



EmpireMUNC X

Joint Crisis: Heroes of Olympus

Camp Jupiter

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JCC Heroes of Olympus: Camp Jupiter

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

Hello Delegates and Demigods!

My name is Ted Hwang and I am excited to be your crisis director for our Camp Jupiter committee! I'm currently a senior at NYU's Gallatin School of Individualized Study, studying political science and environmentalism. By the time you're reading this, I'll also be applying to law schools and trying to survive collegiate senioritis. Before coming to NYU, I was born and raised in Anchorage, Alaska.

Speech and Debate activities have been a central part of my life for almost a decade now. Starting in 2014, I've been a part of my middle school's debate team and in 2016, my high school's debate team. Since coming to NYU, I've staffed our collegiate conference, NYUMUNC, and will be serving on the secretariat team for NYUMUNC next spring. I'm also a deputy head-del for the NYU MUN Travel Team, where I compete in competitive conferences. Lastly, I've done a few years with NYU's Mock Trial team as well (it's how I met our wonderful JCD Riley Bryant)!



I also write OP-EDs for the NYU Politics Society's editorial branch, *In the Zeitgeist*. I also enjoy discovering new foods and cuisines in NYC. Most importantly, I am a big fan of sleeping. If I'm not doing anything related to the activities I've mentioned above, I'm sleeping.

The staff of this committee have worked tirelessly to provide an immersive experience that we hope you'll enjoy. As your crisis director, I can't wait to see your notes, crisis arcs, and ultimately, solutions to the problems you'll face. Persevere through the challenges and you'll doubtless succeed Romans! In the words of our great leader, Praetor Reyna Ramirez-Arellano,

"Legion, cuneum formate!" "Advance!" (Blood of Olympus)

SPQR,

Ted Hwang (he/him), Crisis Director

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Statement of Diversity, Equity, and Inclusion

Whilst EmpireMUNC is committed to maintaining an educationally and historically accurate experience, 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 talking wolves are commonplace, battling hordes of snake monsters is an average Sunday afternoon, and Roman gods visit the human world as often as they please, a sanctuary like Camp Jupiter is essential to protect demi-gods like you. Tucked into the rolling hills of Oakland, California, Camp Jupiter is a thriving community. Between the families of New Rome and the elite military force of the Twelfth Legion, Camp Jupiter has stood as the greatest haven for the demigods for centuries. Or so we thought, until a startling discovery was made: there's another camp for Greek demi-gods.

You, as a member of the Senate, have recently been informed by Praetor Percy Jackson that another camp exists. Camp Half-Blood, located in New York, is the Greek counterpart of our beloved Camp Jupiter. Intel is spotty; the most that can be gathered by Praetor Jackson's report is that they also train their campers for battle and that they campers are stratified by their godly parents. Before any more information could be gained, however, Praetor Jackson was suddenly whisked away by Centurion Frank Zhang and Legionnaire Hazel Levesque. They are still off on a quest, fighting an emerging threat in Europe.¹

This rapid course of events has been startling, to say the least. Questions are popping up faster than they can be answered. Who are these mysterious Greeks? Are they friend or foe? To top it all off, before we had time to process this revelation, reports started rolling in of suspicious monster activity. The senate is now receiving almost constant reports, indicating a looming threat on the horizon. With malfunctioning communication systems and the introduction of new demigod actors, the next course of action is very unclear.

As the leaders of Camp Jupiter, 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 rumors about Centurion Octavian begin to cause disunity within New Rome. 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 Jupiter 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.
4. For the purposes of this committee we have expanded the senate to include all delegates present. Typically the senate is made up of the Centurions and Praetors only. All delegates will begin with the same general rank as legionnaire, but will be representing the Camp in the Senate.

