

RIVERS of LONDON

the Roleplaying Game

No Place Like Home

GM REFERENCE BOOKLET

PROFILES FOR NPCs & CREATURES

This booklet contains the profiles for all the NPCs and creatures found in *No Place Like Home: A Case File Collection*, grouped by case file (scenario). GMs are advised to print out this booklet for use as a quick-reference aid during games.

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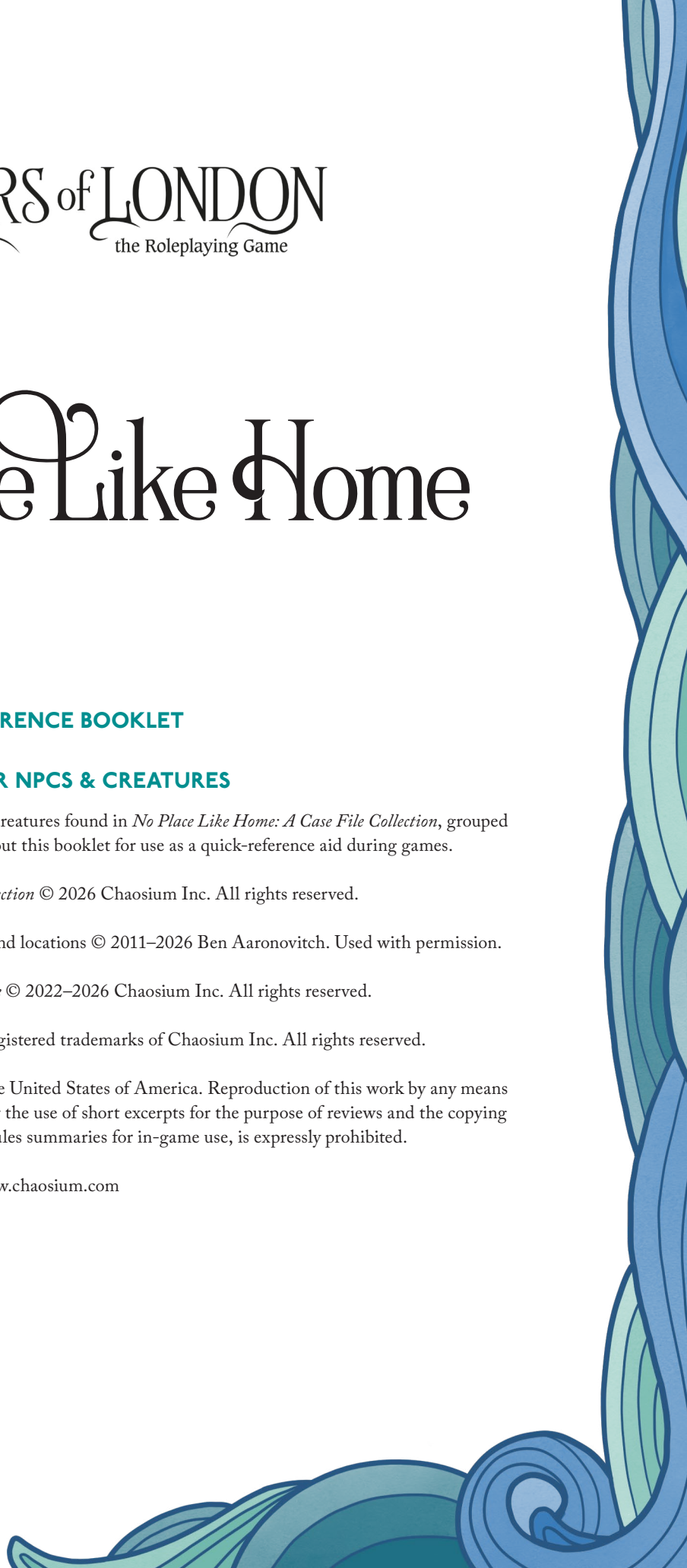
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Chapter I: Murder at the Museum of Memories

Lidija Radu, *age 58, worried museum owner*

STR 40 CON 60 DEX 60 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Silver-Tongued.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 50%,
Read Person 60%, Research 50%, Sense Vestigia 30%, Social
60%, Stealth 30%; Accountancy 60%, Appraise 60%, Art/Craft
(Antiques) 60%, History 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%, Bengali 30%, French 30%, Yiddish 30%.

