



EmpireMUNC X

Joint Crisis: Heroes of Olympus

Camp Half-Blood

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JCC Heroes of Olympus: Camp Half-Blood

Committee Background Guide

Joint Crisis Committee

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Welcome Letters

Meet Your Joint Crisis Director

Hello Delegates and Demigods!

My name is Riley Bryant and I am absolutely thrilled to be your joint crisis director for the Heroes of Olympus JCC! I am originally from Mission Viejo, California and I'm a third-year student majoring in International Relations, double minoring in Arabic and Public Policy.

I've been involved in MUN since middle school, through high school, and now in college. Since then, I've staffed multiple of NYU's conferences and been an active member of NYU's Travel Team.

Outside of MUN, I compete with NYU's Mock Trial team, keep up a robust photography and graphic design portfolio, and spend every waking moment of my (limited) free time watching the next big Netflix binge. If anybody ever needs streaming recommendations, hit me up with a platform and a genre and I'll give you something good.

Percy Jackson has been a major influence in my life, and I hope that this committee can be a reflection of that. I am so excited to see what kind of inventive storytelling you all bring to the table over the weekend! I hope you can keep this Riordan quote in the back of your minds while planning out your character arcs:

"Where's the glory in repeating what others have done?" (The Lightning Thief)

And so, let us go forth on this journey of diplomacy and mythology with mighty swords and even mightier pens (bonus points for combined pen-sword weaponry).

Yours,

Riley Bryant, Joint Crisis Director

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Meet Your Crisis Director

Hi Delegates!

My name is Vaishali (she/they) and I will be your Crisis Director for this committee! I joined MUN in college to staff our lovely EmpireMUNC and NYUMUNC and this is my first conference as a crisis director.

I'm in my third year and am a chemistry major on a pre medical track here at NYU. I grew up in the lovely state of New Jersey (central if that means anything to you).

Percy Jackson has been a part of my life for more than 10 years! I can still remember reading the cliffhanger in the Mark of Athena and waiting a whole year to see what happened next.



Cannot wait to meet all of you and if y'all have questions please feel free to email me.

"I could use some dam french fries" - Grover Underwood, The Titan's Curse

Warm Regards,

Vaishali Shah, Crisis Director

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Statement of Diversity and Inclusion

Whilst EmpireMUNC is committed to maintaining as educational and historically accurate an experience as possible, we recognize that any debate around historical events will incorporate sensitive issues. Delegates are expected to discuss these issues maturely and appropriately. EmpireMUNC is committed to promoting a culture of diversity and inclusion in line with NYU's values; in the spirit of this commitment, EmpireMUNC will not tolerate any bigoted symbols, statements, or attitudes. Remember that by attending our conference you agree to our Terms and Conditions of Conference Attendance, which we suggest you read over. It is posted on our website and is in your Delegation Guide.

Additionally, we as the *Heroes of Olympus* JCC understand that competitive spirits, while encouraged, can lead to extreme attitudes regarding the "opposing" side. That being said, we hope this experience can follow the light-hearted tone of the stories we are modeling. We expect all delegates to be respectful of the diversity of delegates' identities as you would the characters that are represented in the books.

If you have specific questions that you are not sure about in regard to appropriate topics, please don't hesitate to email or ask.

Introduction

In a world where teenagers can have goat legs, harpies can pose as substitute teachers, and the ancient Greek gods walk on earth as often as they please, a safe-haven like Camp Half-Blood is essential to protect demi-gods like you. Spanning the north shore of Long Island, Camp Half-Blood has been through a lot in the last year. Between the Battle of New York against Kronos and the dozens of quests and monster attacks, there is a lot of rebuilding that needs to be done. Recovering from the traumatic events of the last few months has been your single minded focus. At least, it was, until a new startling discovery was made: there are other gods out there and, more importantly, a whole other camp of non-Greek demigods.

You, as a senior member of the camp, have recently been informed by one Jason Grace that another camp exists. Camp Jupiter, located in California, is the Roman counterpart of our beloved Camp Half-Blood. Intel is spotty; the most that can be gathered by Jason's report is that they also train their campers for battle, and are much more militaristically-structured. Before he can give you any more information, however, Jason is suddenly whisked away by Annabeth Chase, Leo Valdez, and Piper McLean. They are still gone, fighting an emerging threat in Europe.¹

The rapid course of events is startling, to say the least. Questions are popping up faster than they can be answered. Who are these mysterious Romans? Are they friendly, or dangerous? What are they capable of? Most importantly, what is the next course of action? To top it all off, reports of suspicious monster activity are rolling in by the second, indicating a looming threat on the horizon.

As the leaders of Camp Half-Blood, you are the decision makers. It is your responsibility to determine how to deal with the newly-discovered camp, the threat of awakening Giants, and increased monster attacks, all while trying to fix the damaged camp around you. Are you up to the challenge?

¹ Please note that this contains a change to the original canon. Refer to "Committee Mechanics" for more information.

Committee Mechanics

While you will be representing a demi-god within the Percy Jackson universe (PJO), during the course of this weekend, you will still be expected to act as a delegate within a Model UN committee. Thus, rules on engagements of debate, speeches, and caucuses will still apply as they would in any Model UN committee. Specifically, the Camp Half-Blood committee will be run in the style of a CRISIS committee and NOT a General Assembly.