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 lightning 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 Roman Myth

Major Gods and Goddesses²

1. **Jupiter:** God of the sky, lightning, and thunder; and King of the Gods and Olympus
2. **Neptune:** God of the sea, storms, and horses
3. **Pluto:** God of the Underworld, the dead, and riches
4. **Juno:** Goddess of marriage and family; Queen of the Gods and Patroness of Women
5. **Ceres:** Goddess of harvest, agriculture, and the Seasons
6. **Minerva:** Goddess of wisdom, reason, crafts, and arts
7. **Apollo:** God of the Sun, archery, healing, plagues, poetry, and prophecy and truth
8. **Diana:** Goddess of the hunt, the wilderness, the moon, maidenhood, and childbirth
9. **Mars:** God of war, violence, battlelust, and rage
10. **Vulcan:** God of blacksmiths, forges, and fire
11. **Mercury:** God of thieves, travelers, trade, merchants, roads; Messenger of the Gods
12. **Venus:** Goddess of love and beauty
13. **Bacchus:** God of wine, madness, and ecstasy
14. **Vesta:** Goddess of hearth, home, and family

Minor gods and goddesses

1. **Chione** - goddess of the snow
2. **Juventas** - goddess of youth and forgiveness; former cupbearer of the gods
3. **Invidia** - goddess of balance, retribution, and vengeance
4. **Bellona** - Roman goddess of war, destruction, and devastation; controls the policy of foreign warfare
5. **Victoria** - Roman goddess of victory and speed
6. **Somnus** - god of sleep
7. **Fortuna** - goddess of fortune; personification of luck
8. **Cupid** - god of erotic love, affection, and desire; Venus's son and lieutenant
9. **Arcus** - goddess of the rainbow
10. **Trivia** - Roman/Titan goddess of witchcraft, ghosts, magic, and crossroads; goddess of the mist
11. **Timor** - god of fear and horror
12. **Janus** - god of choices, doorways, beginnings, and endings
13. **Edesia** - goddess of feasting

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

Camp Jupiter

The Roman demigod camp is located near Berkley, California. Camp Jupiter has stood in California for many decades now, representing the military might and imperial ambitions of the ancient Roman Empire. It is located in the West because the East has always been seen as bad luck. While Camp Half Blood controls the east coast of the United States, Camp Jupiter controls the west coast, a geographical divide that mirrors that of ancient Greece and Rome. Camp Jupiter calls their demigods "legionnaires" and more often than not, legionnaires refer to themselves as members of the 12th legion. The reason being that Camp Jupiter is basically a continuation of the 12th legion, the legion that was focused on Jupiter himself. Due to this, the camp received golden eagle staff from Jupiter, the staff allowed the legion to literally wield lightning and use it against their enemies. Upon being inducted into the camp, demigods are then separated into one of five cohorts, groups of demigods that serve as a subgroup within a legion with each cohort having its own leaders called centurions that report directly to the leader of the entire camp, the praetor. Apart from the Camp itself, a city known as New Rome resides right next to the camp. New Rome serves as a safe haven city of sorts for demigods and their descendants. A place where many retired demigods go to after their time in the legion, the city has everything from homes, restaurants, entertainment places, etc, everything a real city would have. New Rome even has a college called New Rome University.