Sadia Ahmad, *age 52, café manager*

STR 50 CON 50 DEX 60 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Steadfast.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%,
Read Person 60%, Research 30%, Sense Vestigia 30%, Social
70%, Stealth 30%; Accountancy 60%, Art/Craft (Baking)
70%, Art/Craft (Cooking) 70%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%, Bengali (own) 60%.

Suraj Khan, *age 26, scared museum assistant*

STR 60 CON 50 DEX 60 INT 60 POW 50
DB: 0 MOV: 9 MP: 10 LUCK: —

Advantage: Speedy.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%,
Read Person 60%, Research 60%, Sense Vestigia 30%, Social
60%, Stealth 30%; Computer Use 70%, Tech 70%; Fighting
50%, Firearms 30%.

Languages

English (own) 60%, Bengali (own) 60%.

Alice Pender, *age 22 (at death), ghost*

As an entity-type ghost, Alice doesn't have any statistics, but she can hold a decent conversation and, like all ghosts, is partial to a nice bit of werelight.

Reginald Blaine, *age 65, dodgy hedge wizard*

STR 50 CON 50 DEX 40 INT 60 POW 70
DB: 0 MOV: 8 MP: 17 LUCK: —

Advantages: Magical, Wealthy.

Weapon: sword cane (base weapon damage 1).

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation
60%, Read Person 50%, Research 60%, Sense Vestigia 60%,
Social 50%, Stealth 30%; Appraise 70%, Art/Craft (Fine
Arts/Antiques) 70%, Magic 60%, History 60%, Occult 40%;
Fighting 40%, Firearms 30%.

Languages

English (own) 60%, French 60%, Greek 30%, Latin 30%.

Spells

Impello (mastered), Noisemaker, Werelight (mastered);
Impello palma (mastered), Shield.

Signare

The smell of dust, the warmth of a coal fire, and the gentle
flick of the turning pages of a book.

Ribbons the Rabbit, *enchanted old cloth toy*

STR 10 CON 30 DEX 80 INT 30 POW 80
DB: 0 MOV: 9 MP: — LUCK: 80

Advantage: Speedy.

Skills

Athletics 80%, Navigate (Museum) 70%, Observation 30%,
Read Person 30%, Sense Vestigia 60%, Social 30%, Stealth
80%; Art/Craft (Dancing) 80%; Fighting 30%.

Languages

Ribbons is non-verbal; he understands English, French, and
Yiddish, and can communicate using his growler—both
to express emotions and to answer questions using a “one
growl for yes, two for no” system, if required (**Rabbiting
On**, page 44).

Powers

Luck of the Demi-monde. Ribbons' Luck points refresh at 7 am every morning—the time that Ada used to wake up and first sing to him every day.

Demi-monde affinity

The museum exhibits, which he manipulates in a similar manner to a practitioner using **Impello** (*Rivers of London: the Roleplaying Game*, page 178). Each manipulation counts as a **significant manifestation** (*Rivers of London: the Roleplaying Game*, page 319) and therefore costs him 20 points of Luck to use. If throwing items with his magical powers, Ribbons must succeed at an Athletics roll to hit his target; the target may, of course, attempt to dodge the missile using their Fighting skill (**Response 2: Dodge**, *Rivers of London: the Roleplaying Game*, page 128).

Vestigia

The sound of a child singing, an urge to dance, and the desire to be cherished.