The committee begins at the end of *The Son of Neptune*. In regards to canon and in universe action, all events that take place within the three subsequent books of the Heroes of Olympus series after the official start date of this committee are officially de-canonized for the purposes of this committee. None of the events that take place within these novels is guaranteed to occur. There is no predetermined course or end point for this committee. We DO NOT want delegates to only stick to the course of the books. Any canon details in this BG supersede any and all canon in the books. The committee understands there may still be lingering questions on the canon of the books and how that will impact the conference's events. If delegates have any concerns on what details to consider for the conference, they should look to the BG first and foremost, but we will be happy to answer any necessary, clarifying questions.

While we have generally tried to avoid making big continuity or canonical changes, certain aspects were tweaked in order to better facilitate the flow of action and debate. The committee would like to make delegates aware of the following changes that are considered cannon for the purpose of this committee:

1. Due to the ambiguousness of the timeline in PJO the entire timeline will be moved up to November 2023. That means delegates are free to make any and all modern references in speeches, notes, and directives; delegates are reminded that all references must still abide by the content rules set forth in this committee and by EmpireMUNC X.
2. The plots of books one and two of the Heroes of Olympus series — *The Lost Hero* and *The Son of Neptune* — happen concurrently to one another. This change was made to avoid an unfairness in asymmetrical information being given to the two camps.
3. As mentioned above in the Introduction, the Quest of the Seven will still occur within this committee. *However*, the *Argo II* will never arrive at Camp Jupiter itself. Instead, Jason, Leo, Piper, and Annabeth will all suddenly leave camp and make their way to a rendezvous point with Percy Jackson, Frank Zhang, and Hazel Levesque at an undisclosed location. These seven heroes cannot be relied on for the purposes of this committee.

Background

Percy Jackson and the Olympians (Books 1-5)

Book 1 - The Lightning Thief

At the beginning of the book our main character Percy Jackson, a regular 12 year old with dyslexia and ADHD, suddenly finds out that Greek mythology is a real thing. After his substitute teacher turns into a fury and attacks him, Percy's best friend Grover reveals that he's actually a satyr — a half goat, half human — tasked with protecting him. After being raised by only his mortal mother, Percy discovers he does have a father, and that his dad is a Greek god.

Now that the secrets are out and Percy is no longer safe, Grover, Percy, and his mother set out for Camp Halfblood, a safe space for demigods like him. Before they can reach the camp they are attacked. Only demigods and other safe figures from Greek mythology can enter the camp, meaning Percy's mother is kept out by the camp's barrier. Refusing to leave his mother behind, Percy tries fighting the monster that's chasing them. He fails and the monster disappears with his mother, presumably killing her.

At camp Percy begins to meet many new friends and enemies. It is revealed that Percy's father is Poseidon . Percy moves into his designated cabin, but unlike that other cabins across camp, his is empty. Poseidon is one of the big three gods — Zeus, Poseidon, and Hades — that made a pact to not have any demigod children in order to keep balance in the world. Their children were deemed too strong. Percy's existence is a threat to the demigod order, but that's not the only reason there's a target on his back. Zeus's lightning bolt is missing and he believes Percy has taken it. If the lightning bolt isn't returned to Zeus by the next meeting of the gods, a war will begin.

Percy sets out to find the lightening bolt and save his mother with the help of Grover and his new friend Annabeth Chase, daughter of Athena. Before leaving, Percy talks to Luke, son of Hermes. Luke gives Percy advice and a pair of sneakers with wings on them. The three friends embark on a quest to save his mother and get the stolen lightning bolt. He embarks on a quest with Grover and new friend Annabeth.

Their journey takes them across the country where they encounter various mythological creatures and challenges, including: Medusa, the god Ares himself, a trip to the underworld, and the Lotus Casino. Percy narrowly makes it to the top of the Empire State building — where the entrance to Olympus lies — in time to save the day. There Percy meets his dad for the first time. Percy parts with his mother, giving her Medusa's severed head in case she needs to turn her rotten mortal husband to stone with it, in order to return to camp and meet his friends.

Once at camp he is confronted by his friend Luke, the real lightning thief. Luke was tired of being overlooked by his father and tired of watching demigods die. Luke leaves with a group of like minded demigods. This foreshadows a titan war.

Book 2 - Sea of Monsters

Percy Jackson returns to camp this year after being attacked by Laestrygonians — greek monsters from *The Odyssey* — with his new friend Tyson in tow. It turns out that Tyson is a cyclops who looks normal to human eyes because of the mist and he's also Percy's half-brother. After a strange ride in the Grey Sister's taxi cab they arrive to find the camp in battle. This should be impossible because the barrier at camp should keep its borders sealed. Percy learns that the tree that creates this border has been poisoned and is dying.

The tree, known as Thalia's tree, appeared when Thalia Grace, daughter of Zeus died trying to help two of her demigods enter camp half blood for the first time. It is later revealed that those two demigods were Annabeth and Luke. A quest is set, but this time Clarisse, daughter of Ares, is chosen to lead it. She sets out with a group to find the golden fleece, the only thing that can heal Thalia's tree. This may be because Chiron has been fired.

Fearing Clarisse will fail, Percy, Annabeth, and Tyson sneak out of camp to try to find the fleece and save Grover. Percy has been having troubling dreams that have revealed to him that Grover is stuck somewhere in the sea of monsters in the bermuda triangle. Hermes and his magical version of Fedex give them a hand and the group ends up on Luke's new super villain yacht.

After managing to escape on a rowboat. They eventually run into Clarisse who takes them prisoner on the civil war era ship she got from her father. Clarisse tries to pass Scylla and Charybdis, but fails and her ship explodes. Tyson is lost in the crash. Annabeth and Percy land on Circe's island, where Percy is turned into a guinea pig. Annabeth helps free him and the other men trapped by her. They steal a ship and make it to Polyphemus's island where they fleece and grover are. Tyson reappears and helps defeat the cyclops.

