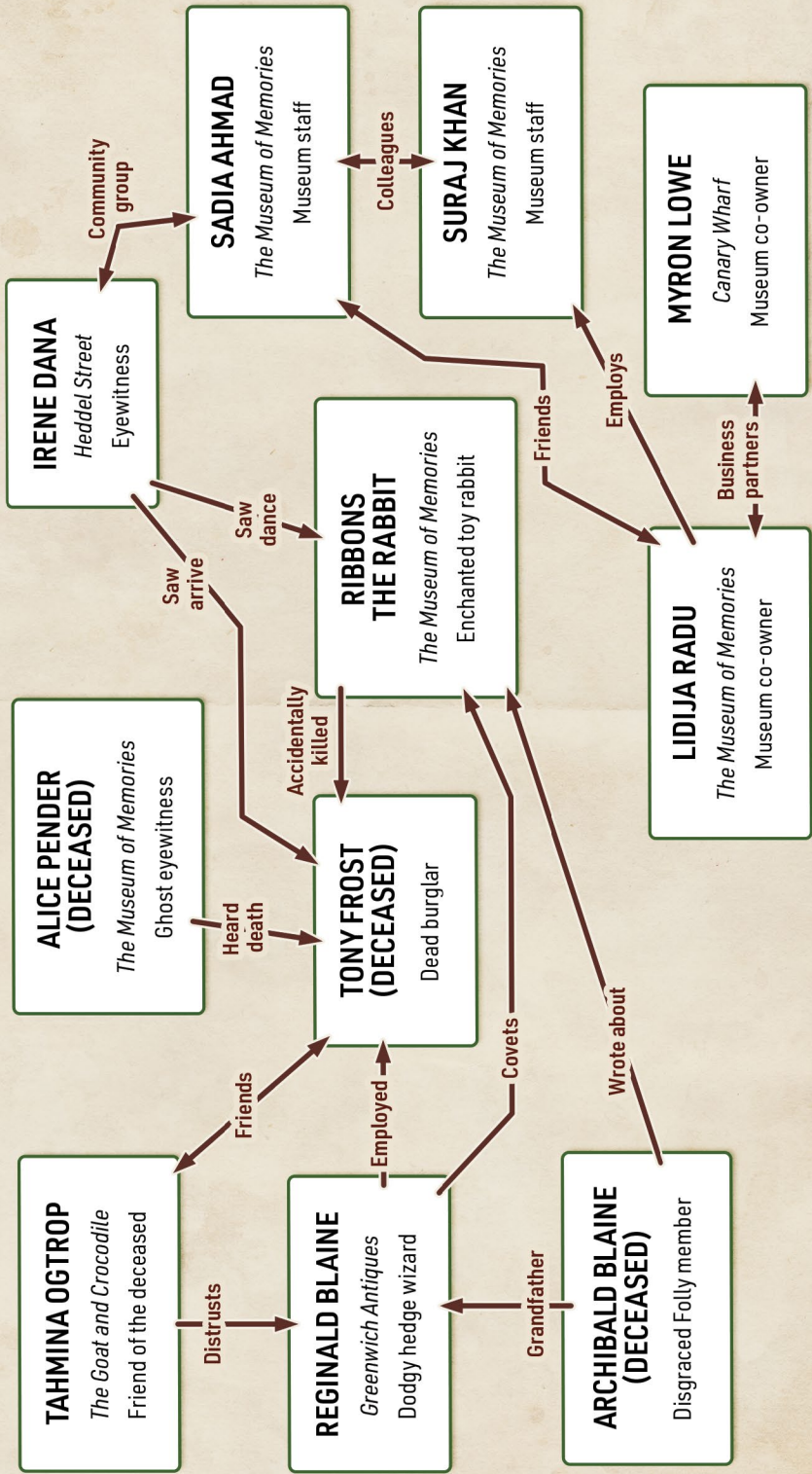
MUSEUM OF MEMORIES—ATTIC, GM





MURDER AT THE MUSEUM OF MEMORIES

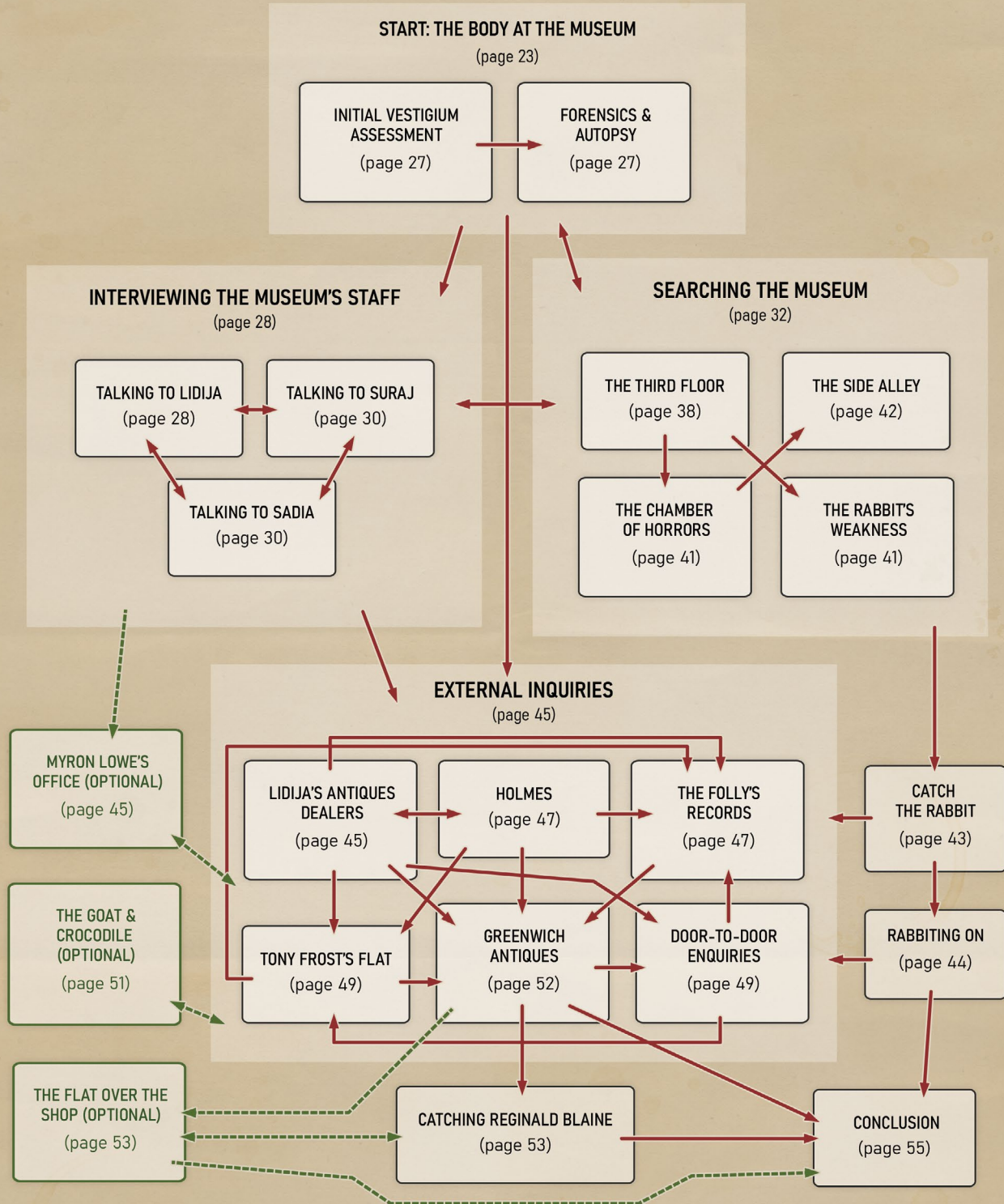
Relationship Map



