

AAI'26

By the Stroke of the Gavel.

ALTRAIN

CAMP HALF-BLOOD

AGENDA ITEM:

OPEN AGENDA

UNDER SECRETARY-GENERAL:
EMRE YILMAZ

ACADEMIC ASSISTANT:
NADİN RONA

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1. Letter from the Secretary General

Firstly, it is with immense pride and enthusiasm that I extend my warmest welcomes to all participants of the Antalya Anatolian High School Train Model United Nations Conference 2026, taking place on April 11th-12th in Antalya.

I am Güney Deniz Ala, Secretary-General of this distinguished conference. It is both an honor and a privilege to lead this organization in this position. Model United Nations has always been far more than a simulation, it is a journey. Whether you're a more experienced delegate or a first-timer, with AALTRAIN'26 I promise unparalleled growth and inspiration.

Our Academic Team: Under-Secretary Generals, Academic Assistants, and Board Members, represent the finest minds in Antalya, each meticulously selected to deliver your committees of exceptional caliber. From beginner to advanced committees, every session has been crafted for the maximum impact.

My deepest gratitude goes to our Principal Mr. Kılıç and our dedicated advisor Mrs. Bilici, whose unwavering support made this vision reality. I extend special thanks to the AALTRAIN'26 participants, whose passion set the standard we strive to exceed, and a personal note of appreciation to my Executive Team whose brilliance knows no bounds.

As we gather, let us draw inspiration from the eternal words of Mustafa Kemal Atatürk, founder of modern Turkey:

"Ey Türk gençliği! Birinci vazifen, Türk istiklâlini, Türk Cumhuriyeti'ni, ilelebet muhafaza ve müdafaa etmektir. Mevcudiyetinin ve istikbalinin yegâne temeli budur. Bu temel, senin en kıymetli hazinendir."

To delegates: embrace the challenge, defend your interests, and leave AALTRAIN'26 having elevated your voice on the world stage. I am eager to witness your brilliance.

Sincerely,

Güney Deniz Ala

Secretary-General, AALTRAIN'26

Antalya Anatolian High School

2. Letter from Under-Secretary-General

Esteemed participants,

As the Under Secretary General of the committee Camp of the Halfblood, inspired by the book Percy Jackson, I welcome each and every one of you to the Antalya Anatolian High School Model United Nations Conference 2026. I had a lot of fun writing this guide with my precious Academic Assistant Nadin and we hope that you will enjoy reading this guide as much as we enjoyed writing it. In this committee you are expected to act as semi-gods, going through missions, fighting with mythological monsters, and not falling into Tartarus :) If you have any inquiries, you can always ask through my mail dremreyilmaz0707@gmail.com . Before finishing this letter, I would like to remind you that even though the guide is brief, we highly suggest you look up a few things or so yourselves.

Finally, as always, Good Luck.

Briefly,

-Emre YILMAZ

3. Letter from the Academic Assistant

Dearest Participants,

My name is Nadin, and I will be serving as the Academic Assistant of Camp Half-Blood in Antalya Anatolian Highschool Model United Nations Training Conference 2026. It is an absolute honour being able to write this guide with my long time friend, and Under Secretary General Emre Yilmaz, and it is a joy to be able to present it to you. I hope from the bottom of my heart that you enjoy reading the guide as much as we enjoyed writing it. For the purpose of the committee reading this guide carries big importance and I encourage you to read it until the end and include your own research. Do not be afraid to contact me or Emre in your inquiries. You can reach me from nadinrona8@gmail.com . The sky is the limit, and I am sure that this committee will be unforgettable for everyone participating in it.

The whole world is yours and waiting to be conquered.

High regards,

Nadin RONA

4. Procedure and Committee Expectations

This committee's procedure will be similar to a Crisis Committee, so you need to work upon more team-building, leadership and critical thinking. However; keep in mind that you are still

capable of doing anything that is realistic to the concept of the committee, so anything that you can imagine and implement within a realistic guideline is a factor that might and will put up to a leader, supporter, or a traitor.

Procedure

Roll Call

When your allocation is called out during the roll call, you can show your presence by saying “I” or “Present”.

Tour de Table

Tour de Table is an introduction, similar to the opening speech in the General Assembly(GA) committees. You can talk about whatever you want; You can introduce yourself, talk about your plans, or give out your opinions about the current situation. Tour de Table gets taken in the beginning of each session, after the roll call.

Unmoderated Caucus

Unlike GA committees, Unmoderated caucuses are the main caucus you will have. Since unmoderated caucuses are the only caucus where the delegates are not chaired, they have the ability to stand up, make plans and most importantly, write directives.

Directives

Personal Directives

will collect the information and in 1 april 2024 if they have they will use their secret bases and secret phones that can't be detected by phone radar. They will get in contact at 12.00 am .If they don't have secret bases the government of USA will design a sports match and the spy will bet this match and they will win that bet. Because the match will be fraudulent after they get Money they will design a secret safe house. And sent infos for us. After they got infos from the terrorist group IF they didn't do anything. We will start to research the government of China. The same conditions who get education in the USA and work at least 15 years in the area for the CIA and have a good relationship with the government of China have a phone radar jammer and they will look Asian. In addition, they can sacrifice themselves for our government. They will have a poison that can kill in a second if they are arrested or come out they will use them . after get informations from inside they will use the same ways to get communicate but the date will be 3 April 2024 after CIA get informations they will sent a report for me and Depending on the situation, I will have journalists from all over the world make news that will criticize them in the press at the same time. An attitude will be taken against them in the whole world, especially in my own country.

Joint Directives

These directives are similar to personal directives, but they include more than one delegate. The only difference is you need to add the delegate's name that is included to the "from" part, and have their signatories at the end.

Understanding the Cruciality of Writing Efficient Directives

Directives are the way that you, delegates can do things. You can conquer states, kill people, or just, write a book :) Since these directives are the main way you can do things, you must use them efficiently. A bad directive can change the committee in terrible ways, so they need to be precise, understandable and strategic. When we are writing directives we focus on a bunch of things. Here are some tips:

- For every action that is written in the directive, it has to answer all the WH questions. - The longer and more detailed, the better.
- Drawing a doctrine, charging plan, or strategy may significantly increase the directive's preciseness and effectiveness. The success rate of the directive will grow in proportion to how clear your action and directive are.
- Do not use abbreviations such as "etc."; instead, detail the directive explicitly. - WH questions are not necessarily broken into paragraphs (one can write the directive like a book), but if you are a beginner, doing so will dramatically improve the quality of your directive, hence, I strongly recommend it.
- Since you are in a CC, you need to implement your ideas to the other delegates, but do not be hesitant to ask for help from other agents or your chair, you are all in this together.
- If you are positive that there is no imposter in the cabinet, directives should be written separately because it will be much faster. That way, eight people will be working on eight different tasks, and it will save quite a lot of time.
- Precise information, like troop counts, is critical; do not forget to write them down.
- If needed, fake names can be used for strategic persons in the directives too.

Intelligence Directive

Intelligence directives are used for getting information about facts such as troop counts,

society information or personal information.

From: Mr. Hill Date:29/09/1964
To: RA Time: 10.15
Intelligence Directive

How many troops do I have, what are their qualifications and equipment? How are their moral and health circumstances?

Top Secret Directive

Top secret directives are the most crucial directives in the committee. These directives can be written as personal or joint. In these directives, an act that will change the whole progress of the committee gets prepared or done. You can do secret operations, kill people and blame it on someone else, whatever you can imagine! But keep in mind, Top secret directives are read very painstakingly. A tiny error or mistake can cost you a lot, so you need to be careful when writing and include all the details, even the tiniest ones. A top secret directive is encouraged to be more than at least 10 pages, but the effectiveness changes on the quality, not the quantity.

Crisis

A crisis can occur through an update of an unsuccessful directive or successful sabotages. The delegates will have a limited amount of time to write efficient directives and handle the crisis. If not, other and bigger crises will arise.

Updates

Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The Crisis Team evaluates whether they are adequate or not; every conference with crisis committees includes a Crisis Team that reads and inspects directives.

Keep in mind that updates don't always come from directives, they can occur by themselves too.

Special Procedures

As this committee is of the special procedure, the committee will have a few exceptions. Firstly, none of the allocations are from the official book series. Here, you have the privilege of building your own character among the wonders of this mythological universe. You will start out as unclaimed demigods on your way to Camp Half-Blood, and as the committee progresses you may get claimed by your unknown godly parent, or you may find out a secret that even you haven't known about yourselves until reaching the camp. Independent from whether you are claimed or not, you as campers will have the camp to your full disposal, and that means you can train to become the strongest warriors the world has ever seen, interact with other campers, and encounter, tame or battle all sorts of mythological beings you have only seen in museums. As already mentioned, the Heart of the West lies beneath your feet, and you have the chance to start

a new page in your demigod lives. Do not forget that unexpected events occur in every hero's story...