The group returns to camp with the fleece, narrowly avoiding Luke's attempts to steal it for himself. It is revealed that he is trying to use the fleece to awaken the ancient titan Kronos. The fleece makes it back to camp to heal the tree. Not only does the fleece heal the tree, but it resurrects Thalia as well. She wakes up the same age as when she died.

Book 3 - Titan's Curse

Percy, Annabeth, and Thalia embark on a quest to help Grover rescue two sibling demigods, Bianca and Nico. Things go wrong during the mission and Annabeth is kidnapped by a monster. The hunters of Artemis — a group of immortal female demigods who pledge their service to the goddess — appear at the battle as they have been hunting the same monster. Artemis sends her huntresses, led by Zoe Nightshade, back to camp half blood while she sets out to hunt the monster herself.

The Oracle of Delphi appears to Percy to deliver a prophecy, telling him that five demigods must set out to find Artemis, but it says that two of those people will die on the journey. Zoe, Thalia, Percy, Grover, and Bianca end up on a quest. There is a run in with Luke in DC as he continues his plans. Plus, he now has zombies under his command. The kids end up in a junkyard and are warned to touch nothing by Aphrodite. Bianca, however, takes a figurine for her younger brother and is killed by the monster Talos.

The group must continue on. Thalia is tempted by monsters trying to fulfill the prophecy from the past that caused the pack between Hades, Zeus, and Poseidon not to have kids. It says that a child of one of these three will awaken Chronos at the age of sixteen. Thalia is almost sixteen. She refuses to join Kronos. The group joins up with the huntresses and have to defeat Atlas, who is revealed to be Zoe's father, in order to save both Annabeth and Artemis. Percy is forced to hold the weight of the world so that Atlas can be defeated. Zoe is killed in the battle, but Atlas is trapped and Luke's plans are foiled, for now.

Thalia decides to join the huntresses, meaning she will never turn sixteen. After returning to camp, Percy tells Nico his sister is dead. This causes his powers to erupt and they finally find out who his godly parent is: Hades. A portal opens up and he disappears.

Book 4 - The Battle of the Labyrinth

Percy meets Rachel Elizabeth Dare when cheerleading monsters attack him at his new high school. With his new friend's help, Percy manages to escape. Percy and Annabeth return to camp to tell everyone that Luke plans to invade. Grover is standing trial for not finding the god Pan on his journey. Percy and other demigods begin to wargame and train.

During an exercise, Percy stumbles upon a hidden entrance to the Labyrinth. They believe that this is the entrance Luke will be using to enter camp. Annabeth decides she must go on a quest through the Labyrinth to find Deadalus's workshop. Grover, Annabeth, Tyson, and Percy set off. The Labyrinth stretches across the country underground in an impossible series of portals and tunnels. In the maze the group runs across Nico who is trying to resurrect Bianca and

is being manipulated by the ghost of King Minos. The group ends up splitting apart because Grover believes he can find Pan.

Percy becomes trapped on Ogygia alone with Calypso for a time and almost doesn't leave. Annabeth and Percy recruit Rachel Elizabeth Dare to help them finish their mission as it is revealed that she has a special sight and clairvoyant abilities. They find the workshop only to find that Daedalus is working for Kronos and Luke. In a twist of fate and betrayal, Nico, Daedalus, and the questers end up on the same side fighting the forces of evil. They manage to defeat Luke for the time being and destroy the Labyrinth. Grover finds Pan and he helps them find their way back to camp.

Book 5 - The Last Olympian

This final book begins with Percy and Charles Beckendorf trying to infiltrate Luke's yacht. The plan goes sideways and Charles is killed when the boat explodes. Back at camp, the mummified Oracle at Delphi reveals a new prophecy, she says that a hero will make a choice to ensure the ultimate success or destruction of Olympus, a choice which will ensure the hero's demise. Percy sets out to find Nico and learn about Luke's past. It is revealed that Luke's mother tried to take on the powers of the oracle and it made her lose her mind.

Percy descends to the underworld through an entrance in Central Park in order to bathe in the river styx and become invulnerable except for his Achilles spot. Luke has already done this. Percy, Nico, and Grover meet back up with their fellow demigods to begin the Battle of Manhattan. The battle causes chaos throughout the city as the Camp half-blood demigods try to defend the entrance to Mount Olympus. Annabeth awakens the statues of the city to aid in the siege. Many lives are lost, and yet Kronos still makes it into the throne room.

As Kronos, in the form of Luke, and Percy fight, Annabeth tries to get through to Luke's spirit by using their shared connection. This works and Luke is able to break through enough to use his sword to kill Kronos. In doing this he kills himself as well. This action reveals that he was the one the earlier prophecy spoke of. In the battle Rachel Elizabeth Dare takes on the powers of the Oracle at Delphi as well.

As reward for Percy's heroism, the Gods offer him immortality. He turns it down. Instead, he asks them to make more cabins at camp to represent minor gods as well and claim their children. He hopes this will prevent another demigod from following down Luke's path. At the end of the book Rachel Elizabeth Dare reveals a new prophecy, the prophecy of the seven, that will be the focus of the subsequent book series. Percy and Annabeth also start dating.

In the next series, it is revealed that while the demigods of Camp Half-Blood were defending Manhattan from the Titans, Camp Jupiter attacked Mount Othrys, located on Mount

Tamalpais north of San Francisco. Jason Grace, then praetor of Camp Jupiter, personally led the assault.