PLOT PROGRESSION DIAGRAM VERSION 1

MURDER AT THE MUSEUM OF MEMORIES

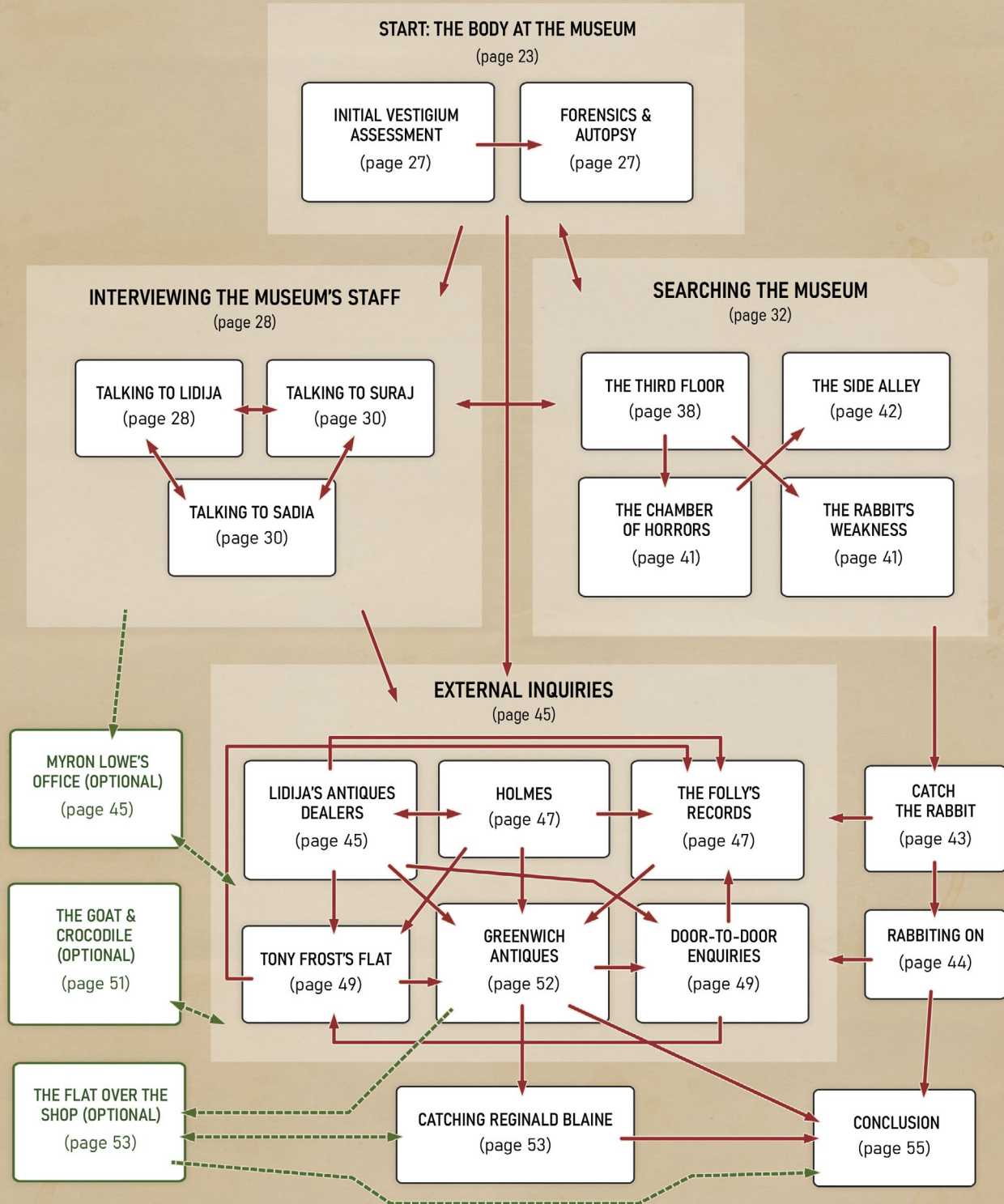
Plot Progression Diagram



PLOT PROGRESSION DIAGRAM VERSION 2