5. Greek Mythology 101

All aboard, as we are currently at the start line of the glorious origins of Olympus. For it is necessary to understand these original myths to have a grasp of what is expecting you at Camp Half-Blood.

It all begins with Chaos, infinite nothingness. From this void of nothingness, divine beings begin to emerge: Gaia, Uranus, Erebus, Tartarus, Nyx and Eros. Gaia was Mother Nature herself, the birthgiver of the Earth we live on now, while Uranus was the lord of the skies, heavens and everything that resided under his domain. Erebus was the embodiment of darkness, as all that exists has to have a counterpart. Tartarus was the infinite underworld, intertwined with the last breath of every being on the planet. Nyx was the lady of the night, and Eros was destined to spread the main component of our existence, love. They were the pillar concepts in the creation of the universe and earth we know now. Uranus was one of loose temper, and through him and Gaia, the first beings we call 'mythological creatures', Hecatonchires, Cyclopes, and Titans were brought to life. The Hecatonchires and Cyclopes were deemed disgusting by their father, Uranus and were punished by being sealed away in the chambers of darkness. Lastly, the Titans were born, six male and six female. They were kept in hiding for a long period of time. Among them, Cronos grew resentful towards his father for the way his siblings were treated. Him and Mother Nature devised a plan to let the Titans free, and overthrow their loose tempered, dictator father. Cronos would receive a sickle made of flint, and would ambush Uranus, castrating him. This plan ended up successful, as Uranus was left without his reproductive organs which fell into the Mediterranean Sea, the foam of the fallen organs creating Aphrodite. Uranus, after the

betrayal of his son, bestowed a warning: Cronos' son would overpower him, just like it was done to Uranus.

Cronos took this warning to heart, and after becoming the lord of time and the supreme ruler of the earth, decided to eat all the children he shall have with Rhea, the Titan of fertility. Rhea has silently complied with the turned lord Cronos has become, until the birth of her sixth child, Zeus. She hid him, and instead of letting her husband devour their child, she gave him a stone wrapped in fabrics while Zeus was hidden in a cave on Mount Dicte. A goat named Amalthea, accompanied by nymphs took on the responsibility to raise him. Once Zeus was grown, he approached his father with a liquid, which made him vomit all the previously eaten children: Hestia, Hades, Demeter, Poseidon, and Hera. Then, Zeus challenged his father to war for the rule of earth. Freeing his furious uncles, the Hecatonchires and Cyclopes, the Olympians and Titans waged a war that would be spoken for the remainder of history, from which the Olympians emerged victorious. The Titans that were fought against saw their worth as the new God of Gods banished and imprisoned them in the darkest depths of Tartarus.

With that, peace was restored in the skies, and a new era for the Heart of the West has begun. The Olympians, with their newly-found powers, had to choose a dominion and a realm to reside in, and for that almighty Zeus had a plan. The three Olympian brothers Hades, Poseidon and Zeus placed their names in Hades' helmet and picked out the names to rule over the skies, the seas, and the underworld. Zeus was chosen as the God of the Skies alongside being the God of Gods, by being the savior of the Olympians, and by the urging of Gaia herself. Poseidon ended up becoming the Ruler of the Seas, meaning two thirds of the world was now his property. He was to make wonderful creations with his realm of power. Hades became the King of the Underworld, taking on the task of taking all creations of Mother Earth to the next step of the cycle. Upon deciding their realms of reign, it was the perfect time to choose the Heart of the West, and Mount Olympus was the perfect candidate, as it was to be the birthplace of culture, the first civilizations, and the biggest heroes history was about to see.

As Aphrodite, goddess of beauty, love, and lust was still just opening her shell to the nymphs of Cyprus, Zeus was about to pick out the love of his immortal life, well to be exact, for the seventh time. Until now, he has gone through six marriages with Metis, Themis, Eurynome, Demeter, Mnemosyne, Leto, and lastly, Hera. To win her hand in marriage, Hera gave him one condition; she had to tell Zeus that she loved him. Zeus now knew he needed a different approach. He turned himself into a small, injured cuckoo bird and perpetually flew right into Hera's lap. Feeling bad for the poor bird, Hera took care of Zeus and healed him. In a moment of happiness the words 'I love you' left Hera's mouth, and turning back into his original form, Zeus professed his love and made a marriage proposal to the goddess, which she accepted.

Until this wonderful marriage, both parties have had multiple Olympian children that you likely know as your godly parents. As the first one to be born on Olympus was Hephaestus, god of fire, craftsmen, smiths, and metalworking. Hera cast her son off the Mount, as he had a limp. Other sources state that he was flung down from the heavens by Zeus, as a punishment for trying to protect his mother Hera from Zeus' advances, which is given as a reasoning for Hephaestus' lameness (limping). What happened to him upon his ejection from Olympus is also divided. Taking the route of him being born disabled, the description is him falling into the seas, where the Nereid Thetis and Oceanid Eurynome raised and trained him. As revenge for his mother kicking him out of his birth home, Hephaestus came back to Olympus grown, powerful, and skillful. In his hands was a golden throne. Hephaestus gifted the throne to his mother Hera, but what she didn't know was that the throne was enchanted. Once she sat down, she couldn't get up, so the Olympians ended up begging Hephaestus to return. At first he refused, and no one dared fetch the Ruler of Fires. Once upon his intoxication with wine, he finally was returned. With Zeus stating that Hephaestus is free to ask anything, he asks for Aphrodite's hand in marriage, and his wish was granted. The enchantment was broken.

Hera was freed. And as stated in *Theogony*, "Zeus took Hera to be his fresh consort, and she, lying in the arms of the father of gods and mortals, conceived and bore Hebe to him, and Ares,

and Eileithyia.“ As Hera was led to a garden, she touched a sole, nameless flora and Ares was brought to creation. She went back to the garden to eat lettuce, and that led to the birth of Hebe. Hebe was the goddess of youth, and the cup bearer of gods, serving them nectar and ambrosia. The preservation, extension and security of youth and sometimes immortality was in her arms and of her will to bless. Ares is the God of War, courage, battlelust, and civil order. He was mostly known for the results of his affair with goddess Aphrodite. He was the physical embodiment for war, and mortals viewed him as the physical valor needed for success in the war. Eileithyia was a goddess of childbirth and of midwifery.

The flow of time starts to change and we find ourselves in the marriage of Zeus and Metis. Upon their relations, a prophecy was given to Zeus, that the child born from these relations would be more powerful than Zeus. And with that, he tricked Metis into turning into a fly, and swallowed her. Upon him swallowing her, Metis was already with child and Athena was soon to be born, right from Zeus' head. She was born with full armor on her, ready to lead. She quickly became Zeus' favorite child with her quick thinking and leadership skills. Athena was depicted as a stately woman armed with a shield and spear, and wearing a long robe, crested helm, and the famed aegis, a snake-trimmed cape adorned with the monstrous visage of the Gorgon Medusa.

As it is no surprise, Zeus could not keep his hands to himself, and as he wandered the world he stumbled upon another beauty created by Titans Coeus and Phoebe, Leto. Leto was seduced by Zeus, King of the Gods, the two carried out their secret relationship and eventually slept together causing Leto to become pregnant. When Zeus' jealous wife, Hera, found out about this news, she forbade Leto from giving birth anywhere under the sun, land or sea. A heavily pregnant Leto journeyed to an island out of Hera's control, Delos, where she gave birth to her daughter, Artemis, who would assist Leto in birthing Artemis' twin brother, Apollo. Leto had a long and arduous labour due to Hera also preventing her daughter, Eileithyia, the goddess of childbirth from coming and helping her in time. After finding out about the children's births, Hera sent out a number of people and creatures to torment Leto and her children, including the monster, Python and the giant Tityos, who tried to rape Leto, but they were all killed by Artemis and

Apollo, who grew fast and protected themselves and their mother, shooting their arrows. Eventually Leto and her children would make it to Mount Olympus, ensuring their protection from Hera by Zeus. Artemis and Apollo eventually became members of the Twelve Olympians.

Hermes was the Olympian god of herds and flocks, travellers and hospitality, roads and trade, thievery and cunning, heralds and diplomacy, language and writing, athletic contests and gymnasiums, astronomy and astrology. He was the herald and personal messenger of Zeus, King of the Gods, and also the guide of the dead who led souls down into the underworld, and was the only god with this distinguished ability. He was to be born at the same time with the seven Pleiades. As the son of the secret affair of Zeus and daughter of the Titan Atlas, Maia, he was born at dawn in the cave of Arcadia at Mount Cyllene. The affair was completed at midnight so Zeus could escape the wrath of his jealous wife, Hera. Within not even a day of his birth, Hermes taught himself to play, steal, and most importantly craft the lyre, which he would gift to Apollo, who previously accused Hermes of theft at the time he crafted the lyre. As the truth was, Hermes had wandered out of his cave, killed a tortoise, and stretched seven strings of sheep gut across it to build the first lyre.