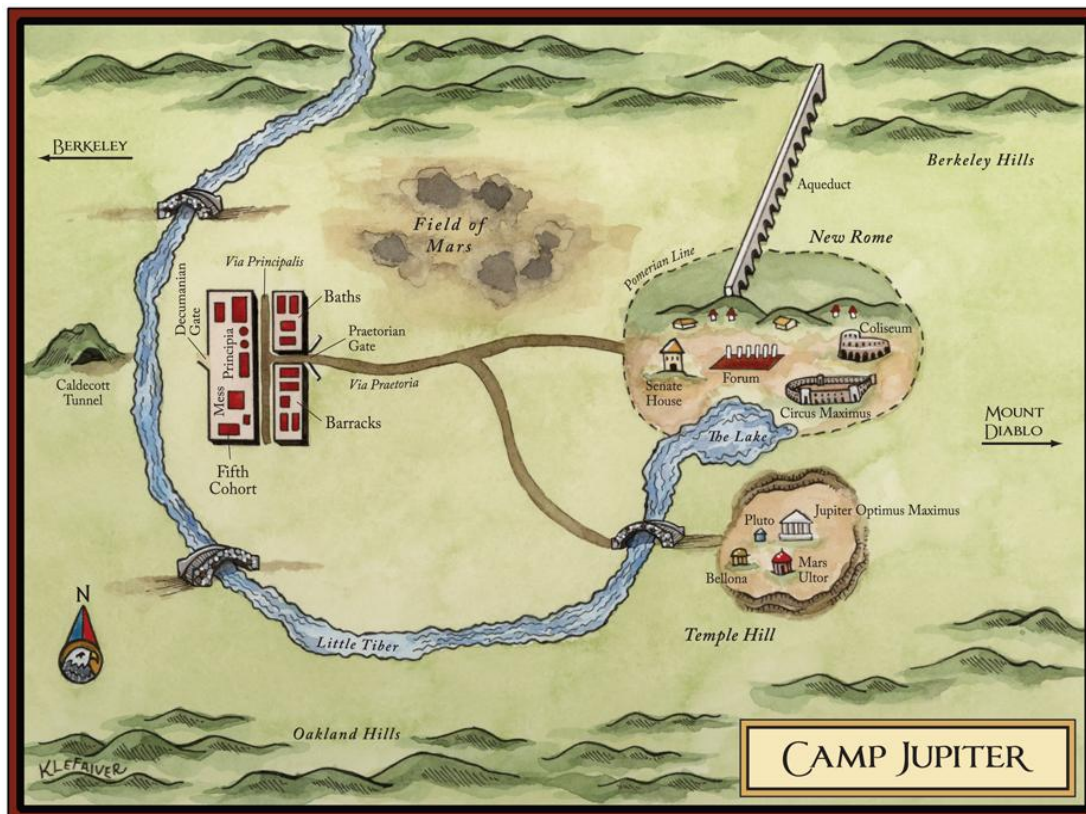
Members of Camp Jupiter are tasked with protecting New Rome and train to do so. Campers go on quests — a mission that comes with a prophecy — to also protect the interests of the world at large. In Camp Jupiter, Auguries make (stuffed) animal sacrifices and read prophecies in the stuffing of the slain creatures. After a prophecy is given, it is brought before the senate to be interpreted. It is here that those who will go on the mission are decided. A quest leader must have the rank of centurion.

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.

Camp Jupiter goes in the direction where Camp Jupiter uses a "you finding the camp" approach. When Roman demigods become old enough to join Camp Jupiter as a member of the legion, they first are trained to protect themselves before being allowed admittance. Roman

demigods will first go to an old mansion in the woods of Sonoma called the Wolf House that is located in California. Here, demigods will be trained by a she-wolf named Lupa, an ancient guardian spirit of Rome. Lupa's job is to properly train new demigods and teach them the ways of responsibilities of being a modern day roman. These include fighting monsters, protecting mortals, serving the gods, and carrying on the legacy of Rome. While at the Wolf House, Lupa will train the demigod for several weeks until she is convinced that the demigod has reached a certain point of combat efficiency. Once a roman demigod is fully trained in combat, Lupa gives directions to Camp Jupiter and sends the demigod on their way. Using their newly acquired combat skills, demigods must prove they are able to survive any monster attacks and obstacles they may face and arrive safely to camp. This process of combat training and expectation of being able to travel to Camp Jupiter by yourself is a requirement that all Camp Jupiter members must be able to meet.



Structure of Camp

Once demigods arrive at camp they receive a tattoo that represents their godly descendant (members of camp Jupiter do not need a direct godly parent). For each year of service within the legion, they receive a bar added to the tattoo. Like ancient Rome, camp Jupiter is very structured, militaristic, and hierarchical. Each new member of camp is separated into one of 5 cohorts. Campers live, eat, and train with the members of their cohort. Each cohort has a different reputation and level of esteem (with 1 being the most respected and 5 the least). The fifth cohort

— Hazel, Frank, and Percy’s cohort — is the least distinguished. After losing the camp’s eagle in the 80s. It was once, however, the most esteemed. Campers are placed in the more esteemed cohorts based on their familial legacy, letters of recommendation, or the personal recommendation of a centurion.