MURDER AT THE MUSEUM OF MEMORIES

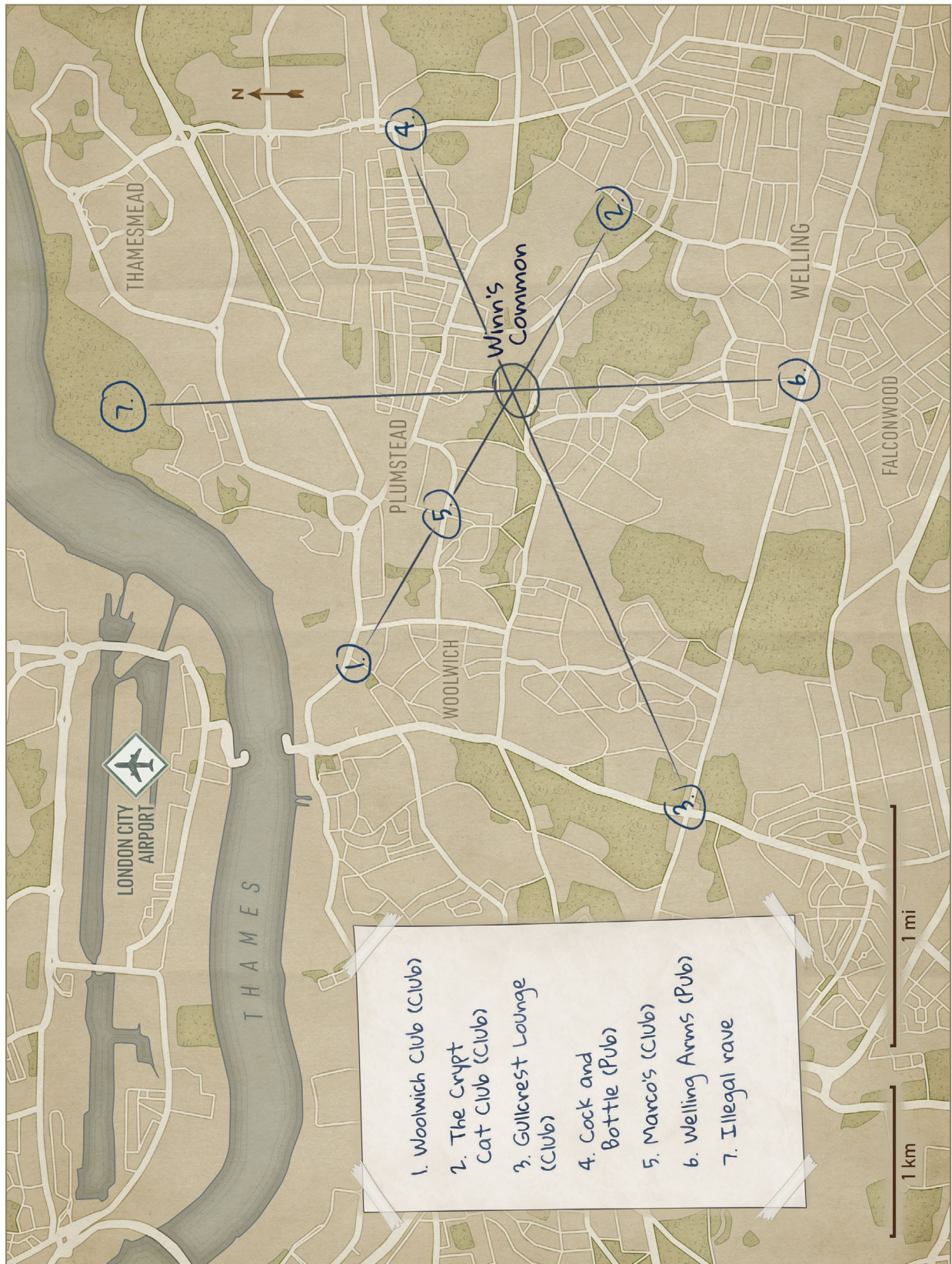
Plot Progression Diagram



CASE FILE LOCATION OVERVIEW, GM

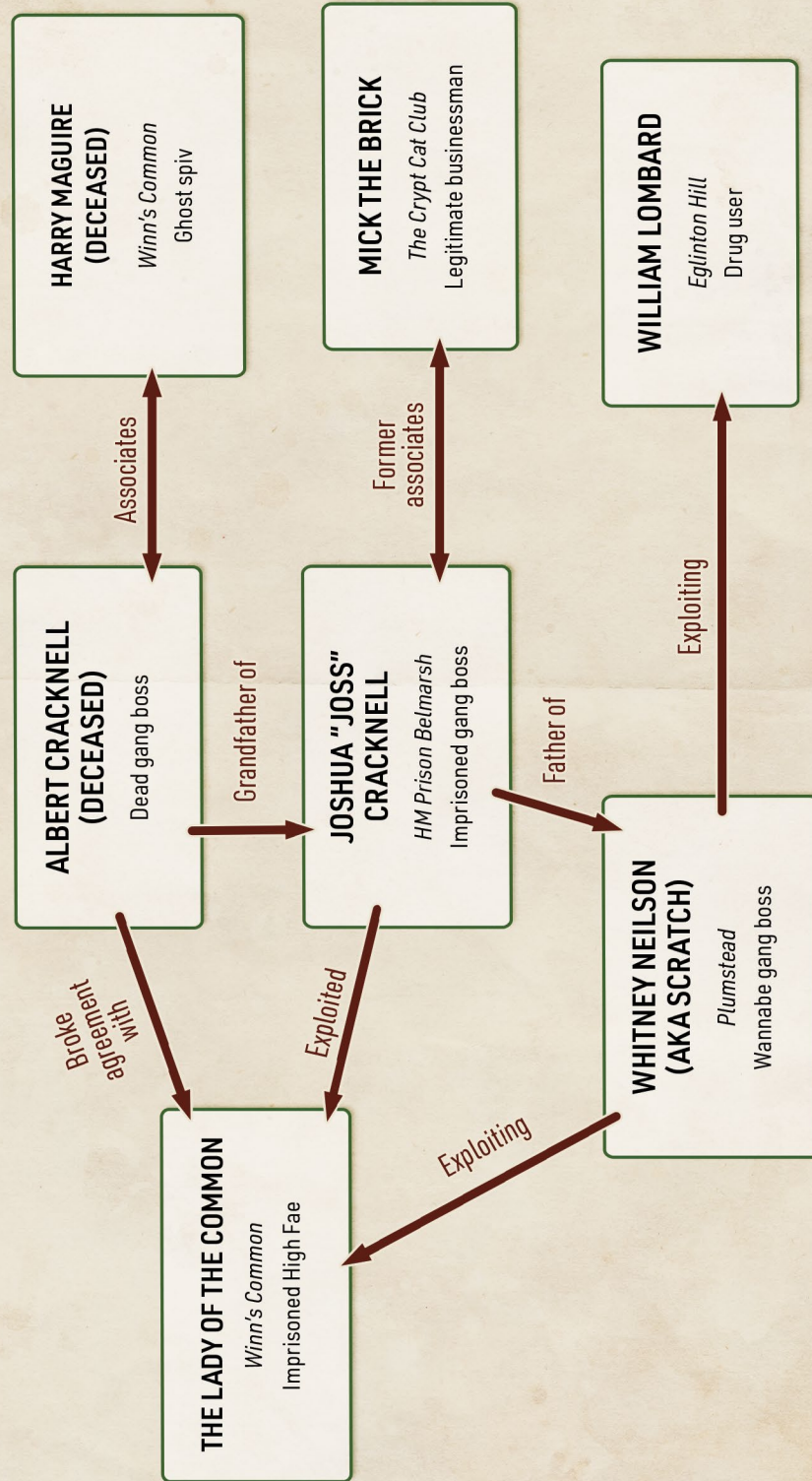