Prometheus and Epimetheus, two Titans, were spared imprisonment in Tartarus after the Titanomachy, the War between the Titans and the Olympians, because they had not fought alongside the other Titans. Instead, they were given the task of creating man. Prometheus shaped man out of mud, and Athena breathed life into his clay figure. Prometheus accomplished the task, but while working on his creation, he grew fond of men. He didn't care much ever about the Gods and their hierarchy, and however friendly treated by them, he was much more comfortable being around the immortals. In any case, Zeus's idea was not to have men with any unusual power. But Prometheus was thinking the other way, and decided to steal one of the powers Zeus was particularly sensitive about; fire. To trick the Olympians, Prometheus threw a pear of gold into their garden, the words being etched on the surface 'For the most beautiful goddess of all.'. Chaos let loose, one that even the God of Gods could hardly interfere in, and in a swift moment the fire was stolen from Hephaestus' workshop. Prometheus gifted the fire to

humanity in a hollowed reed. Upon Zeus finding the theft out, he punished Prometheus brutally, as his trust was broken not once but twice by him. He instructed Hephaestus to chain Prometheus to a rock on the island Caucasus, and have a crow eat his liver every single day, as he, as a titan, had a replenishable system. And so, in the Heart of the West, the first civilizations begin to form, alongside our much-loved demigods starting to arise.

Following the birth of man, came the first woman, Pandora. Essentially she was created as a punishment to mankind and Prometheus. She was crafted by Hephaestus himself, giving her a perfect form, and had received a blessing from every single Olympian. From Aphrodite she got an irresistible beauty and charm, from Hermes she got a seductive voice and cunningness, from Athena she gained wisdom and the talent of weaving. By Zeus, she was offered to the likeness of Epimetheus, Prometheus' brother, as a wife. He was mesmerized, to say the least, and eagerly welcomed Pandora into his life. But he has been warned by his brother Prometheus to not trust any gifts bestowed by the Gods. Soon their marriage came, and Pandora was sent to the earth with a box in her hands, one Zeus told her not to ever open. But curiosity killed the cat, and so the first poisoning of the world began. Once Pandora opened the box, all imaginable grimness spread into the world, like sorrow, sickness, death, and much worse. She quickly closed the box, but it was too late, as the only thing remaining in the box was hope.

Persephone, who was known as Kore, was the daughter of Demeter. Kore was a vibrant young goddess associated with flowers, innocence and spring. This enticing goddess wandering the earth caught the eye of Hades, God of the Dead. With getting Zeus' consent, who is portrayed as Kore's father in some sources, Hades devises a plan to make Kore his. In a beautiful meadow, Kore was playing joyfully, picking flowers such as roses, crocuses, violets, lilies, and hyacinths. Among these blooms was a radiant narcissus, crafted by Rhea to entice the young goddess. The flower's beauty captivated Persephone, and as she reached for it, the earth opened beneath her. Hades took Kore to the Underworld in his golden chariot. Only Hekate and the Sun heard her cries for help, but Zeus happened to be too far away to hear her. Once Demeter heard the cries, a deep pain tore her heart. In anguish, Demeter stripped all of her immortal jewels, turning into a

dark bird hovering all over the waters and lands in search of her dearest daughter, whom she always kept an eye on in protection. Not a single being was brave enough to tell Demeter what had happened, and for nine days Demeter searched with two torches in her hands, refusing ambrosia or nectar. On the third day, Demeter encountered Hekate, who also carried a torch in her hand. She had not understood who the voice belonged to, and in resolution took Demeter to the Sun, as the second witness. The Sun told Demeter that Hades had captured and taken Persephone. As the Sun departed, an even greater pain consumed the goddess. Enraged at Zeus's betrayal, Demeter abandoned the company of the gods and Olympus, descending to walk among mortals in their cities. For a long while, she allowed herself to waste away in her sorrow, becoming unrecognizable to all who saw her. With the earth becoming barren, a famine arose. Alarmed by this event, Zeus sent Hermes to negotiate returning Persephone to her mother. Hades agreed, but to ensure Persephone would stay, he gave her a pomegranate from which Persephone ate four seeds. Consuming any kind of food or beverages ties one to the Underworld, and so Persephone returned to her mother, bringing an end to her mother's sorrow and the famine. With every reunion Demeter has with her daughter spring begins, and upon Persephone's return to her beloved husband, the flowers and bloom of nature dim, signifying the beginning of winter.

Zeus, once again, could not stop his seed from spreading, and this time he had his eyes on Semele, a daughter of Cadmus (king of Thebes). Hera, the jealous wife of Zeus, planted the idea that if Zeus really loved Semele, he would show his true self. Semele had Zeus swear on the River Styx that he would fulfill her request, and upon Zeus being obliged to reveal his Godly self, Semele perished. However, Zeus saved their child by sewing him up to his thigh and securing him there until he reached his maturity. Thus, Dionysus, the god of wine, grapes and festivity was born, twice.

When Hephaestus' seed met the fertile lands of corn, Erecteus emerged, who would become the first king of Athens and the oracle of Poseidon. Upon his birth, Athena took Erecteus to her temple, where he was raised. It is known that Athena shares her temple with a singular being, a

snake, or the soul of a snake there once was, which is heavily implied to be Erechtheus. Snakes were often earth or ancestor spirits, so that Athena's sharing her temple with Erechtheus, whom she herself nurtured, may have been the mythical way of expressing her guardianship of the ancient royal house of Athens and of the land itself and its fertility, with which ancient kingship was intimately connected. "Poseidon Erechtheus" and "Athena Polias" were the two patron saints of Athens, who entered a contest to determine who would be the sole patron saint of the city. As a gift to the citizens of Athens, Poseidon struck a rock on the Acropolis with his trident, creating a salt spring, which was known as the sea of Erechtheus; Athena, instead, gifted them an olive tree and the secret of growing it, and was eventually chosen as the patron saint, giving the city the name Athens.

Heracles was born to the mortal princess Alcmene as a son of Zeus. Alcmene gave birth to Heracles and raised him with her husband, Amphitryon. As Hercules was a demi-god, he was born with superhuman strength, which was evident within the first months of his life. Hera was vengeful and hated Heracles because he reminded Hera of her unfaithful husband, Zeus. Hera tried to kill Heracles as an infant, sending snakes into his crib to poison him. Heracles strangled the snakes that Hera had sent into his crib, but Hera's vengeance would not stop there. As Heracles grew in age and strength, he married Megara and had many children with her. As the goddess of marriage, Hera knew how much Heracles loved his family and sent a wave of madness upon him. In this madness and fury, Heracles murders his entire family.

When Heracles regains his sensibility, he realizes what he has done to his family, and he is overcome with grief. He had lost everything he loved. Hercules turned to Apollo, a god who could offer healing, knowledge, and prophecy to make up for the atrocities he committed. Apollo told Hercules that he must serve Eurystheus, king of Tiryns, to make up for his wrongdoings. Hera, still determined to eradicate Heracles from the world, suggested to Eurystheus that he order Heracles to fulfill twelve impossible labors. Hera believed that Heracles would die attempting to complete these labors which would finally erase him from the picture.

The first labor given to Heracles was to slay the Nemean Lion and bring back its skin to the king. In the town of Nemea, there was an invincible lion that brought devastation and fear to the town. Hercules was able to use his brute strength and clever bravery to choke the lion to death and bring the skin to Eurystheus. The second labor was to bring an end to the Lernean Hydra. Living in the swamp of the town of Lerna was a nine-headed serpent that would terrify the area. The hydra was venomous with one immortal head that could not be killed. Heracles set forth for Lerna with his nephew, Iolaus. With the help of Iolaus, Heracles was able to kill the nine-headed hydra. The third labor was to capture the Golden Hind. In the town of Ceryneia lived a Golden Hind. This deer had golden horns and bronze hooves, and was sacred to Artemis, the goddess of hunting and animals; therefore, Heracles would not kill it. Instead, Heracles hunted the deer every day for a year. An opportunity to shoot the deer presented itself, and Heracles took it. On his way home, Heracles encountered Artemis and Apollo, who were alert of the hunt, and had to explain his reason for apprehending the deer. Heracles told them of his servitude to Eurystheus. Artemis and Apollo agreed to let Heracles take the hind under the condition that Heracles brings the hind back unharmed. As the fourth labor, Eurystheus ordered Heracles to bring him the wild boar from the mountain of Erymanthos. Heracles visited his friend and centaur, Pholos. The two ate and drank wine, which attracted other centaurs to the cave. Heracles killed the centaurs with his arrows, which would, unfortunately, be the downfall of Pholos. Pholos picked up an arrow and questioned how it was so lethal when he inadvertently dropped the poisoned arrow on his foot and killed himself. Heracles discovered Pholos, buried him, and began hunting the boar. Heracles was able to drive the fearful boar into snow where he captured the boar in a net and brought the boar to Eurystheus. The fifth labor was to clean the stables of King Augeas. King Augeas had a stable which housed over 1,000 cattle. Heracles approached King Augeas and offered to clean the stables in one day and asked for a tenth of his cattle in return. King Augeas agreed to the terms, under the impression that Heracles would not be able to complete the task. With his quick wits and clever ingenuity, Heracles bore openings in the stables and rerouted the two main rivers, Alpheus and Peneus, to rush through the stables and flush out the waste. Learning that Heracles had been ordered to clean the stables by Eurystheus, King Augeas refused to pay Heracles with one-tenth of his cattle. Heracles took the matter to a judge where the judge

determined Heracles should be rewarded for his completion. Heracles returned home where Eurystheus told him that his labor did not count as he had used the rivers to clean the stables, as well as accepted a reward for this labor, which the King strictly forbade.