The Heroes of Olympus

Book 1: *The Lost Hero*

This new series begins roughly six months after the end of *The Last Olympian*. The books are no longer told from the point of view of Percy Jackson, instead we are introduced to the perspectives through new characters. We begin with Jason Grace as he wakes up with no memory on a bus on the way to a school field trip. Jason is at a wilderness reform school with his friend Leo Valdez and his girlfriend Piper McClean. He doesn't remember either of them. Only their supervisor Coach Hedge says that he's never seen Jason before. A group of Venti, wind spirits, attack the school group. Jason saves Piper and finds out he can fly in the process. Annabeth and Butch arrive on a pegasus to help save them. They bring the demigods to Camp Half-Blood. Camp half-blood is in the process of rebuilding after the battle of Manhattan. People are still healing and grieving for those lost as well. On top of all of this, Percy Jackson has gone missing; Annabeth has no idea where he could be.

It is revealed that Piper is a daughter of Aphrodite and Leo is the son of Hephestus. While Piper is blindsided by the news, Leo realizes this is related to his abilities with fire. It is revealed that Piper has, unknowingly, been using the power of charm-speaking. Leo Valdez is hearing voices/having visions of his Tia Callida and Piper hears voices telling her to betray her friends. Chiron reveals that Hera has been captured. They believe this is why Jason has lost his memories, they've been wiped to protect him. Jason is sent on a quest to save Hera and he brings piper (*the dove*) and Leo (*the forge*) along with him as the prophecy foretells. Leo builds the bronze sentient automaton dragon Festus to transport them. They begin by entering the home of Boreas the god of the North Wind who has been instructed by the wind god Aeolus to kill any and all demigods on sight. After escaping the three encounter three cyclops, Medea, and King Midas, all creatures that have been resurrected in some strange way. During this section of the journey, the kids rescue Coach Hedge who is actually a satyr. Piper's father is still being held by the giant Enceladus, however. The group is next confronted by a pack of wolves, but they are saved by the huntress Thalia Grace. Thalia and Jason are long lost siblings and the two reunite.

When the group finally makes it to Aeolus's palace they are not welcome. Before kicking them out of his fortress, the wind god reveals that the real enemy of the questers is Gaia the Titan earth goddess. She is awakening and she's resurrecting mortals who have been dead for centuries, and should've stayed that way. Leo, Jason, and Piper next face Porphyry and are able to free Hera who helps defeat the giant and escort the demigods back to camp. Hera reveals that she swapped Percy Jackson and Jason Grace after wiping their memories. Jason is actually a

Roman demigod, a son of Jupiter. Hera hoped to foster relations between the two camps and prevent history from repeating itself.

Book 2: *The Son of Neptune*

Book two of this series shows Percy Jackson's side of this exchange. Percy is chased into Camp Jupiter by two gorgons. He has lost all his memory, but he knows his name and that he has a girlfriend named Annabeth. Percy befriends Hazel, daughter of Pluto, and Frank. Percy also 'meets' Hazel's demigod half brother Nico. Frank Zhang does not yet know who his father is, but a visit from Juno revealed to him that his life force is tied to a plank of wood he has been given. If the plank burns and disintegrates Frank will die. This firewood comes from his mother's side of the family. After leading the fifth cohort in battle, Frank is claimed by his father Mars. In his visit to the camp Mars reveals that monsters are awakening and that Gaia is awakening. Frank is given a quest to go to Alaska to save Thanatos, death's son; he takes Percy and Hazel with him.

On the journey, the demigods stop in Seattle to meet Hylla the leader of the Amazons — a group of female warriors who also run a shipping industry — who is also the sister of Camp Jupiter's Praetor Reyna. Hazel receives the magical horse Orion during this exchange. In Alaska, the group finds Thanatos is being held in the glacier that holds the remnants of the camp the fifth cohort used in 1980 when they lost the 12th Legion's eagle and brought shame upon the cohort. The skeletons of the dead legionnaires rise and the group must fight them off as they rescue Thanatos. Frank has to burn some of his firewood to free Thanatos, revealing his secret to his friends. Freeing Thanatos means that those who die will stay dead, as long as the doors of death remain closed. However, it is revealed that the doors are open, and they must be closed to stop the dead from escaping and to keep monsters from respawning almost instantly. The kids return to Camp Jupiter to find the 12th Legion battling Polybotes army. Percy leads Polybotes into New Rome and kills him. Percy is made Praetor alongside Reyna, taking the missing Jason's former position. This decision angers many, especially Octavian, and exacerbates rising tensions within the camp.

The Gods of Greek Myth (Oldies, but goodies)

Major Olympian Gods and Goddesses²

1. **Zeus:** god of the sky, lightning and thunder; King of the Gods and Olympus
2. **Poseidon:** god of the sea, storms, and horses
3. **Hades:** god of the Underworld, the dead, and riches
4. **Hera:** goddess of marriage and family; Queen of the Gods; Patroness of Women
5. **Demeter:** goddess of harvest, agriculture, and the seasons
6. **Athena:** goddess of wisdom, reason, strategy, warfare, crafts, and arts
7. **Apollo:** god of the Sun, archery, prophecy and truth, healing, plagues, and poetry
8. **Artemis:** goddess of the hunt, the wilderness, the moon, maidenhood, and childbirth
9. **Ares:** god of war, violence, battlelust, and rage
10. **Hephaestus:** god of blacksmiths, forges, and fire
11. **Hermes:** god of thieves, travelers, trade, merchants, roads; Messenger of the Gods
12. **Aphrodite:** goddess of love and beauty
13. **Dionysus:** god of wine, madness, and ecstasy; Camp manager at Camp Half-Blood
14. **Hesita:** goddess of hearth, home, and family