Campers begin as a probatio and can work their way through the ranks at camp. The level above this newbie designation is legionnaire. Campers are considered legionnaires once they pass their probationary period and become full fledged members of the legion. After this legionnaires can take on a job or a leadership position or stay as a regular soldier. The first leadership position a legionnaire can take on is the role of centurion. Centurions are in charge of their respective cohorts. Each cohort has two centurions. There are many ways to take on this position and there is no one clear path. Above centurions is the Praetor. There can be a maximum of two Praetors at a time. These individuals are in charge of the whole camp, though the Camp’s senate regulates these powers. This is an elected position, though, the word of the gods directly could appoint one. There are separate designations for medics, messengers, and veterans. Medics and messengers are exempt from grunt work as they have other responsibilities and training. Messengers are tasked with reporting directly to the praetor(s). There is one final position that a camper can achieve; in times of war a Pontifex Maximus can be elected or appointed. In times of crisis this individual leads the camp with absolute authority.

Camp Facilities

Campers do jobs and perform the manual labor needed to maintain the camp and its facilities. There are also very scheduled and formulaic military drills as well. Legionnaires are tasked with protecting all of New Rome, and therefore, must be prepared to fight at any time. Campers wargame on the Field of Mars and train in modernized versions of Roman techniques. Temple Hill contains shrines to many gods and goddesses. Some are much larger while others are more neglected or barely exist. Campers honor the gods here and make offerings.

Olympus and the Gods in the 21st Century

Jumping forward about 2500 years, the gods of Olympus are still living 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 myths and legends, 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 actions during times of war. While many aspects of demigods have changed throughout the past millennia, 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. Also, if you're 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 Jupiter 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 Jupiter, 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, 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. However, Camp Jupiter as a whole, is generally very uniform with their weapon choice. The vast majority of roman demigods fight using a short sword, known as a gladius, and shield.

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 Jupiter uses imperial gold. A special type of gold that was blessed back during the days of the ancient roman empire. Imperial Gold is quite rare, as it was consecrated in Ancient Rome. The ore is specifically deadly to monsters, immortals, and their descendants. It also appears to be extremely harmful to wind-based monsters, as Jason was able to kill a group of venti, even though Annabeth says that even with Celestial Bronze they are difficult to kill. It's also shown that if a weapon forged from Imperial gold is broken it would cause an explosion powerful enough to create a thirty-foot-deep crater in a mountain, as demonstrated in *The Lost Hero* when Enceladus broke Jason's weapon.

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

Centaur's 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.

Satyr's 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 Amazons are a tribe of female warriors who worship war gods and goddesses such as Ares, Athena, Artemis, or Bellona. They are similar to the Hunters of Artemis, except they are

allowed to have relationships with men. The Amazons began as a matriarchal society founded by Otrera, partner of Ares, god of war. Thousands of years later, they founded Amazon.com, to act as a front on both the mortal and the immortal world. According to Queen Hylla, some Amazons choose to join the Hunters of Artemis, seeking eternal life, while some of Artemis' hunters choose to not stay a maiden forever, and become Amazons instead.

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 is a Greek demigod training camp located in Long Island, New York. It is the primary setting for Rick Riordan's 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 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, following 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 Jupiter 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 about New Rome and upholding the honor of the legion, and now you have become a legionnaire of Camp Jupiter - 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.

Rebuilding Camp

After the recent battle at Camp Jupiter there is lots of wreckage to clean and much rebuilding to do. It is your job to decide how the camp is rebuilt. Will it be the same as before or should changes be made? While Camp Jupiter's orderly nature has been a large advantage, chaos is still brewing. There are wounded to take care of, resources to gather, and the question of where

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.

Questionable and Missing Leadership

Camp Jupiter is a highly stratified military organization that depends on solid and reliable leadership. For years, Camp Jupiter has been able to depend on two Praetors as their leaders to guide them through whatever challenges have come. No more. With Jason Grace still missing and Percy Jackson now gone, Camp Jupiter once again is missing a Praetor. It's clear a new Praetor is needed immediately, yet who is worthy to take over remains the question. A more important question might be, are you ready to take over?