The sixth labor in compensation was eradicating the Stymphalian birds. A huge flock of birds was gathered at the town of Stymphalos wreaking havoc, so Eurystheus ordered Heracles to drive the birds away. The birds were fierce man-eaters, so Heracles had to determine how to safely remove the birds from the town. Athena visited Heracles and gave him a noise-making clapper to help him scare the birds away. As the birds flew, Heracles shot them with his bow and arrow, while the remainder flew away from the town. Heracles' name started to spread around kingdoms and Heracles began to gain fame and respect from all around the country. The next labor given by Eurystheus was to retract the Cretan Bull. Heracles visited the city of Crete where King Minos granted Heracles permission to take this bull away. This bull was destroying the city and scaring the residents. Heracles was able to wrestle the bull to the ground and take him back to Eurystheus. The eighth labor was to bring back King Diomedes' mares. King Diomedes of Thrace trained mares in his village to eat human flesh. Heracles brought help with him to seize the mares. A companion of Heracles, Abderus, was killed by one of the mares. Heracles would bury Abderus and establish the city of Abdera in his honor. Heracles would kill King Diomedes, feed him to the horses to calm them, and bring the horses back to Eurystheus. The next labor was to retreat Queen Hippolyta's leather belt. Queen Hippolyta was a leader of a tribe of warriors and had a leather belt that was given to her by Ares, god of war, as she was the best warrior among all the Amazons. Eurystheus wanted the belt as a gift for his daughter, Admete. When Heracles arrived at the land of the Amazons, Hippolyta came to Heracles and asked why he was there. Truthful, Heracles told Hippolyta that he needed her belt to take back to Eurystheus. Hippolyta agreed to let Heracles have the belt, but not before Hera, disguised as an Amazon warrior, manipulated the warriors and told the tribe that Heracles was there to take Hippolyta. The tribe became apprehensive and dressed in armor as they confronted Heracles. Heracles saw their armor and weapons and assumed Hippolyta had sent her tribe to kill him, so Heracles killed Hippolyta and returned with her belt.

For the next labor, Heracles had to travel to the island of Erytheia to retrieve the cattle. Along his way, he killed many beasts in order to locate the cattle. Once he located the cattle and began the journey home, bulls within the cattle got loose. Heracles would have to abandon the herd to find the ones that had run away. Heracles finally gathered the herd and took them to Eurystheus who, ironically, sacrificed the herd of cattle to Hera.

Eurystheus had originally given Heracles ten labors to complete, but as two of them were disqualified by Eurystheus, he gave Hercules two more labors to complete. In this labor, Heracles was to steal apples from the garden of Hesperides. Hercules traveled the world in search of the apples and had finally found the apple tree at the skirts of Mount Othrys. One of the five Hesperide sisters, Zoe, guided him through and gifted him a sword named Riptide (or Anaklusmos in Greek) to battle the dragon guarding the tree, Ladon. Zoe's name remained forgotten, but the battle between Heracles and Ladon was passed down as legendary. The twelfth and final task was to capture the beast, Cerberus. Cerberus was a three-headed dog that guarded the gates of the underworld to keep the living world from entering. Knowing that he could not enter the underworld through this entrance, Heracles traveled through a deep cave to enter the underworld. Heracles battled many beasts and monsters throughout the underworld until he reached Hades. Heracles asked Hades if he could take the Cerberus to the surface. Hades agreed, only if Heracles could restrain the beast with his bare hands and no weapons. Heracles was able to subdue Cerberus and take him to Eurystheus, who demanded he return Cerberus to the underworld. In the end, Heracles was granted with the atonement of his crime, worldwide fame and immortality, to the dismay of Hera.

Aegeus, one of the prehistoric kings of Athens, although twice married, had no heir to the throne. So he made a pilgrimage to consult the celebrated oracle of Delphi. As he didn't get a clear-cut answer from the oracle, he sought advice from his wise friend Pittheus, king of Troezen (in Argolis). Pittheus happily gave away his daughter Aethra to his friend at a secret wedding. Aethra, after having lain with her husband on her wedding night, decided to take a walk in the moonlight, which took her through the shallow waters of the sea to the Sferia island, on the opposite coast of Poros. There she found Poseidon, god of the sea and earthquakes. Aethra, in the

middle of the night and under the moonlight, was seduced by Poseidon. Thus she got doubly impregnated with the seed of a mortal and a god, giving birth to our hero, Theseus, blessed to be born with both human and divine qualities.

King Aegeus apparently didn't need a wife, only an heir. So, he decided to return to Athens after the birth of his son. Before his departure, however, he hid his sword and sandals beneath a huge rock in the presence of Aethra and told her to send Theseus to Athens when he was old enough and had the strength to roll away the rock and retrieve the evidence of his royal lineage.

Theseus grew up in Troezen under the care of his mother and grandfather. From a young age, the brave young man was fired up with ambition to emulate the outstanding exploits of his hero, Heracles, who had also achieved fame by destroying many villains and monsters. When, at the right time, Aethra led her son to the rock of his destiny, he easily rolled it away and retrieved the sword and sandals of his father. Before setting off to Athens, his grandfather Pittheus warned him of savage-looking people and that he rather take the easier path which was the water but Theseus already set his eye on the goal. On his way he encounters Periphetes, the son of Hephaestus who was known for bashing heads using his iron club. As his grandfather had already given him a description of Periphetes, Theseus immediately recognized him. In the savage encounter that followed Theseus paid back Periphetes in his own coin by dashing out the brains of the scoundrel with his own iron club. The brave youth kept the club as a trophy and soon reached the Isthmus of Corinth without further interruption.

The inhabitants at the Isthmus warned Theseus about another danger to face: Siris the bandit, guarding the passage from Corinth to Athens, had a more interesting method of treating travelers than the previous villain. Siris would tie his helpless victim between two trees which he would bend to the ground and then abruptly release it. This improvised catapult would hurl the victims into the air and then onto the ground, dashing them to their deaths. Well, it didn't take much time for our hero to finish off this task, too. Then Theseus thought this was a good time to lose his virginity, so he raped the daughter of Siris, named Perigune, who would beget him a son, Melanippus.

A little farther away from Eleusina, by the banks of the river Cephissus, Theseus encountered his final adventure on the journey to Athens. The last bandit to play dice with his life against the

hero was the giant Procrustes. This twisted giant had two iron beds, one too long and the other too short. He would offer the too short bed to the tall ones and, to help them to fit comfortably into the bed, would cut off their limbs. The same happened with the short men in the long bed: he would stretch their limbs to make a perfect fit, the victims dying in terrible agony when their limbs were ripped off. Theseus gave the Stretcher the same treatment, the giant Procrustes expiring in the short bed like his victims.

Soon after reaching Athens, the young man learned that Athens was facing a great tragedy. For the past couple of decades, Aegeus had been paying a barbarous tribute to King Minos of Crete after he had been defeated in a long-running war, launched by the Cretans to avenge the murder of Androgens, the younger son of the Cretan king, by the Athenians.