Minor Gods and Goddesses of note

15. **Deimos:** god of panic, terror, and dread
16. **Iris:** goddess of the rainbow; messenger of the gods
17. **Eros:** god of erotic love, affection, and desire; Greek version of cupid
18. **Khione:** goddess of snow
19. **Melinoe:** goddess of ghosts, nightmares, and funerary rites
20. **Eris:** goddess of chaos, discord, and strife
21. **Nike:** goddess of victory
22. **Hecate:** goddess of magic, the Mist, crossroads, necromancy, the night and the moon; titaness of the third generation
23. **Tyche:** goddess luck, chance, destiny, and fortune
24. **Nemesis:** goddess of balance, retribution, and vengeance
25. **Zephyros:** god and personification of the gentle west wind and spring
26. **Hypnos:** god of sleep

² *For more information on other gods/goddesses - [click here](#)

Camp Half-Blood

Based in Long Island, New York, Camp Half Blood is the demigod camp that oversees the training and protection of Greek demigods. Camp Half Blood represents the individualism and heroics of the adventurers and heroes of Ancient Greece. Upon arriving at Camp, demigods are then “claimed” by their godly parent, a process that involves sending their child a sort of specific message. Regardless of their parentage, all demigods are referred to as “campers” and are sorted into different cabins depending on their godly parentage. These cabins act as teams that do all their camp activities together and each camper’s house is led by a “head counselor”. Until recently, only major gods had representation in the cabins. Demigod children of the minor gods were left unclaimed, and even some of the major gods neglected to claim their children. All unclaimed children were sent to live in the Hermes cabin. This caused a lot of overcrowding and discord. It was one of the major factors pushing kids to join Kronos in the titan war. After the battle of Manhattan Percy Jackson convinced the gods to claim all their children and work is currently underway to build cabins to represent all the gods and their children according to Annabeth Chase’s designs.

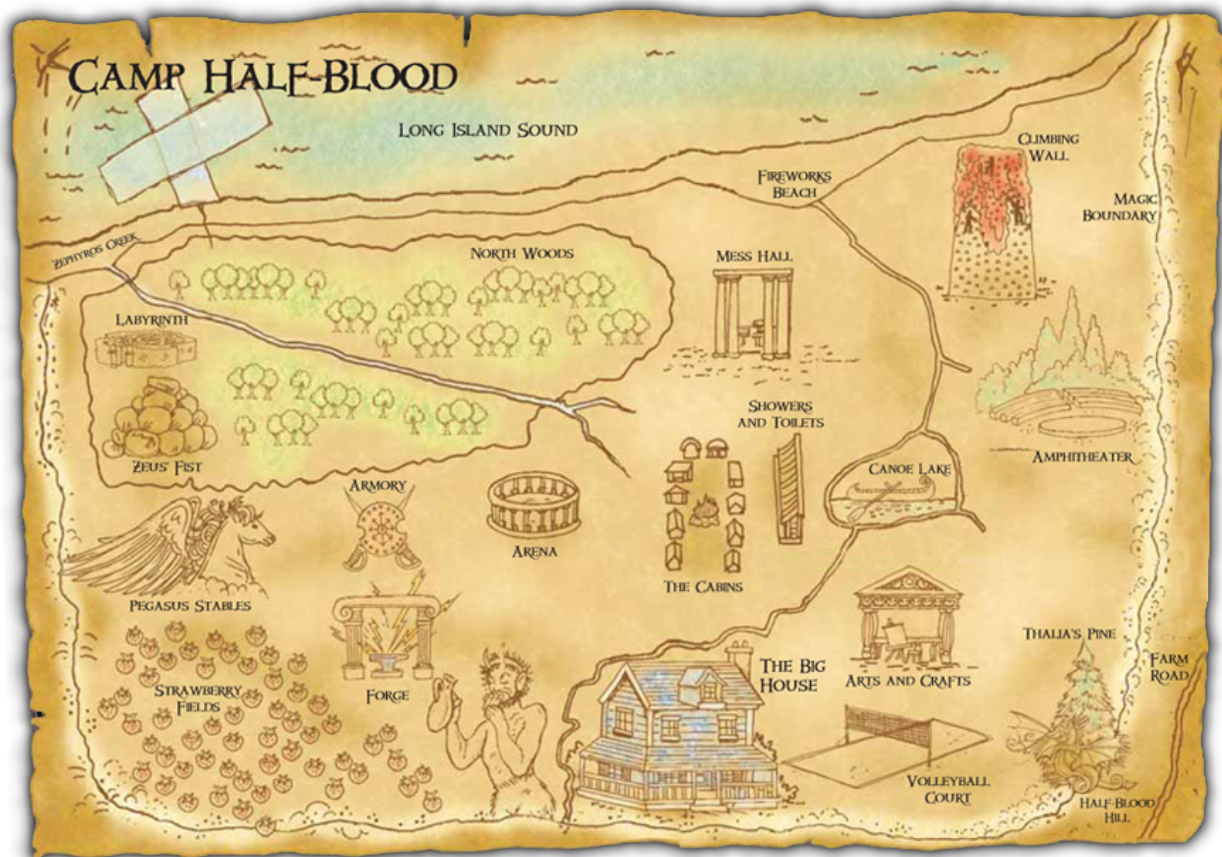
In terms of leadership, the camp is run by Chiron the centaur and Mr. D or Dionysis, the god of wine. Chiron, Mr. D, and every cabin head counselor form a council that serves as the executive leadership of the camp and make all the final decisions. They decide camp matters such as training and work with the nymph and satyrs to manage camp lands. There is also a representation of the oracle at Delphi at camp. Until recently this was a mummified body in the attic of the big house — the central meeting place at camp — but now Rachel Elizabeth Dare can channel the oracles power. The oracle gives out prophecies that the counsel interprets. Demigods are given quests and are supposed to get permission before they set out on missions

Camp Half-Blood is a more proper summer camp where the vast majority of demigods only stay at Camp Half Blood for the summer months. Most demigods return home for the school year. This cycle is repeated until demigods reach adulthood, when they are able to survive year-round in the real world.