Special

Ribbons dances for approximately 30 seconds upon hearing someone sing or play “*Dans Sa Maison Un Grand Cerf*”—roughly the time it takes to sing the nursery rhyme through once. (**Note:** most online versions consist of multiple repeats of the core verse; Ribbons still only dances for 30 seconds at a time.) He cannot be compelled to dance again until a further 30 seconds have passed. He can resist the urge to dance with an opposed POW roll, i.e., the POW of the person singing or playing the nursery rhyme—even if “playing” means pressing the Play button on an app—versus his POW 80.

BIT PLAYERS**Sergeant Caitlin Donaghue, age 27, FAO**

STR 50 CON 50 DEX 60 INT 60 POW 50
DB: 0 MOV: 8 MP: 10 LUCK: —

Advantage: Steadfast.

Skills

Athletics 60%, Drive 30%, Navigate 30%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 30%, Social 60%, Stealth 30%; Law 60%; Fighting 60%, Firearms 30%.

Languages

English (own) 60%, Irish (Gaeilge) (own) 60%.

Myron Lowe, age 59, impatient venture capitalist

STR 60 CON 50 DEX 40 INT 70 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantages: Silver-Tongued, Wealthy.

Skills

Athletics 30%, Drive 60%, Navigate 50%, Observation 60%, Read Person 60%, Research 70%, Sense Vestigia 30%, Social 50%, Stealth 40%; Accountancy 80%, Appraise 60%; Fighting 40%, Firearms 30%.

Languages

English (own) 60%.

Irene Dana, age 87, cat-loving neighbour

STR 40 CON 40 DEX 50 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Steadfast.

Skills

Athletics 30%, Drive 30%, Navigate 50%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 40%, Social 60%, Stealth 40%; Animal Handling 60%, Art/Craft (Crochet) 60%, History (Spitalfields) 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

Tahmina Ogtrop, *age 30, curio dealer*

STR 50 CON 50 DEX 60 INT 60 POW 60
DB: 0 MOV: 8 MP: — LUCK: 60

Advantage: Steadfast.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 70%,
Read Person 60%, Research 40%, Sense Vestigia 60%, Social
60%, Stealth 30%; Art/Craft (Fine Arts/Antiques) 60%, Art/
Craft (Woodworking) 60%, Appraise 70%, History 60%,
Occult 40%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%, Dutch (own) 30%.

Powers

Luck of the Demi-monde.

Demi-monde affinity

Wood.

Antiques Dealer, *an example*

STR 50 CON 50 DEX 60 INT 60 POW 60
DB: 0 MOV: 8 MP: 12 LUCK: —

Advantage: Silver-Tongued.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%,
Read Person 60%, Research 60%, Sense Vestigia 30%, Social
50%, Stealth 30%; Appraise 60%, Art/Craft (Any) 60%,
History 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

Chapter 2: Crossing the Line**Sarah Huntley, *age 24, PCSO***

STR 60 CON 60 DEX 60 INT 60 POW 40
DB: 0 MOV: 8 MP: 8 Luck: —

Advantage: Fast Reactions.

Skills

Athletics 60%, Drive 60%, Navigate 30%, Observation 60%,
Read Person 60%, Research 30%, Sense Vestigia 60%, Social
30%, Stealth 30%; History (Roller Derby) 40%, Law 60%;
Fighting 60%, Firearms 30%.

Languages

English (own) 60%, French 30%.

Chief Inspector Rania Saleh, *age 43, senior officer*

STR 50 CON 50 DEX 50 INT 60 POW 70
DB: 0 MOV: 8 MP: 14 Luck: —

Advantages: Scary, Steadfast.

Skills

Athletics 30%, Drive 60%, Navigate 30%, Observation 60%,
Read Person 60%, Research 30%, Sense Vestigia 30%, Social
60%, Stealth 30%; Law 80%; Fighting 60%, Firearms 30%.

Languages

Arabic (own) 60%, English (own) 60%.