The tribute consisted of seven boys and seven maidens from the noblest families of Athens to be sent at every nine years to Crete to be devoured by Minotaur, the fearful half-man half-bull creature, who lived in the Labyrinth, a construction with crossed paths from which no man could escape. Despite his Aegeus' objections, Theseus was determined to embark upon the perilous mission as one of the nine boys on the occasion of the third tribute. Before he set sail, he promised his father Aegeus that, should he return victorious from this task, the ship carrying him and the others would hoist white sails instead of the normal black sails. Theseus set sail with his fellow boys and maidens only after taking some wise precautions. He consulted an oracle which told him to make Aphrodite, the goddess of love and beauty, his patroness. After making the necessary sacrifices to the goddess, he embarked on his fateful journey to confront the dreadful Minotaur. Theseus and his fellow sacrificial lambs were given an audience by King Minos at the palace where Ariadne, daughter of the Cretan king, fell madly in love with Theseus, instigated by Aphrodite as his patroness. Ariadne somehow managed to meet the noble youth alone where they swore eternal love and fidelity to each other. She also provided him with a sharp sword and a skein of thread. Thus armed, Theseus and his company entered the inscrutable Labyrinth. Following the advice of Ariadne, Theseus fastened the end of the thread at the entrance to the Labyrinth and continued to carefully unwind the skein as he was looking for the beast. After a while, the brave youth finally found Minotaur in his lair. There ensued a long and fierce battle

which came to an end when Theseus killed the monster with the sword Ariadne had given him. Following the line of the thread, Theseus and his companions safely came out of the Labyrinth where an anxious Ariadne was waiting for him. Then, the two quickly embarked on the ship to Athens, before king Minos learnt that Minotaur was killed and his own daughter had helped Theseus.

This mad love had to be cut off, just like a piece of thread, as Theseus was never truly in love. He abandoned Ariadne in the island of Naxos after she had given Theseus all the benefit he needed for the quest. Ariadne, heartbroken, cursed Theseus and the remainder of the crew to forget to change the color of the sails from black to white. After Ariadne was abandoned to Naxos, god Dionysus made her his bride, lived together and had three sons, Thoas, Oenopion and Staphylus. Later on, Dionysus brought Ariadne to Mount Olympus to live with the other gods. Theseus remains the main reason for Dionysus' hatred of demigods.

In the meanwhile, Aegeus was waiting in anxiety for his son to come back from Crete. Every evening, he went to Cape Sounion, the southernmost area of Attica, to see the ship coming from Crete. However, months had passed and his son had not returned. One day, as he was standing on a cliff, at Sounion, he finally saw the ship but the sails were black due to the curse. He immediately thought that his son was dead and, in total despair, he fell into the sea and drowned. From then on, the Athenians named the sea, the Aegean Sea, in memory of their beloved king. Upon his return, Theseus was crowned king, as he was the heir.

Hyacinthus was a handsome young Spartan prince loved by the gods Apollo and Zephyros, a minor god of the West-Wind. The West-Wind, however, grew jealous of his rival in love and one day, as the pair were playing discus, blew the discus off course causing it to strike Hyacinthos in the head killing him. The grieving Apollon then transformed the dying youth into a larkspur flower, or also known as the hyacinth, which he inscribed with the wail of mourning.

The Trojan War was orchestrated by Zeus as a scheme to reduce the human population. It germinated in the "judgment of Paris," in which the Trojan prince was deputed by Zeus to judge a divine beauty contest that began at the wedding of the Nereid Thetis and the mortal Peleus, parents of Achilles. All gods and goddesses were invited to the wedding except Eris, the goddess of chaos. True to her nature, Eris appeared at the wedding with a golden apple to be awarded "to

the fairest.” It was claimed by three goddesses—Hera, Aphrodite, and Athena. Unwilling to resolve the quarrel of the goddesses, Zeus sent the three to Paris, the young Prince of Troy. Hera promised Paris absolute power and dominion over all of Asia and Europe if he named her the fairest of the goddesses. Athena vowed to give Paris the blessing of wisdom and battle skills, and Aphrodite promised to elope him with the most beautiful mortal in the world. Paris gave the apple to Aphrodite, and she took Paris to Helen of Sparta, wife to King Menelaus. Now, Aphrodite wasn’t the only one who knew that Helen, the stepdaughter of King Tyndareus of Sparta, was the most beautiful woman in the world; not by a long shot: in fact, Tyndareus’ court was filled with numerous noble suitors ever since her availability for marriage had been announced months before the Judgement of Paris. However, much like Zeus in the case of the Apple of Chaos, Tyndareus was unwilling to create political enemies, so he stalled the decision on the bridegroom. The wisest – and least enthusiastic – of the suitors, Odysseus of Ithaca, offered the King an escape plan, asking in return for the hand of Penelope, Tyndareus’ niece; the King agreed, and Odysseus advised him to make all of Helen’s suitors swear an oath that they would protect the couple regardless of the final decision. After the oath had been taken, Tyndareus picked Menelaus to be his daughter's husband, effectively making him the successor of the Spartan throne through Helen. Menelaus returned home and, before too long, realized that his wife had left him – and left him for a lesser man. He wasted no time: incited by his much more powerful brother, Agamemnon, he invoked the Oath of Tyndareus and called upon the help of all Achaean leaders who had previously sought with him the hand of Helen. And they all came, each the head of a mighty army: Ajax and Teucer of Salamis, sons of Telamon; Ajax of Locris, son of Oileus, and Idomeneus of Crete, son of Deucalion; Diomedes of Argos, son of Tydeus, and Elephenor of Euboea, son of Chalcedon; Philoctetes of Meliboea, son of Poeas, and Protiselaus of Philace, son of Iphicles; and many, many more: in fact, as many as forty-five great Achaean leaders and warriors. On the other hand, the strongest demigod warrior was on the side of Troy: Achilles. Nevertheless, the Achaeans were ready to set sail but all the winds had stopped. The seer Calchas realized that this must be some kind of retribution from the goddess Artemis, furious at Agamemnon for killing one of her sacred deer. Artemis’ demand for appeasement was an unspeakably cruel one: the sacrifice of Agamemnon's virgin daughter,

Iphigenia. After some deliberation, Odysseus lured Iphigenia to Aulis on the pretext of marriage with Achilles. After finding out that he had been used in such a vicious ruse, Achilles tried to save Iphigenia's life, only to learn that all of the other Greek commanders and soldiers are in support of the sacrifice. Bereaved of options, Iphigenia gracefully accepted her fate and placed herself on the altar. Some say that, unfortunately, that was the end of her; others, however, claim that just as Calchas was about to sacrifice her, Artemis substituted Iphigenia for a deer and took her to Tauris where she became the goddess' high priestess. They have finally reached Troy but as the oracle stated the first to step on Trojan soil would die, Protesilaus faced the wrath of Prince Hector as the one who left the fleet the first. The siege on Troy lasted for ten years and the most powerful warriors of the world were eradicated. Achilles was shot from his only weak spot as a demigod, his heel. Achilles not only lost his life, but he lost the love of life, Patroclus. In the end, the Achaeans remained victorious, using the wit of Odysseus and Epeius of creating the Trojan Horse. The gods never forget and rarely forgive. The surviving Greek heroes will learn this the hard way: although victorious, most of them will be severely punished for their transgressions. In fact, only few will ever reach their homes – and only after numerous exploits and adventures. Even fewer will be greeted with a warm welcome, either ending up being exiled into oblivion or finding their deaths at the hands of their loved ones. Or, in some cases, both.

6. Olympian Gods and Goddesses

Zeus

King of the gods, ruler of Olympus, and god of the sky, thunder, lightning, law, order, and justice. Youngest son of Cronus and Rhea, he overthrew his father to become supreme ruler. Unfaithful to Hera, he fathered countless children with goddesses and mortals alike (including many heroes like Heracles, Perseus, and Dionysus). His symbols include the thunderbolt, eagle, and oak tree.



Poseidon

God of the
and horses.
he is
and
a long
patronage of
anger over
Athena's

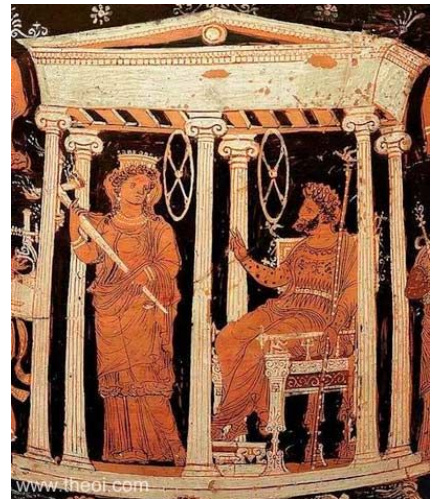


seas, earthquakes, storms,
Brother of Zeus and Hades,
temperamental, powerful,
notoriously lustful. He has
rivalry with Athena (over
Athens, which he lost). In
the defeat, he assaulted
priestess Medusa in her

temple, leading to Athena cursing Medusa into the snake-haired Gorgon (though some versions say Poseidon seduced/consensually was involved).

Hades

Lord of the Underworld and god of the dead and hidden wealth (like precious metals). Far from evil, he is stern but just, ruling impartially over souls. He rarely leaves his realm and dislikes Olympus. He abducted Persephone to make her his wife, but they had no children together. His presence inspires fear and awe; he is often depicted with his three-headed dog Cerberus and a bident (two-pronged staff).