A Hot and Cool Headed Augur

It's clear to everyone that Centurion Octavio, Roman legacy of Apollo, has been plotting *something* for awhile now. Yet, while accused of being cruel, ruthless, and pathologically ambitious, nobody can deny Octavio's loyalty and commitment to Camp Jupiter. The centurion has made clear his goal in becoming the next Praetor of Camp Jupiter and drives

forward his own agenda, to the benefit of Camp Jupiter he would claim. However, rumors have spread about Octavian and questionable meetings he has had with unknown contacts. Has Octavian become blind sided by his own ambition? Perhaps Octavian is simply keeping his cards hidden to best help the camp? More importantly, should you oppose Octavian and his dubious plans, or ally with him and see yourself gain more influence within the camp?

Intra-cohort issues

While Camp Jupiter is technically a unified legion, issues and tensions exist due to self imposed hierarchy. For a long time, Cohorts 1 and 2 were considered the most prestigious, while 3 and 4 were for the more “commoners” and the 5th was considered a disgraced and cursed group due to Michael Varus and the disappearance of Jason Grace. While tensions were manageable in the past, due to the unprecedented threats facing the camp, the cohorts may now be scheming to rise in power, even if it means sacrificing fellow romans.

Defense of New Rome

New Rome was considered a home and safe haven for Roman demigods. Yet, it may now be a weak point and a target for enemies. Should resources be spent to defend New Rome or should the populace be relocated

Questions to Consider

1. Are we extensions of our parents? In other words, do we have to keep old rivalries alive?
2. Do we work with this other camp in hopes of an ally or can we not ignore our differences and instead hold them at arm's length?
3. Do we sit still and hope our absent camp leaders return to make these decisions or will we answer this call to action ourselves?

Character List

1. **Alex Meyer** - child of Invidia and Blaze Mayer
2. **Arcadia Griffith** - child of Bellona and Killian Griffith
3. **Charlotte Brown** - child of Victoria and Michael Brown
4. **Chad Pike** - child of Bacchus and Ashley Pike
5. **Curtis Feliciano** - Child of Aurora Feliciano and Giovanni Feliciano, legacy of Edesia
6. **Darian Bilal** - child of Venus and Hassan Bilal
7. **Daniel Payne** - child of Somnus and Andrew Payne
8. **Eden Herthel** - Child of Ceres and Dylan Herthel
9. **Erin Fitzgerald** - child of Fortuna and Samuel Fitzgerald
10. **Ethan Yang** - child of Mercury and James Yang
11. **Ginger Toyoko** - Child of Victoria and Jessie Toyoko
12. **Giselle Ballew** - Child of Juventas and Arnold Franzetti
13. **Grace Martinez** - child of Apollo and Stacey Martinez
14. **Harper Staffeld** - Child of Mars and Hannah Staffeld
15. **Harrison Weaver** - child of Vulcan and Emily Weaver
16. **Heidi Chamberlain** - child of Cupid and Rachel Chamberlain
17. **Jett Black** - child of Arcus and Steve Black
18. **Jordan Cruz** - Child of Chione and Noah Cruz
19. **Louis Arakelian** - Child of Ceres and Nicholas Arakelian
20. **Luca Mackay** - child of Apollo and Rebecca Mackay
21. **Lucy “Lulu” Jones** - child of Bacchus and Ruby Jones
22. **Max Kornfeld** - child of Trivia and Ryan Kornfeld
23. **Ollie Petridis** - child of Trivia and Paul Petridis
24. **Sasha Kennedy** - Child of Mercury and Roxanne Kennedy
25. **Sofia Hernandez** - child of Esme and Antonio Hernandez, legacy of Mars
26. **Solomon Lambert** - child of Timor and Veronica Lambert
27. **Tabitha Franzetti** - child Juventas and Arnold Franzetti
28. **Will Montgomery** - child of Janus and Colleen Montgomery
29. **Yaminah Rahman** - child of Ceres and Mohammed Rahman
30. **Zara Lebedev** - child of Misha and Nikhil Lebedev, legacy of Vulcan