HANDOUT: LINE 5, GM



CROSSING THE LINE

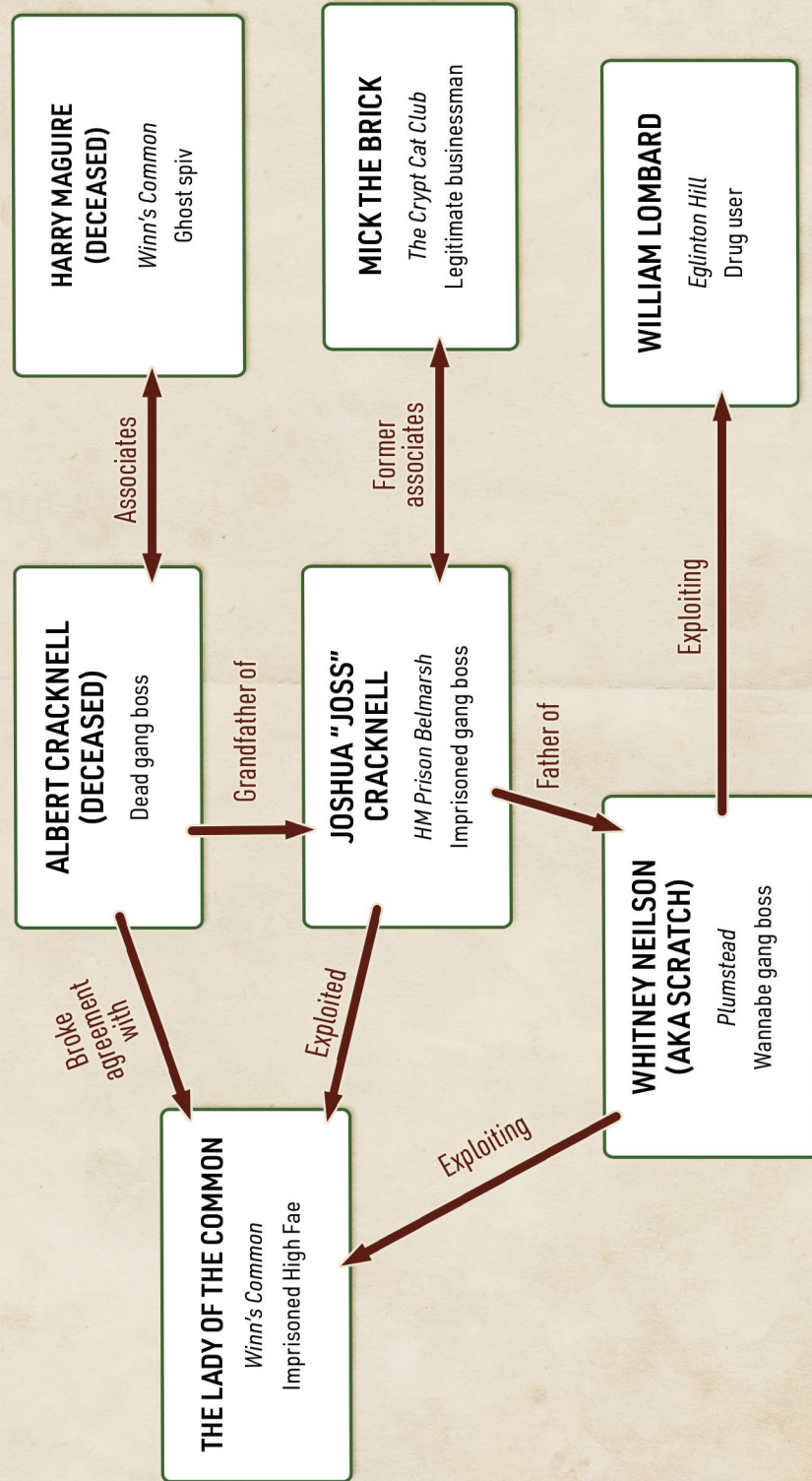
Relationship Map



RELATIONSHIP MAP VERSION 2

CROSSING THE LINE

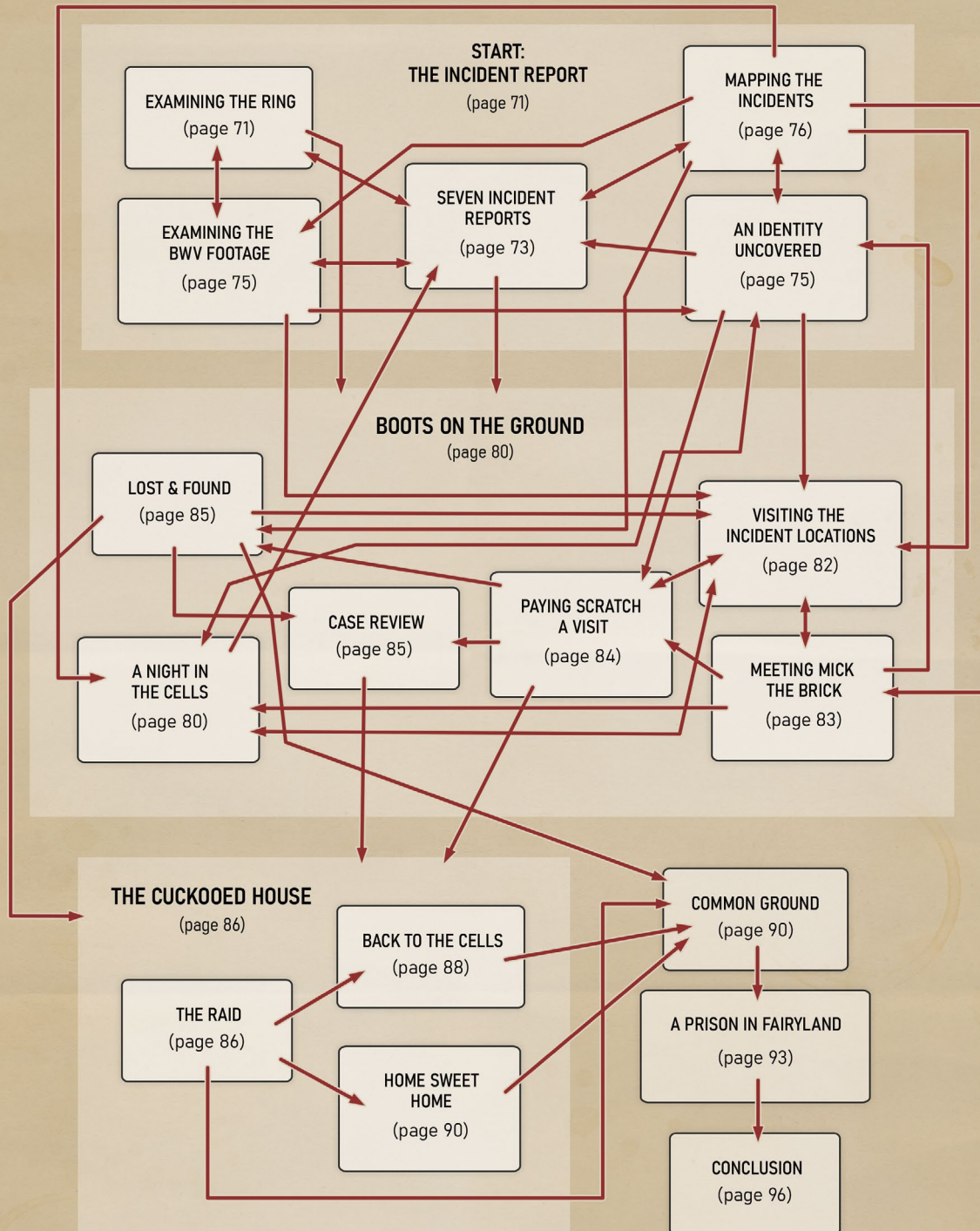