Hera

Goddess of marriage, women, childbirth, and family. As Zeus's wife and queen of Olympus, she fiercely protects the sanctity of marriage—yet endures Zeus's countless infidelities without straying herself. She aids women in labor but is known for her jealousy and vengeful punishments against Zeus's lovers and illegitimate children. In one myth, she despised her son Hephaestus for his ugliness and hurled him from Olympus, causing his lameness.

Hestia

Hestia is the eldest daughter of the Titans Rhea and Cronus. She is the goddess of the hearth, home, family, and domestic life, maintaining peace and harmony on Olympus. Every hearth fire on Earth and the eternal flame of Olympus are sacred to her. Unusually, she has no dedicated

temples—her worship happens in every home. One of the three virgin goddesses of Olympus (along with Athena and Artemis), she swore eternal chastity and never married.

Demeter

Demeter is the goddess of agriculture, harvest, fertility, and the seasons. Her deep maternal love for her daughter Persephone also makes her the embodiment of motherly devotion. Although she preferred virginity, Zeus forced himself on her (in some versions as her brother), resulting in Persephone's birth. Her grief over losing her daughter causes the seasons: winter when Persephone is away, and spring/summer when she returns.

Persephone (also called Kore)

Daughter of Demeter and Zeus, Persephone is the goddess of spring and vegetation. While gathering flowers, she was abducted by her uncle Hades and taken to the Underworld, where she became its queen and took the name Persephone. She ate six pomegranate seeds there, binding her to the Underworld for part of the year. Thanks to Demeter's pleas (and Zeus's intervention), she spends half the year with her mother (bringing spring and growth to the earth) and the other half as Queen of the Underworld (causing winter as Demeter mourns).

Athena

Goddess of wisdom, strategic warfare, crafts, civilization, and inspiration. Born fully grown and armored from Zeus's forehead (after he swallowed her mother Metis), she is a virgin goddess. She carries the Aegis shield, often adorned with Medusa's head (gorgoneion) after Perseus's quest. Patron of Athens, she favors heroes who use intellect over brute force.

Aphrodite

Goddess of love, beauty, desire, pleasure, and procreation. Two main birth myths exist: one as daughter of Zeus and the Titaness Dione, the other emerging from sea foam after Cronus castrated Uranus and threw his genitals into the sea. Married to Hephaestus (arranged by Zeus), she often had affairs, most famously with Ares. Her son Eros (Cupid) spreads romantic love.

Ares

God of violent war, bloodshed, and raw courage. Son of Zeus and Hera, he embodies brutal, chaotic battle (contrasting Athena's strategic warfare). Often disliked by other gods for his

aggression, he had a passionate affair with Aphrodite, producing children like Harmonia and (in some myths) Eros.

Hephaestus

God of fire, blacksmithing, metalworking, craftsmanship, and volcanoes. Son of Hera (and in some versions Zeus), he was born lame or ugly, leading Hera to cast him from Olympus in disgust—causing permanent lameness. He returned as Olympus's master smith, forging divine weapons and armor. Married to Aphrodite (though unfaithful), he is skilled despite his appearance.

Apollo

Son of Zeus and Leto, twin brother of Artemis (he is the younger). God of the sun, music, poetry, prophecy, healing, archery, and plague. His silver bow delivers swift, painless death to men. Famous for the Oracle at Delphi and his many loves and pursuits.

Artemis

Elder twin sister of Apollo, daughter of Zeus and Leto. Goddess of the hunt, wilderness, wild animals, childbirth (ironically, as a virgin), and the moon. A fierce virgin goddess with a golden bow that brings painless death to women. She leads a band of loyal nymph huntresses and punishes harshly anyone who violates her rules or disrespects her followers.

Hermes

Messenger of the gods, god of trade, thieves, travelers, shepherds, literature, athletics, cunning, boundaries, and luck. Son of Zeus and the nymph Maia, he is the cleverest and most mischievous god. Famous symbols: winged sandals (talaria), winged hat (petasos), and the caduceus staff (two snakes entwined).

Dionysus

God of wine, winemaking, ecstasy, theater, ritual madness, and festivity. Son of Zeus and mortal Semele. Hera tried to kill him in the womb, but Zeus saved him by sewing the fetus into his thigh—making Dionysus “twice-born.” He introduced wine to humanity and founded dramatic festivals (origins of Greek theater).

a. Other Mythological Creatures

1. Lesser Gods and Goddesses

a. Hekate

Hekate is a powerful goddess of magic, witchcraft, crossroads, night, the moon, ghosts, and necromancy. Often depicted with three bodies or faces (representing her ability to see in all directions at crossroads), she is a liminal deity—neither fully Olympian nor Titan, but respected by both. Daughter of the Titans Perses and Asteria (or sometimes



associated with Nyx), she aided Demeter in searching for Persephone and carried torches as a guide in the dark. She is a protector of the vulnerable (like women in childbirth) but also feared for her association with the underworld and sorcery. Witches and sorcerers invoke her, and she is accompanied by dogs; her symbols include keys, daggers, and torches.

b. Hypnos

Hypnos is the personification of sleep, a gentle but inescapable force. Twin brother of Thanatos (Death) and son of Nyx (Night) and Erebus (Darkness), he lives in a dark cave where poppies and other sleep-inducing plants grow. He has wings and can put gods and mortals to sleep at will, sometimes with a touch or by sprinkling sleep-inducing dust. In the Iliad, Hera bribes him to lull Zeus to sleep so she can aid the Greeks in the Trojan War.

c. Nike

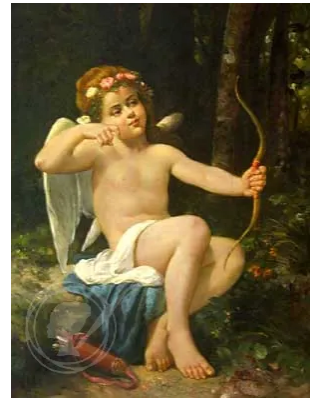
Nike is the winged goddess of victory, speed, and triumph. Daughter of the Titan Pallas and the river Styx (or sometimes of Ares), she is often shown with wings, a laurel wreath, and a palm branch, flying to crown victors in battle or athletic contests. She attends Zeus and Athena, symbolizing divine favor in success.

d. Nemesis

Nemesis is the goddess of retribution, divine indignation, and balance. She punishes hubris (excessive pride or arrogance) and ensures no one escapes deserved punishment, especially for offending the gods or upsetting moral order. Often depicted with a wheel (fate's turning), apple branch, or sword, she is sometimes winged and linked to justice. Daughter of Nyx (or Oceanus in some versions), she acts without mercy but fairly.

e. Eros

Eros is the god of love, desire, attraction, and procreation—often the playful, mischievous force behind romantic and sexual passion. Son of Aphrodite (and sometimes Ares), he is depicted as a winged boy or youth armed with a bow and arrows: golden ones inspire love, leaden ones cause aversion. In later myths, he becomes Cupid. He famously pricked himself with his own arrow and fell for Psyche.



2. Unmentioned Figures

a. Kheiron (Chiron)

Chiron is the wisest and most noble of the centaurs (half-human, half-horse). Unlike wild, violent centaurs, he was immortal, skilled in medicine, music, archery, hunting, and prophecy. Son of the Titan Cronus (who took horse form to seduce Philyra), he tutored many heroes: Achilles, Jason, Asclepius (god of medicine), Heracles, and others. He lived on Mount Pelion. In one myth, he was accidentally wounded by Heracles' poisoned arrow and gave up his immortality to die, becoming a constellation (Centaurus or Sagittarius).

b. Circe

Circe is a beautiful enchantress and goddess of magic, famous for transforming men into animals with potions and her wand. Daughter of the sun god Helios and the Oceanid Perse (or sometimes linked to Hecate), she lives on the island of Aea. In the Odyssey, she turns Odysseus' men into pigs but later helps him, advising on his journey home and bearing him children.

c. Calypso

Calypso is a nymph (or minor goddess) who detained Odysseus for seven years on her island Ogygia after his shipwreck. Daughter of Atlas (or Oceanus), she promised him immortality if he stayed as her husband, but he longed for home. Hermes eventually forced her to release him.

d. The Fates (Moirai)

The Fates are three goddesses who control destiny: Clotho (spins the thread of life), Lachesis (measures/allots it), and Atropos (cuts it, ending life). Daughters of Nyx (or Zeus and Themis in some versions), even Zeus bows to their decrees. They assign each being's portion at birth.

e. Amazon Warriors

The Amazons were a fierce tribe of warrior women who lived in Asia Minor (near modern Turkey), rejecting men except for reproduction. Ruled by queens like Hippolyta, Penthesilea, and Antiope, they excelled in archery, horsemanship, and battle. They fought in myths like Heracles' ninth labor (taking Hippolyta's girdle) and the Trojan War (Penthesilea aiding Troy).