Coming to Camp

An important and incredibly vital step in ensuring a demigod’s survival in modern America is seeing that the demigod arrives safely to camp. As demigods grow older, the “scent” of their lineage grows stronger and become more susceptible to attacks from various monsters. Such an increasing frequency of monster attacks and threats not only pose a direct threat to the demigod themselves, but to loved ones around them too. Without camps to properly train demigods to protect themselves, demigods would not live long. The exact process for demigods arriving to camp in the first place however, differs between Camps Half-Blood and Jupiter.

Satyrs act as guides for demigods. They go into the mortal world and find demigods and guide them to camp and help protect them from monsters who may try to kill them on the way. The Gods granted camp magical borders to protect against monsters after an attack almost wiped out the entire camp. Thalia Grace, daughter of Zeus, came close to dying on the border, willing to sacrifice herself to allow her friends to reach the safety of the camp. In her dying moments, her father Zeus took pity on her and turned her into a pine tree, sustaining her life-force within it. Her tree's position on the border enabled her spirit to strengthen the borders of the camp. The magical borders are additionally enforced by the Golden Fleece, stolen from Polyphemus' island, which brought Thalia back to life after being placed on her tree. The Fleece stays on the tree, guarded by the dragon Peleus, its magical powers protecting the camp from monsters and invaders.



When campers first arrive, they may very well be subject to hazing by the meaner cabins — traditionally Ares and Aphrodite — and often even from members of their own cabin. There is also a dining pavilion, archery field, a sword fighting arena, a climbing wall with lava for training, an amphitheater, stables, an armory, and the Big House. The camp's cover name is Delphi Strawberry Service, a reference to the name of the Oracle of Delphi.

Capture the Flag

While Capture the Flag is a fun, low stakes, staple in mortal P.E. classes, the opposite can be said for Camp Half-Blood's version. Teams (and cabins) are divided, weapons are sharpened, and alliances are on. This is the game to have your game on and friendships have been broken over it. Even with all the chaos going on, Chiron would like to remind all of you that you are just kids. But while mortal kids play cards against humanity, you sword fight (no maiming) for pieces of fabric.

Mr. D (the D stands for Dreary)

It is the worst kept secret around camp that the camp director Dionysus (or Mr. D as he is nicknamed by campers) does not want to be there. Centuries ago, he seduced one of Zeus's lovers and as punishment, Zeus sent him to look after the demigod children. Dionysus ... was not amused. He is no babysitter, frequently messing up camper's names or threatening to turn them into dolphins. But, at the end of the day, he is the most powerful being at camp and could provide a formidable ally or a troublesome enemy.

Olympus and the Gods in the 21st Century

Jumping forward about 2500 years, the gods of Olympus are still working among us, though lacking in reverence from their mortal subjects.

The Modern Demigod

While demigods were thought to be nothing more than myths from ancient times, you, as a demigod yourself, know better than that. Since the days of ancient Greece and the Roman Empire, demigods have played a critical role in those societies. Often the center of many myths and legends today, demigods were known for their heroism and impressive feats... most of the time.

From Hercules and his 12 laborers, to Perseus and the slaying of Medusa, ancient demigod heroes were best known for their achievements in slaying dangerous monsters and during times of war. While many aspects of demigods have changed throughout the hundreds of years that have passed into the current era, many things have stayed consistent. Demigods today still hunt down monsters, go on quests, receive cryptic prophecies, and do the bidding of the gods. Instead of having to travel everywhere on foot or on horseback, modern methods of transportation are now available for a demigod's convenience.

The monsters nowadays may still be a crazed harpy or more modernly, an 8th grade algebra teacher or even the dean of a boarding school. At Camp Half-Blood, prophecies are now relayed by a teenage redhead that lives out in a decked out cave with surround sound speaker systems. However, while many aspects of a demigod's existence are the same (with some modern modifications) the biggest change is the existence of summer camps. Camp Half Blood serves as safe gathering areas for modern demigods.

Demigods can safely train to improve combat skills and learn more about what their godly parenthood entails. Through continuous training at camp (and playing the occasional volleyball game) demigods are able to properly prepare themselves for the real world and the dangers that face them. Without the existence of Camp Half Blood, many demigods would not be able to survive in today's day and age.

The Mist

The Mist is a supernatural force controlled by the goddess Hecate that twists a mortal's sight from seeing monsters, gods, Titans, and other supernatural occurrences by replacing them with things the mortal mind knows about and can comprehend. Some mortals can see through the Mist as well, including Rachel Elizabeth Dare, May Castellan and Sally Jackson. Demigods and

mythical creatures can all see through the Mist at most times, though sometimes the Mist is strong enough to fool even demigods.