Scratch, *age 23, bag snatcher*

STR 30 CON 40 DEX 70 INT 60 POW 80
DB: 0 MOV: 9 MP: 16 Luck: —

Advantage: Speedy.

Skills

Athletics 60%, Drive 30%, Navigate 30%, Observation 60%,
Read Person 60%, Research 30%, Sense Vestigia 30%, Social
30%, Stealth 60%; Disguise 60%, Science (Pharmacy) 40%,
Survival 60%; Fighting 60%, Firearms 40%.

Languages

English (own) 60%.



Harry Maguire, age 33 (at death), ghost

As a ghost, Harry doesn't have statistics. He is far more robust than you'd expect to find in the middle of a field, though, due to the magic pumping out of the Winn's Common tumultus. On the Annie scale he's about a seven. As a simulacrum, he relives the last moments of life but has more cognisance than a standard looper.

The Lady of the Common, age unknown, imprisoned High Fae

STR 60 **CON** 50 **DEX** 70 **INT** 70 **POW** 100
DB: 0 **MOV:** 9* **MP:** — **Luck:** 100

*Until she is freed from her manacles, the lady cannot move further than the length of her chains (2.5 metres/yards); she also moves very slowly (MOV 4) until released.

Advantages: Natural Toughness, Speedy.

Disadvantage: vulnerable to cold iron.

Skills

Athletics 70%, Navigate 30%, Observation 90%, Read Person 40%, Research 60%, Social 30%, Stealth 90%; Ride 60%; Fighting 80%.

Languages

English 40%, High Fae (own) 70%.

Powers

The Glamour, Luck of the Demi-monde.

Demi-monde affinity

Travel (translocation).

Vestigia

A cold breeze on the back of the neck, the impression of long shadows, and a sense of abandonment—but with an underlying current of rage.

BIT PLAYERS**Mick the Brick, age 42, nightclub owner**

STR 70 **CON** 50 **DEX** 40 **INT** 60 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **Luck:** —

Advantages: Signature Weapon (length of lead piping), Steadfast.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 30%, Read Person 30%, Research 30%, Sense Vestigia 30%, Social 80%, Stealth 30%; Appraise 60%, Art/Craft (Business) 60%, Law 70%; Fighting 60%, Firearms 60%.

Languages

English (own) 60%, German 20%.

Ryan Cooper, age 21, spooked drug dealer

STR 60 **CON** 60 **DEX** 70 **INT** 40 **POW** 50
DB: 0 **MOV:** 8 **MP:** 10 **Luck:** —

Advantage: Fast Reactions.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 30%, Social 80%, Stealth 60%; Fighting 60%, Firearms 30%.

Languages

Cantonese (own) 30%, English (own) 60%.

Officer Pat Lyndon, NCA

STR 50 **CON** 60 **DEX** 40 **INT** 70 **POW** 60
DB: 0 **MOV:** 8 **MP:** 12 **Luck:** —

Advantage: Steadfast.

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 60%, Read Person 30%, Research 30%, Sense Vestigia 30%, Social 60%, Stealth 30%; Art/Craft (Photography) 60%, Law 60%; Fighting 60%, Firearms 60%.

Languages

English (own) 70%.

William Lombard, *age 52, exploited drug user*

STR 50 CON 50 DEX 50 INT 50 POW 50
 DB: 0 MOV: 8 MP: 10 Luck: —

Advantage: The Knowledge (London).

Skills

Athletics 30%, Drive 30%, Navigate 30%, Observation 10%,
 Read Person 30%, Research 30%, Sense Vestigia 30%, Social
 30%, Stealth 30%; Survival 60%; Fighting 60%, Firearms
 30%.

Languages

English (own) 60%.

Joshua “Joss” Cracknell, *age 45, imprisoned drug kingpin*

STR 80 CON 60 DEX 40 INT 50 POW 50
 DB: +1 MOV: 8 MP: 10 Luck: —

Advantages: Damage Bonus, Scary.