3. Monsters and Creatures

a. Cerberus

Cerberus is the monstrous three-headed dog (with a serpent tail and snakes on his back) who guards the gates of the Underworld, preventing the dead from escaping and the living from entering. Offspring of Typhon and Echidna, he was captured (alive) by Heracles as his twelfth labor. Cerberus enforces the boundary between life and death. Loyal to Hades, he embodies the finality of mortality.

b. Furies (Erinyes)

The Furies are three vengeful goddesses of retribution: Alecto (unceasing), Megaera (jealous), and Tisiphone (voice of murder). Born from Uranus' blood or Nyx, they punish oath-breakers, murderers (especially kin-slayers), and those who offend natural order, tormenting them with whips, snakes, and madness.

c. Cyclopes

The Cyclopes are one-eyed giants skilled in craftsmanship. The elder ones (Brontes, Steropes, Arges) forged Zeus' thunderbolts; the younger savage one, Polyphemus, was blinded by Odysseus.



d. Hecatoncheires

The Hecatoncheires (“hundred-handers”) are three gigantic beings with 100 arms and 50 heads: Briareus, Cottus, and Gyges. Sons of Uranus and Gaia, imprisoned by their father, then freed by Zeus to help defeat the Titans. They are responsible for guarding Tartarus.

e. Gorgons

The Gorgons are three monstrous sisters: Medusa (mortal), Stheno, and Euryale (immortal). Daughters of sea deities Phorcys and Ceto, with snakes for hair; Medusa's gaze turns viewers to stone.

f. Charybdis

Charybdis is a massive whirlpool monster (daughter of Poseidon and Gaia) who swallows and regurgitates seawater three times a day, creating deadly currents.

g. Scylla

Scylla is a six-headed sea monster (with twelve feet and barking dog heads around her waist) who devours sailors. Once a beautiful nymph transformed (by Circe or Amphitrite), she lurks in a cave opposite Charybdis. Scylla personifies hidden peril—beautiful turned monstrous—highlighting transformation and the sea's horrors.

h. Sirens

The Sirens are enchanting bird-women (or mermaid-like) whose beautiful songs lure sailors to crash on rocks and die. Also called the daughters of river gods or Achelous, Sirens live on islands. Odysseus tied himself to the mast to hear them safely. Sirens symbolize irresistible temptation and the danger of knowledge and desire.

7. Committee Lore

The Lightning Thief

We begin our long journey with Perseus Jackson, or more commonly known as Percy Jackson, a troubled twelve year old with Attention Deficit Hyperactive Disorder (ADHD) and dyslexia at Yancy Academy. After an unusual encounter with his math teacher turning into a Furia and his

Latin teacher saving him by tossing a pen that turned into a sword made of celestial bronze called Riptide, he starts to understand that he isn't a mortal. While on a beach trip with his mother Sally, Percy gets woken up at midnight to Grover, his best friend, knocking on their door, warning them to escape something immediately. They all escape the Minotaur, with the chase concluding in Sally sacrificing herself just at the entrance to Camp Half-Blood. At camp, Percy meets Annabeth Chase, daughter of Athena, and finds out that Grover was a satyr and that his Latin teacher was actually Chiron, a centaur who was an Activities Director at the Camp. Shortly upon arrival Percy gains an enemy, Clarisse La Rue, a daughter of Ares and realizes his talent at controlling water. He also meets Luke Castellan, son of Hermes, while he stays at the Hermes cabin. During the game of Capture the Flag, Percy gets claimed by his godly parent: Poseidon. It is revealed that the three elder gods — Zeus, Poseidon, and Hades — have taken an oath to never have demigod children again. Percy is given the quest to find and return Zeus' Master Bolt until the Summer Solstice, which meant they had ten days to reach Manhattan, the Heart of the West. Chiron states that Zeus' wrath may turn into war and the stolen Bolt had to be returned by Percy, who was now Zeus' main suspect. Annabeth, Percy and Grover start their journey and they encounter Ares, who tells Percy that his mother was held hostage by Hades. In their quest the team faces Medusa, Echidna and her pet Chimera, and Procrustes, ending in them finally reaching the Underworld. Upon passing through the Fields of Asphodel, flying sneakers that were gifted by Luke pull Grover to Tartarus, with Grover barely slipping out of them. The team confronts Hades who believed Percy was the thief, and realizes that Ares has tricked him, with the Bolt appearing in Percy's backpack. They escape using Nereid-gifted pearls, failing to save Sally Jackson. After reaching the ocean, Percy duels Ares and stabs him in the heel, and as he was about to kill Ares a dark force stops him from doing so, realizing the same force was manipulating Ares' actions. Upon beating Ares in the duel, Percy is granted the Helm of Darkness, which he returned to Hades. With a risky move, Percy flies back to New York City to the Empire State Building, where Olympus is located (on the 600th floor). The Bolt is returned, and Percy meets his father for the first time ever. He finds out that his mother was alive and well. Once Percy returns to camp, he bumps into Luke, who reveals that he stole the bolt and helm for Kronos and then calls out a poisonous scorpion which stings and nearly kills Percy. Percy is

unconscious after the attempt to kill him. Luke manages to escape, and leaves Camp Half-Blood. Percy's first year is completed with a bead representing him, a black bead with a turquoise trident.

*You shall go west, and face the god who has turned,
You shall find what was stolen, and see it safely returned,
You shall be betrayed by one who calls you a friend,
And you shall fail to save what matters most, in the end.*

Key Specific Events

1. Percy's First Encounter

The story begins with Percy's retelling of an event that occurred in May before his arrival at Camp Half-Blood. On a school trip to New York City to a museum, Percy gets in trouble for standing up to his and Grover's bully, Nancy Bobofit. In a fit of rage, unbeknownst to himself, Nancy ends up in a fountain. The pre-algebra teacher Mrs. Dodds, who hates Percy's guts, calls Percy in a hall for a private confrontation, turning into a Furia and lunging at him. His Latin teacher Mr. Brunner shows up and tosses a pen that turns into a sword called Riptide. With this sword Percy slays the Furia and it vanishes into golden dust. On his return from the hall he stumbles upon the fact that no one knows someone called Mrs. Dodds, even Grover and Mr. Brunner, and a new teacher named Mrs. Kerr is in the garden with the other students. This event introduces Percy to the Mist, which veils mythological beings and items from mortals.

2. Arrival at Camp Half-Blood

Upon the end of the semester and Percy's return from school, Sally Jackson takes Percy to their beach house in Montauk for a break from Percy's stepfather, Gabe Ugliano who is a terrible human being with a gambling addiction and who treats Sally horribly. At the beach house Sally mentions Percy's father to him, and even though he has never met his father, Percy can feel his aura and warmth. The same night, a lightning storm strikes and Grover suddenly appears at their doorstep, urging them to flee the house immediately. Sally somehow catches the cue and they all get in Gabe's Camaro. Behind them is the Minotaur, and with a few punches the car is completely destroyed. Grover gets knocked out and while Percy tries to carry Grover to a hill

leading to the Camp, Sally gets grabbed by the Minotaur and vanishes from his hand. Percy manages to cut off the Minotaur's horn. Percy wakes up at Camp Half-Blood with a blonde girl with grey eyes called Annabeth taking care of him. After he has been healed, Mr. Brunner, who reveals himself as Chiron, introduces him to the Camp. He meets head of House Hermes, Luke Castellan with whom Percy gets along with immediately, alongside Clarisse La Rue from House Ares, who quickly becomes Percy's enemy. During a game of Capture the Flag, Percy gets claimed by his father, Poseidon.

3. The Quest Begins

After the claiming Percy finds out that the Big Three (Zeus, Hades and Poseidon) vowed to never have any children again. But here he was, and now Zeus was suspicious of him as his Master Bolt was recently stolen. Percy, Grover and his new found friend Annabeth are given a mission to retrieve the bolt back to Zeus before the Summer Solstice. After Percy, Annabeth, and Grover are driven into town, they take a bus into New Jersey. When they get on the bus, three old ladies get on with them. Percy recognizes one of them as Mrs. Dodds. The Furies, as they are called, attack and they fight before they escape to Aunty Em's Garden Gnome Emporium. After they are served food, Aunty Em wants to take a picture of them to use as models for her statues. However, she tries to turn them to stone instead of using them as models because she is revealed to be Medusa. Percy cuts off her head, and they leave. They find a lost dog, return it, and get \$200. They buy train tickets with that money and get off at the Gateway Arch. When Percy is alone on the top, Echidna reveals herself, along with her pet, the Chimera. Percy battles the Chimera and is poisoned during the fight. Knowing that the water beneath him will purge the poison from his system, Percy jumps into the Mississippi River to escape the Chimera and is on the news — in a bad way.