Relationship Map



PLOT PROGRESSION DIAGRAM VERSION 1

CROSSING THE LINE

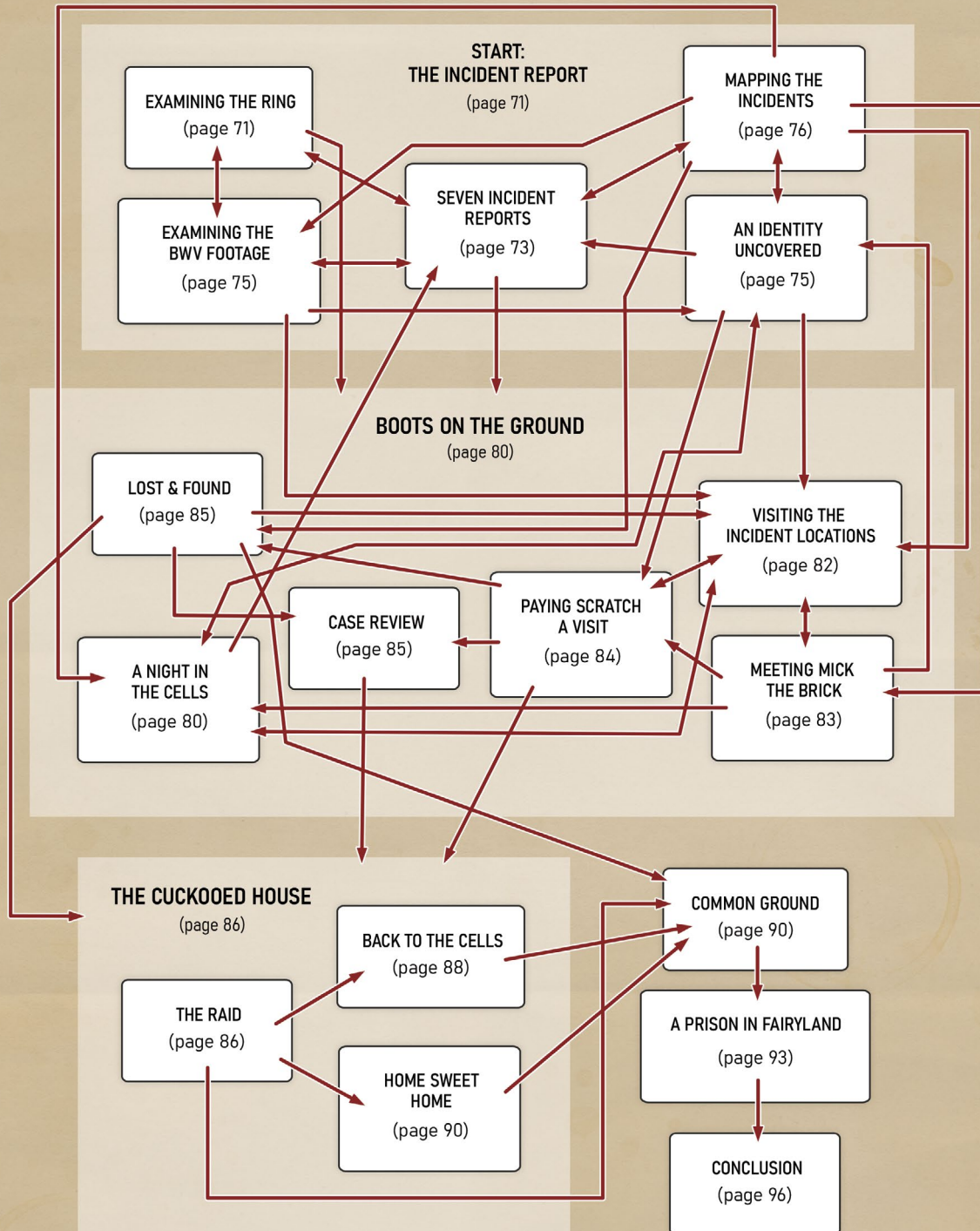
Plot Progression Diagram



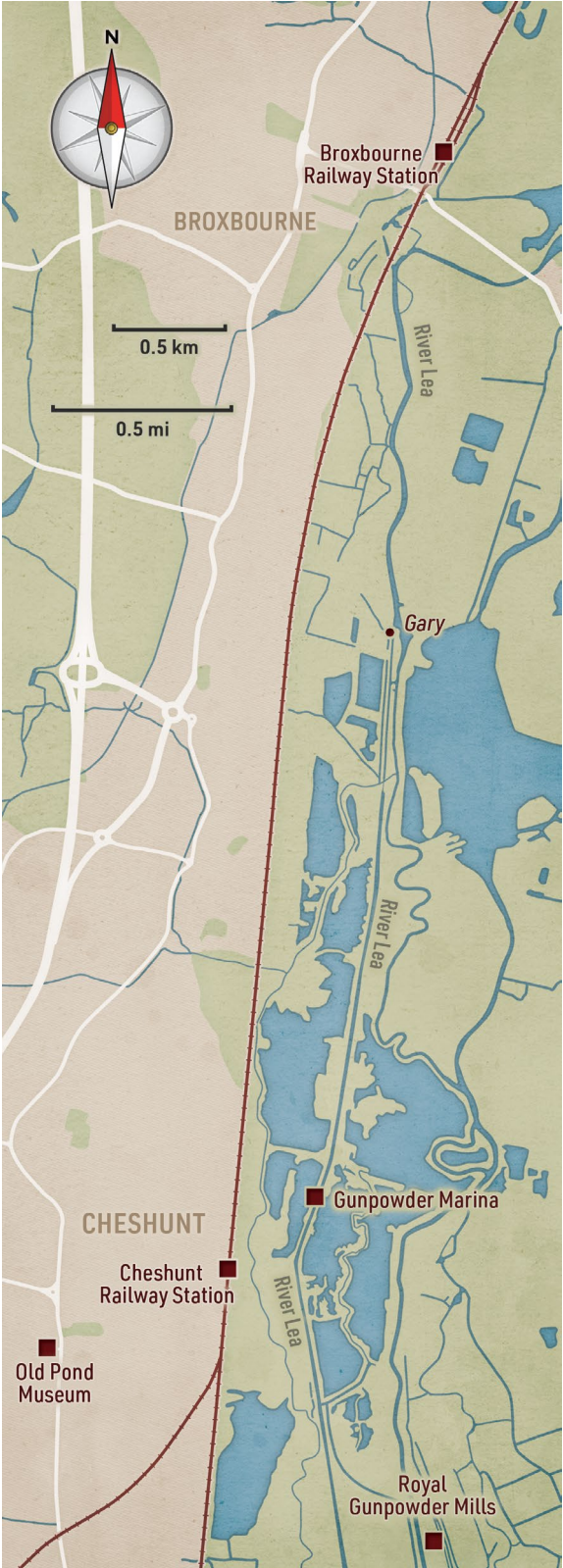