Skills

Athletics 30%, Drive 60%, Navigate 30%, Observation 60%,
 Read Person 30%, Research 30%, Sense Vestigia 30%, Social
 30%, Stealth 30%; Accounting 60%, Appraise 60%; Fighting
 80%, Firearms 70%.

Languages

English (own) 60%.

Chapter 3: Dead Lock**Lea, Her Ladyship, *genius loci***

STR 50 CON 50 DEX 60 INT 70 POW 150
 DB: 0 MOV: 8 MP: — LUCK: 150

Advantages: Natural Toughness, Scary, Steadfast.

Disadvantage: vulnerable to cold iron.

Skills

Athletics 50%, Drive 70%, Navigate 70%, Observation 70%,
 Read Person 70%, Research 40%, Sense Vestigia 70%, Social
 70%, Stealth 60%; Animal Handling 80%, Pilot Boat 70%,
 Ride 70%; Fighting 30%, Firearms 70%.

Languages

English (old, middle, and modern) (own) 70%, Latin (own)
 70%.

Powers

The Glamour, Luck of the Demi-monde.

Demi-monde affinity

Water.

Vestigia

The sound of a Land Rover on a dirt road, the smell of
 gunpowder, the warmth of an old country kitchen.

Mim, *swan*

STR 30 CON 50 DEX 80 INT — POW 50
 DB: 0 MOV: 8* MP: 10 LUCK: —

*When walking/swimming

Skills

Athletics 60%, Navigate 60%, Observation 50%, Read Person
 50%, Sense Vestigia 60%; Beat Wings 60%, Peck 60%.

Languages

Comprehends English; speaks only in grunts and hisses.

Powers

Mental bond with Her Ladyship, Danger Sense.

Other

Bonus die to Athletics rolls when on the river. Can fly; prefers
 to take off from water and requires at least 10 metres/yards of
 clear water/land for a run up before liftoff.

Lygan, *past incarnation of Her Ladyship*

STR 60 CON 60 DEX 60 INT 70 POW 100
DB: 0 MOV: 8/9* MP: — LUCK: 100

*Walking/chariot

Advantages: Natural Toughness, Scary.

Disadvantage: vulnerable to cold iron.

Weapon: Spear (*Rivers of London: the Roleplaying Game*, page 61).

Skill

Athletics 70%, Drive (Chariot) 60%, Navigate 60%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 70%, Social 60%, Stealth 70%; Pilot Boat 60%, Ride 60%; Fighting 60%, Firearms 40%.

Languages

English (old, middle, and modern) (own) 70%, Latin (own) 70%.

Powers

The Glamour, Luck of the Demi-monde.

Demi-monde affinity

Water.

Vestigia

The sound of thundering chariot wheels on packed earth, the heady aroma of sweet mead, the warmth of a cooking fire on the skin.

Silvia Tarca, *age 36, feral environmentalist*

STR 60 CON 60 DEX 60 INT 50 POW 50
DB: +1 MOV: 5 MP: 10 LUCK: —

Advantages: Damage Bonus, Scary.

Weapon: heavy-duty gardening shears; treat as **Knife** (*Rivers of London: the Roleplaying Game*, page 61).

Skills

Athletics 60%, Drive 30%, Navigate 30%, Observation 50%, Read Person 50%, Research 40%, Social 60%, Stealth 60%; History 60%, Science (Botany) 30%, Science (Environmental) 60%; Science (Zoology) 30%; Fighting 60%, Firearms 30%.

Languages

English 60%, Romanian (own) 60%.

Volunteer, *elderly*

STR 40 CON 50 DEX 60 INT 60 POW 50
DB: 0 MOV: 5 MP: 10 LUCK: —

Disadvantage: Frail (*Rivers of London: the Roleplaying Game*, page 311).

Weapon: rake, litter picker, etc.—treat as **improvised weapons** (*Rivers of London: the Roleplaying Game*, page 61).

