

Player 1: The Detective

Background: A skilled investigator from Corfu, the Detective has a reputation for solving mysteries around the island. His attention to detail and logical mindset help them piece together clues others might overlook.

Objective: Discover the true thief of the Emerald Compass by carefully analysing each clue and questioning the characters without arousing suspicion.

Skill:

Observation Mastery

Once during the game, the Detective can use Observation Mastery to gain an extra detail on one clue of their choice. This might be a hidden aspect of a physical item or a subtle reaction from an NPC.

Personal Notes:

1) The Club's Dynamics

the Detective is aware that the Corfu Sailing Club has a history of rivalries and secrets. Be attentive to characters' personalities and hidden motives, as they may reveal more about the theft than first impressions suggest.

2) The Emerald Compass

This artifact was believed to guide lost sailors. It was prominently displayed at the gala, where club members and locals had a chance to see it up close. Someone likely had the opportunity to plan the theft that night.

3) About the Sailor

The Sailor seems eager to help the Detective with their investigation. She is a respected member of the Corfu Sailing Club and says that they want nothing more than to find the culprit behind this incident.

4) The Captain's Reputation

The Detective has heard that the Captain has an unusual attachment to artifacts like the Emerald Compass. Keep an eye on their behaviour, as it may reveal if their "obsession" is genuine admiration or something more calculated.