PLOT PROGRESSION DIAGRAM VERSION 2

CROSSING THE LINE

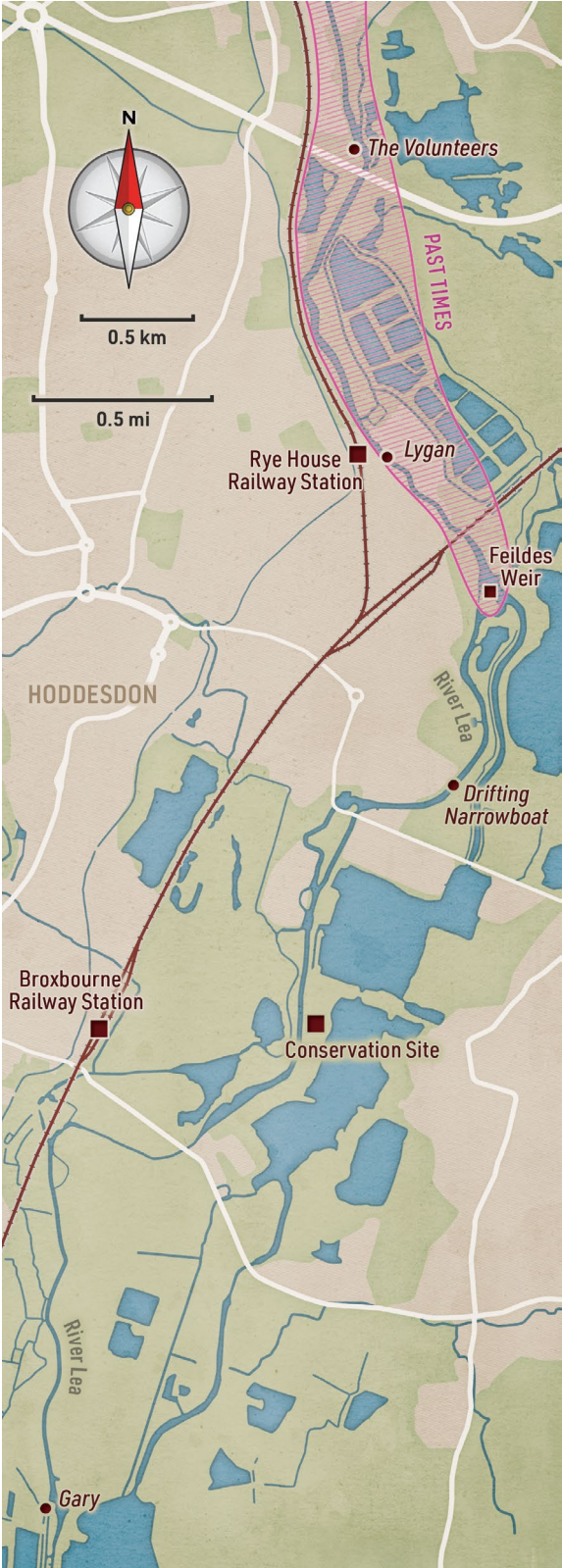
Plot Progression Diagram



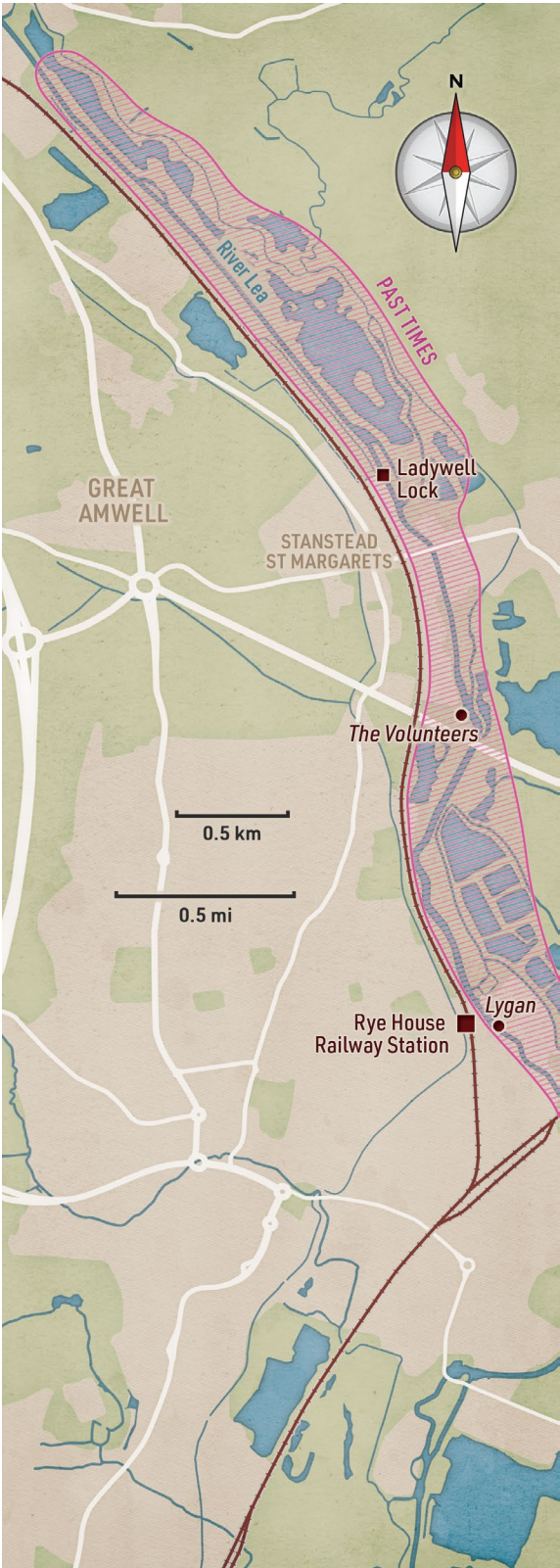