Weaponry

In a dangerous world where monsters are trying to kill you, demigods need weapons. Unfortunately, most modern technology is a no-go for demigods as technology has a tendency to fail demigods when they need it the most. Guns, phones, etc, all modern technology malfunctions and isn't very useful in the heat of battle. When it comes to fighting monsters, demigods are forced to go back to the basics. That means using swords, shields, bow and arrow, daggers, and other weapons used by the heroes of ancient days. The types of weapons used and favored depends on which camp a demigod belongs to and their godly parentage. For example, children of Apollo tend to prefer long range bow and arrows due to their father being a god of archery. Percy Jackson favors his sword Riptide while Clarisse de laRue chooses her spear Maimier.

The types of metals used in weaponry are also key. Monsters in general aren't harmed by regular steel and iron, at least not effectively hurt. That's why camps employ specific metals meant to counter and defeat monsters. Camp Half Blood uses celestial bronze. Celestial Bronze is mined from Mount Olympus, then forged by the Cyclops, tempered in the heart of Mount Etna, and cooled in the River Lethe. The metal does not harm mortals, considering them not important enough to injure, but is strong enough to cut through a steel door. This metal glows when in weapon form. It can also be melted down to make other weapons, such as bullets, however, bullets made from magical metals can only be used once, for they immediately disintegrate afterward. A metal rarer than Celestial Bronze is forged in the Underworld and cooled in the River Styx. It is possible that only people or beings of the Underworld can wield this metal (Hades, his children, and other beings that live in or are associated with the Underworld). Where weapons made from the other Blessed Metals cause monsters to disintegrate, Stygian Iron absorbs their essence, causing them to either not be able to reform ever again or take a longer time to reform. It can also harm mortals. Like Celestial Bronze, it also gives off a faint light, which is dark purple in color. Although silver is not regarded as a magical metal, it is considered sacred to Artemis (and used by the Hunters of Artemis) and is the only known weapon able to harm lycanthropes (werewolves).

Monsters

Reasons one, two, three, four, and up to infinity as to why demigods are constantly in danger are because of monsters. For a demigod, monsters simply suck. Monsters are generally vicious, big, and most certainly lethal. They also happen to have a ravenous appetite for half-blood and are able to hunt the "scent" of demigods. Many common forms of monsters include, manticores, harpies, minotaurs, gorgons, hellhounds, and the list goes on and on.

Monsters aren't just mindless and vicious creatures however, To make matters worse, many monsters are incredibly crafty and intelligent, being able to plan out attacks and hunt demigods in unique ways. Some of the most infamous monsters include those such as Medusa, Polyphemus, Scylla, Charybda, and once again, the list goes on and on. Depending on roman or greek backgrounds, what is considered a monster may also change. While the PJO series revealed that centaurs and cyclops races were considered allies to demigods and generally did not hunt down demigods, Romans viewed these two races differently. Romans considered centaurs and cyclops to be both vicious and bloodthirsty races and were no different from other types of monsters. There have also been individual exceptions of one particular monster being friendly as well. Both Mrs. O'Leary, a hellhound, and Ellie, a harpy, are individual cases where monsters choose to be friendly with demigods and are not a threat. Overall, a demigod must always be prepared to hunt down and face monsters. If you're a demigod and have 99 problems, a monster is most certainly at least one.

Other Notable Beings

Centaurs have the torso and head of a man, and body of a horse. They are also great healers and archers, like the children of Apollo. Notable in the series are Chiron, camp director, and the Party Ponies.

Satyrs are creatures with the upper body of a man and the lower body of a goat complete with hairy goat legs and hooves, as well as goat horns, and the pointed ears of a goat. When in public, they tend to be clumsy, for they have to wear fake feet and hats so that the sound or appearance of their hooves or horns won't draw unwanted attention from mortals. Notable in the series are Grover and Coach Hedge.

Nymphs are minor goddesses or daimones (spirits) of nature responsible for its beauty and preservation, typically associated with a particular location or landform. They have subspecies names depending on what they preside over. Dryads are wood nymphs who are associated with a particular tree. Other types of nymphs: cloud, wind, water, and more.

Ambrosia and Nectar

Demigods live in a dangerous world where the threats of injury and even death constantly loom over any demigod's life. Fortunately, thanks to demigods being half god, they can access medicinal benefits that normal humans can't. A common emergency medical treatment available exclusively to demigods is ambrosia and nectar. Ambrosia and nectar are generally what gods eat and drink on a regular basis. However, when consumed by a demigod, ambrosia and nectar can bestow healing properties and quickly heal the physical injuries of a demigod. The logic of ambrosia is similar to that of a health pack in video games. However, while ambrosia is incredibly powerful and can heal many minor and even serious injuries, it has its limitations.

Ambrosia and nectar can't instantly heal major injuries, such as a broken bone. While ambrosia can help speed up the healing process and lessen the pain, more serious injuries still need time to fully recover. Any injuries that are instantly fatal also can not be healed. Additionally, there's a limit as to how much ambrosia and nectar can be consumed at one time. Too much ambrosia and nectar within a short amount of time will literally burn up the demigod and cause them to die... the opposite intended effect. Therefore, while ambrosia and nectar can be a powerful tool in a demigod's kit, one must also be careful in how much they consume. Despite the risks, no demigod would ever wade into a dangerous situation without ambrosia and nectar, it's simply too important to have.

Girl Power

The Hunters of Artemis are maidens (which can be human, god, demigod, or nymph) who have sworn loyalty to the maiden goddess Artemis to join her in the Hunt and reject love for as long as they live. They gain eternal youth and semi-immortality as long as they don't break their vows, or are slain in battle. The Hunters of Artemis immensely enjoy hunting monsters and whatever else they see fit at Artemis's side. They are usually accompanied by animals that will help them hunt, such as wolves and hunting birds. As the protector of maidens, Artemis would punish men who dare to lay eyes on her Hunters. Additionally, because of their oath, many of the Hunters have become so isolated from males that they have come to distrust them, dreading even traveling with them. However, some hunters like Thalia Grace are completely fine with traveling or interacting with men.