Skills

Athletics 30%, Observation 50%, Read Person 50%, Social 50%, Stealth 40%; Fighting 30%.

Languages

English (own) 60%.

Karen Stopes, *age 51, thief*

STR 50 CON 50 DEX 70 INT 60 POW 50
DB: 0 MOV: 9 MP: 10 LUCK: —

Advantage: Speedy.

Skills

Athletics 30%, Drive 50%, Navigate 40%, Observation 60%, Read Person 60%, Research 30%, Sense Vestigia 30%, Social 30%, Stealth 60%; Appraise 60%, Locksmith 60%, Sleight of Hand 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

The Eel Dane, *anguilline vampire*

STR 80 CON 80 DEX 50 INT 20 POW 70
DB: +1* MOVE: 8 MP: — LUCK: 70

*See Special.

Advantages: Natural Toughness, Damage Bonus.

Disadvantage: vulnerable to intense heat (flamethrower, phosphorous grenades, etc.).

Skills

Athletics 60%, Navigate 60%, Observation 60%, Read Person 30%, Sense Vestigia 60%, Social 30%, Stealth 70%; Fighting 60%.

Languages

Old Danish 20% (own); the Eel Dane's deformed mouth makes it impossible for it to utter anything other than strangled grunts and eerie, terrifying squeals.

Powers

Luck of the Demi-monde.

Vestigia

Not as such, but *tactus disvitae*—the smell of antilife, a deep bone-numbing cold.

Special

Every time a vampire successfully inflicts damage in combat, the target also loses 1D6 magic points. If a vampire manages to inflict either a mortal wound or a fatal blow, the character instantly loses all of their remaining magic points on top of the usual outcomes.

The base spell damage of the Fireball spell is increased to 2 when used against vampires (boosted damage increase remains the same: 1 damage per additional magic point above base cost). Treat flamethrowers as inflicting Deadly rather than Severe damage when deployed against vampires (**Table 7: Other Forms of Damage**, *Rivers of London: the Roleplaying Game*, page 149). Likewise, treat the Terminal damage of a phosphorous grenade as Splat damage. All other weapons inflict zero damage against vampires (no damage roll required). Only fire completely destroys a vampire; any other method of disposal risks transmission or bits of vampire falling into the wrong hands.

Anyone killed by a vampire risks becoming one as the infection is passed on. At the point of death, if the character fails a CON roll, they join the unliving—unless someone takes great care to burn their body.

BIT PLAYERS**Gary Bellini, age 47, angler**

STR 60 **CON** 60 **DEX** 60 **INT** 50 **POW** 50
DB: 0/+1* **MOV:** 8 **MP:** 10 **LUCK:** —

Advantages: (if Gary was infected by the Eel Dane) Natural Toughness, Damage Bonus*.

Disadvantage: (if Gary was infected by the Eel Dane) vulnerable intense heat (flamethrower, phosphorous grenades, etc.).

Skills

Athletics 30%, Drive 50%, Navigate 60%, Observation 60%, Read Person 40%, Research 30%, Sense Vestigia 30%, Social 40%, Stealth 60%; Art/Craft (Angling) 60%; Fighting 30%, Firearms 30%.

Languages

English (own) 60%.

Dennis Furnival, age 62, museum curator

STR 40 **CON** 40 **DEX** 50 **INT** 80 **POW** 70
DB: 0 **MOV:** 6 **MP:** 14 **LUCK:** —

Advantage: Steadfast.

Disadvantage: Frail.

Weapon: World War I bayonet—treat as **Knife** (*Rivers of London: the Roleplaying Game*, page 61).

Skills

Athletics 30%, Drive 50%, Navigate 60%, Observation 80%, Read Person 60%, Research 90%, Sense Vestigia 40%, Social 60%, Stealth 60%; History 80%, Law 60%; Fighting 30%, Firearms 30%.

Languages

Ancient Greek 30%, English (own) 90%, English (old and middle) 30%, French 60%, German 70%, Latin 30%.