RIVER LEA MAP 1, GM

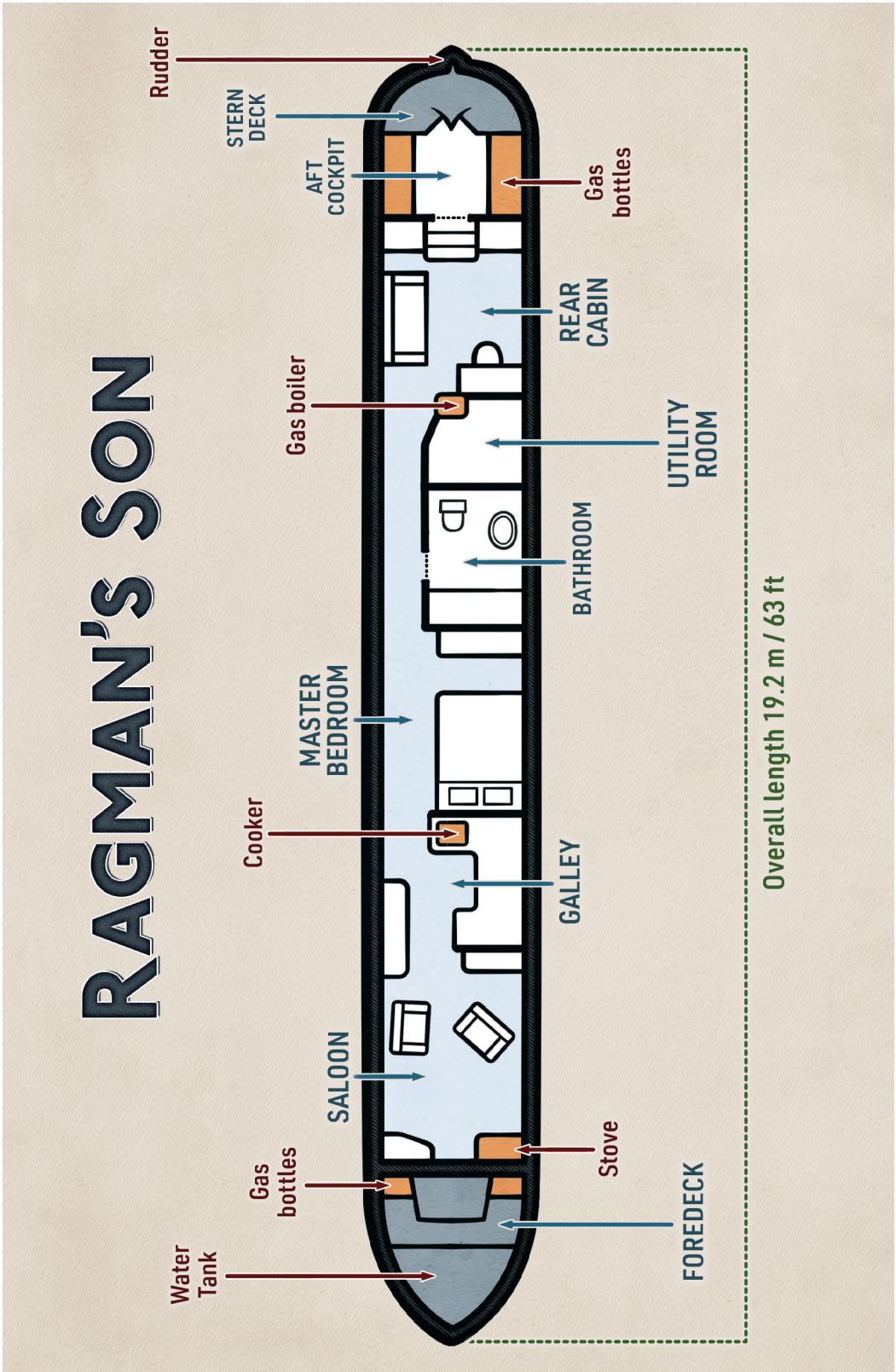


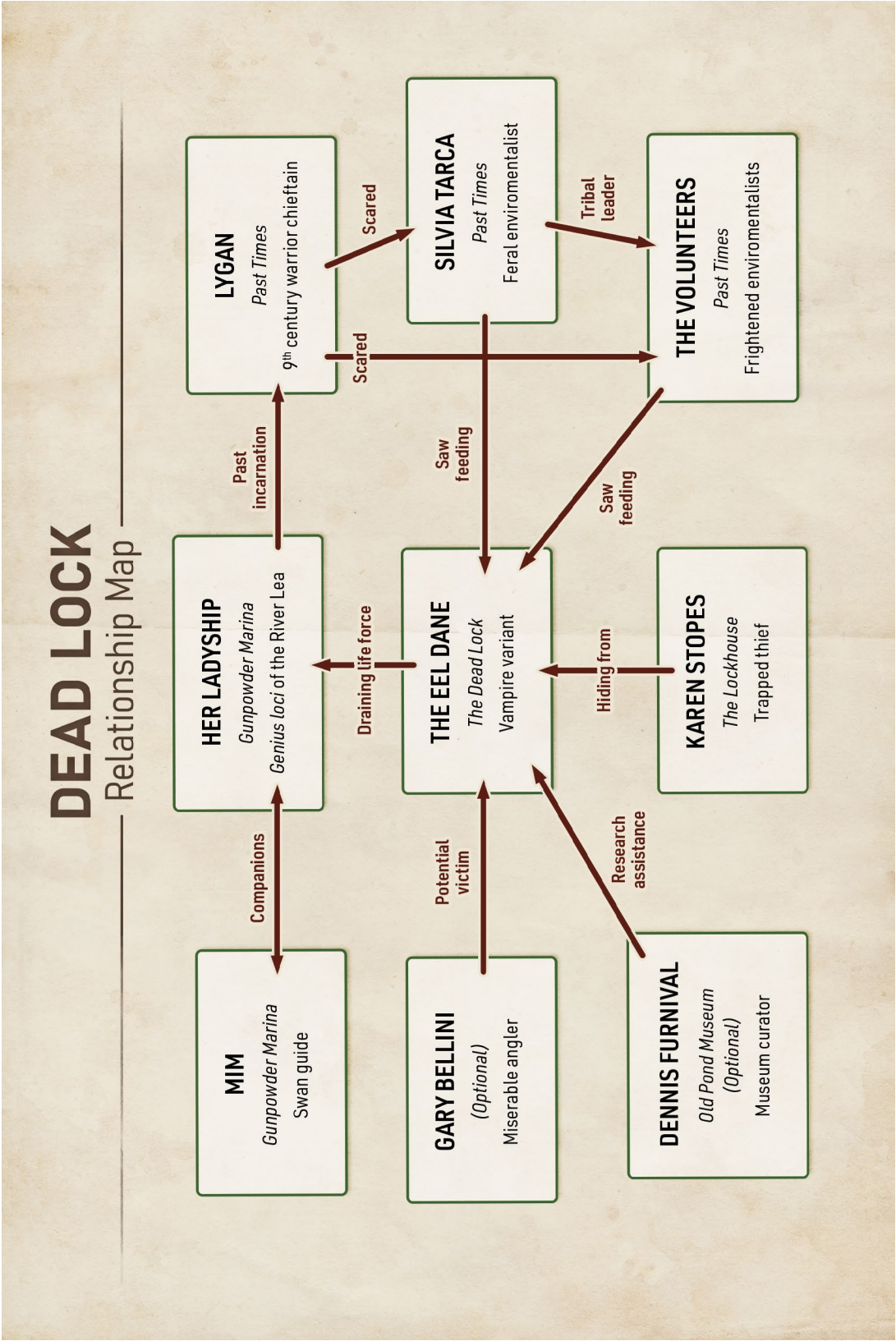
RIVER LEA MAP 2, GM



RIVER LEA MAP 3, GM