Relationship between Camp Half-Blood and Camp Jupiter

Camp Half-Blood and Camp Jupiter are two distinct camps for demigods, each associated with different mythological backgrounds and located on opposite sides of the United States. They play essential roles in the series and have complex relations due to their different origins and histories. Camp Half-Blood: Camp Half-Blood is a Greek demigod training camp located in Long Island, New York. It is the primary setting for Rick Riordan's previous series, "Percy Jackson & the Olympians." The camp is dedicated to training the children of Greek gods and goddesses, known as demigods or half-bloods. Chiron, a centaur, serves as the camp's activities director and mentor to the demigods.

Camp Jupiter: Camp Jupiter is a Roman demigod training camp situated in the hills above San Francisco, California. It follows the Roman tradition and is designed to train the children of the Roman gods and goddesses, also known as demigods. Camp Jupiter is organized differently from Camp Half-Blood, with its campers divided into cohorts, and they follow the Roman military system. Mars (Ares in Greek) is highly respected at Camp Jupiter, as he is the Roman god of war.

Current Issues

Strange Things are Rumbling

Think of Camp Half Blood as a bubble. Everything inside camp is safe - safe to keep you and your fellow demigods out of harm's way. Demigods who go on quests see outside of this bubble and interact with the world have seen troublesome things. The ones who come back talk about monsters that don't stay dead. They seem to have a purpose (a different one than just trying to kill you) - one that unites them under a common cause.

Friends or Foes

All your life you have only known constant danger and then Camp Half Blood - your savior from the monsters out for your blood. These people are the only ones in the world who understand you, understand what you have been through. Or so you thought. Now you find out there is another camp for demigods on the other side of the country! However, these demigods are not the same. They have different values, different beliefs, and a different camp culture.

Parents

While the Gods are not known to be the best parents to their demigod children, they are acting stranger than usual. Your fellow demigods concur with this conclusion based on their interactions with their parents. The Gods seem ill at ease and troubled. They seem to flicker between different personalities and mumble strange things to themselves.

Issues of Satyrs and New Demigods

For decades, satyrs sought out Greek demigods to bring to camp. Yet, due to the issues that now arise, satyrs are now facing great difficulty in finding new demigods and need more help. Camp Half blood needs new demigods to replenish strength, but can they handle that and fund the new war effort on the horizon?

Wanted: Camp Counselors

Every cabin has a counselor. They are the ones in charge of making sure the cabins are clean, younger siblings have a head to turn to, and sit on the Camp Half Blood council, where important decisions in times of turmoil are made under direction of Chiron and Mr. D. With the seven (many of them counselors of their respective cabins) off in Greece and still reeling with the empty positions from deaths of those who fought in the second titan war, the council is looking pretty barren at the moment. If campers don't rise to the occasion, how will you be able to come together as a camp during this troubling era?

Questions to Consider

1. Are we extensions of our parents? In other words, do we have to keep old rivalries alive?
2. Is this new camp a threat? Can we co-exist and should we? What does this mean for our world order? What else is out there?
3. How do we operate without standard communication? Why aren't the godly message systems working?
4. Why are so many demigods hearing voices and having visions when they aren't asleep?

Character List

1. **Aaron Pari** - son of Demeter and Camilo Pari
2. **Abe Hassan** - son of Aphrodite and Rafi Hassan
3. **Aidan Gao** - son of Apollo and Kiki Gao
4. **Allie McCoy** - daughter of Deimos and Izza McCoy
5. **Bailey Duran** - daughter of Eros and Phoebe Duran
6. **Beatrix McGarden** - daughter of Khione and Rory McGarden
7. **Camelia Graham** - daughter of Dionysus and Maisie Graham
8. **Claude Mack** - son of Melinoe and Jean Mack
9. **Evan Heartfilia** - son of Eris and Kieran Heartfilia
10. **Felix Simmons** - son of Ares and Evelyn Simmons
11. **Fifi Rossi** - daughter of Hermes and Lila Rossi
12. **Gunnar Le** - son of Iris and Justin Le
13. **Jaime Kumar** - son of Nike and Manish Kumar
14. **Jamal Saab** - son of Athena and Korra Saab
15. **Julia Feingold** - daughter of Hermes and Marie Feingold
16. **Kajal Sharma** - son of Ares and Korra Sharma
17. **Lisa Thomas** - daughter of Iris and Oliver Thomas
18. **Loren Fox** - daughter of Tyche and Alexander Fox
19. **Lukas Okoye** - son of Hephaestus and Alya Okoye
20. **Maison Bird** - daughter of Hecate and Aidan Bird
21. **Marlene Goodwin** - daughter of Apollo and Adriana Goodwin
22. **Monty Patel** - son of Hephaestus and Serena Patel
23. **Nathan Perez** - son of Athena and Esmeralda Perez
24. **Olivia Nguyen** - daughter of Aphrodite and Cadeo Nguyen
25. **Pandora Greengrass** - daughter of Tyche and June Greengrass
26. **Rina Evans** - daughter of Nemesis and Blake Evans
27. **Shiro Tanaka** - son of Hypnos and Emily Tanaka
28. **Soren Li** - son of Demeter and Claude Li
29. **Tori Hsin** - daughter of Zephyros and Amber Hsin
30. **Zoya Petrov** - daughter of Hecate and Dimitri Petrov