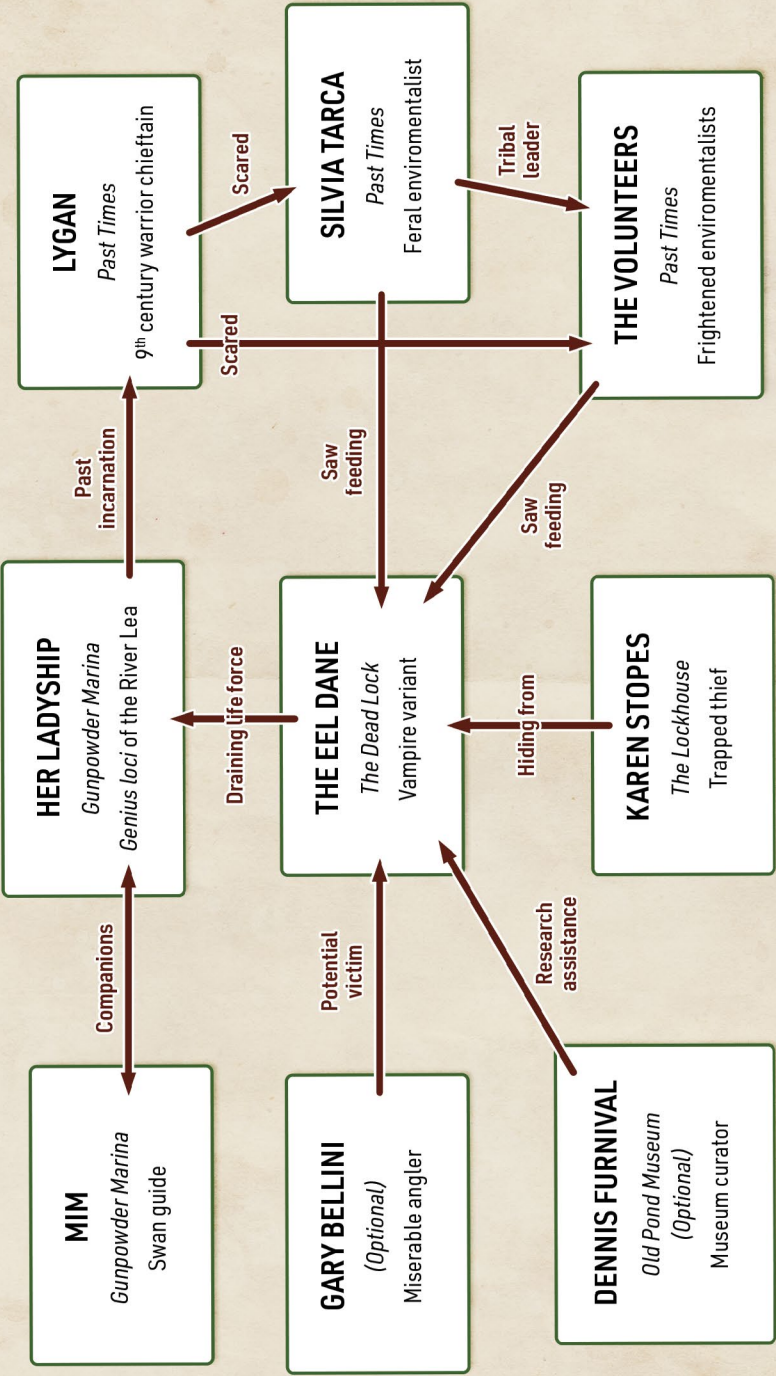






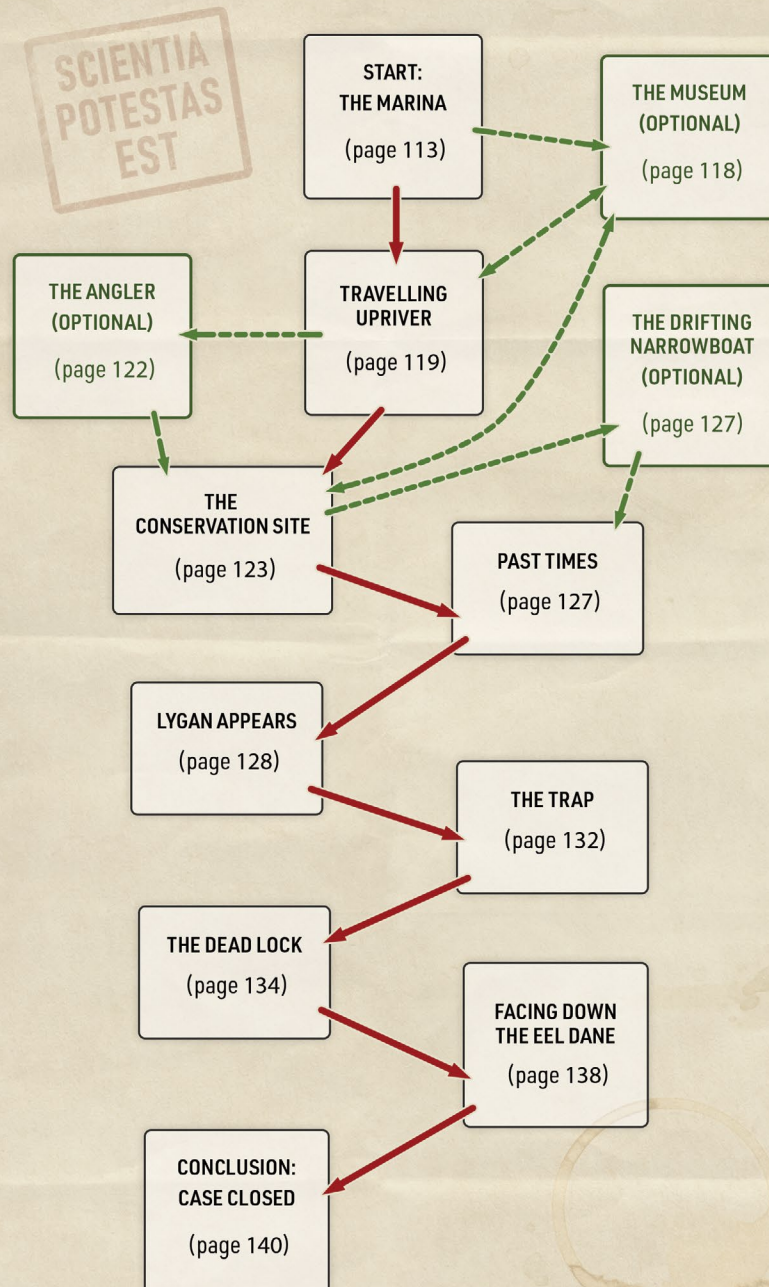
DEAD LOCK

Relationship Map



DEAD LOCK

Plot Progression Diagram



DEAD LOCK

Plot Progression Diagram