4. The Way to the West

After Percy jumps in the Mississippi River, he discovers some of his powers include breathing and staying dry underwater. A Nereid (sea nymph) then appears and tells him to go to the ocean before he goes into the Underworld. Percy finds his friends, and they get back on the train and are off on the run to Denver. They get off, and go into an old, 1950s-styled diner. Ares comes in and tells them to get his shield at Waterland, and, in turn, he would give them a ride further west

and information about Percy's mom. They go to Waterland and find out the ride was set up with a trap by Hephaestus. Annabeth and Percy have to ride the Tunnel of Love and with the help of Grover and the flying sneakers, they get out with Aphrodite's Scarf and go back to the diner, and Ares rewards them with a backpack and shows them a Kindness International truck. The backpack contains a change of clothes for each of them, \$20, a pouch of golden drachmas, and a bag of double stuffed Oreos. He also reveals that Percy's mother is not dead; instead, she has been taken as a hostage by Hades. The truck includes a zebra, a lion and other wild animals who come into contact with Percy, begging to be set free.

5. Lotus Hotel and the Loss of Time

Once they reach Las Vegas, a bellhop from the Lotus Hotel and Casino invites them to come in. Immediately, without even having to pay for anything, Percy, Annabeth, and Grover are given a room. After they enjoy the perks of staying in such a luxurious suite, they decide to go down to the arcade. After a while of playing, Percy finds a boy, Darrin, who thinks the year is 1977. Percy asks a few more people what year it is, to which they answer 1985 and 1993. Percy finds Annabeth and Grover and they immediately leave the hotel. They are relieved to find out from a newspaper that it is still the same year. However, 5 days have already passed, leaving only one day to retrieve the lightning bolt.

6. Reaching the Underworld

They eventually make it to the ocean. Percy walks in and gets a ride from a mako shark to the Nereid. She gives him three pearls, saying to use them when they are in great need. While searching for the entrance to the Underworld, they encounter Procrustes. He traps Annabeth and Grover using his signature technique until Percy tricks him into lying down on one such bed. Procrustes is killed by Percy cutting off his head, and the trio proceed to DOA Recording Studios, the cover place for the gates to the Underworld, and they then enter. There, Percy bribes Charon into letting them in. The entrance to the Underworld proper is being guarded by Cerberus. Annabeth then plays with the giant dog by using a little red ball from Waterland, giving Percy and Grover enough time to pass. They walk through the Fields of Asphodel and pass by the path to the pit of Tartarus. As they approach the entrance to Tartarus, Luke's shoes try to pull Grover into it, but he manages to slip free. They manage to get to Hades' palace. Percy

confronts Hades who believes that Percy stole the Master Bolt as well as his Helm of Darkness. Percy realizes that Ares has tricked him when he discovers the Master Bolt is in his backpack, as the backpack weighs heavier as time passes in the Underworld. He and his friends then use the pearls to flee from the Underworld without his mother as he was forced to leave her, thus fulfilling the line in the prophecy.

7. **The Final Confrontation**

Once they reach the shore, Ares awaits for the group. As Percy confronts Ares, his helmet turns into the Helm of Darkness, and Percy calls Ares to duel to return the Helm to Hades. Percy unlocks his near full potential, mastering the waves and managing to stab Ares in the heel. Percy is physically stopped from killing him with the same dark voice and aura he felt in Tartarus, now knowing that Ares is under the control of Kronos. At the end, Percy beats Ares and returns the Helm to Hades. He takes the risk, and takes the plane to reach the Empire State Building in time. He presses the button for the 600th floor and reaches Olympus. He returns the master bolt to Zeus, explains the situation to the Gods, and even talks to his dad, who tells him that his mother is alive and is waiting for him. Poseidon sends Medusa's severed head back to Percy and Percy convinces Sally to use it to petrify Gabe. She does, and she sells his sculpture form for a large sum of money. Once Percy returns to camp, he bumps into Luke, who reveals that he stole the bolt and helm for Kronos and then calls out a poisonous scorpion which stings and nearly kills Percy. Percy is unconscious after the attempt to kill him. Luke manages to escape, and leaves Camp Half-Blood.

Specific Character Roles in the Book

1. **Percy Jackson:** Discovers himself as a demigod, masters his powers quickly and is extremely brave, but doesn't think much before acting, getting the group into a lot of trouble.
2. **Annabeth Chase:** Daughter of Athena, brains of the group and explains everything upon each encounter. Very tactical and saves most situations with her wit, is talented in combat.
3. **Grover Underwood:** Can be called as Percy's guardian angel, deep connection to nature, is ready to help his friends at any costs, is pretty emotional.
4. **Luke Castellan:** The unexpected villain, backstabs Percy in the beginning and the end, has a long friendship with Annabeth but cannot be trusted, flees in the end.

a. Sea of Monsters

After a seemingly normal semester at Merriweather College Prep, Percy has a great start to the summer with a dodgeball attack from Laistrygonian Giants. His only friend at school, Tyson, a homeless boy with unusual height, wonky yellowed teeth and eyes barely visible from his hair, saves him from this attack. Percy realizes something's up with Tyson, and just when the authorities were coming to investigate the burning school, Annabeth comes around and orders Percy and Tyson to hop in a gray taxi driven by the Fates. Upon returning, they find the camp under attack by two bronze Colchis Bulls. Thalia's Tree, which creates the magical seal of the Camp, had also been poisoned and the seal was losing power. Tyson manages to subdue one bull and Clarisse takes care of the other one. Chiron is fired because he is suspected of poisoning the tree since he is a son of Kronos, and is replaced by Tantalus, a man who has been summoned from the Fields and Punishment, and despises Percy. Tyson is revealed to be a Cyclops, and gets claimed by Poseidon, which is a huge embarrassment to Percy. Annabeth and Percy have a fallout because of Tyson and the preparation for the Chariot Race, which Clarisse ends up winning, making her Tantalus' favourite. Percy finds out that Grover is in trouble in the Sea of Monsters via their empathy link and requests a quest from Tantalus to save Grover, also stating that the Golden Fleece is the remedy for Thalia's Tree. Tantalus chooses Clarisse for the quest. Percy encounters Hermes who grants him gifts for the quest he is meant to go on. Annabeth, Percy and Tyson use hippocampi to reach a ship called Princess Andromeda, which turns out to be the ship Luke was operating on. They escape using the thermos of winds gifted by Hermes. The team encounters the Hydra, and are saved by Clarisse on her ship CSS Birmingham. They reach the Sea of Monsters, while passing Scylla, Percy and Annabeth get separated from Tyson and Clarisse, with Percy believing Tyson died trying to save the ship. The duo breaks free from Circe, and Annabeth nearly gets taken by the Sirens' song. They finally reach Polyphemus' Island where Grover is trapped. Polyphemus believed Grover was a female cyclops and wanted to marry him. Percy, Annabeth, Tyson and Clarisse – who both turned out to be alive – save Grover, recover the Golden Fleece, and make their return to Miami using hippocampi, thanks to

Tyson befriending one called Rainbow. Clarisse takes the Golden Fleece to Camp Half-Blood, while the team once again faces Luke, who admits that it was him who poisoned Thalia's Tree to the entire Camp, with Percy using an Iris message. They battle Luke and his small army of monsters, and are supported by Chiron and his relatives, the Party Ponies, who take the demigods back to the Camp. Chiron gets rehired, and upon the Tree being healed, appears Thalia Grace: daughter of Zeus.

*You shall sail the iron ship with warriors of bone,
You shall find what you seek and make it your own,
But despair for your life entombed within stone,
And fail without friends, to fly home alone!*

Key Specific Events

1. Annabeth Saves Percy and Tyson

In Percy Jackson's dream, Grover is running from the Cyclops Polyphemus and enters a wedding shop. The shop then blows up and Percy hears Polyphemus' voice. When he wakes up, he sees a dark object in the window which he describes as a shadow belonging to nobody and nothing. The same day at Meriwether College Prep, Percy is stuck playing dodgeball with Tyson, his friend who is bullied, against large Laistrygonian Giants. They summon explosive dodge-balls in an attempt to kill Percy, but he is protected by Tyson who is unaffected physically or mentally by the monsters' cannonballs. Annabeth Chase saves Percy and takes Percy and Tyson back to Camp Half-Blood by calling the Fates and their storm cloud taxi.

Upon returning, they find the camp under attack by two Colchis Bulls. Thalia's Tree, which protects the camp, had also been poisoned using snake poison. Tyson manages to get rid of one bull and Clarisse takes care of the other one. Chiron is fired because he is suspected of poisoning the tree since he is a son of Kronos. He is replaced by Tantalus.

2. Clarisse Gets Chosen for the Quest

Percy finds out that Tyson is a Cyclops and thus also a son of Poseidon. The campers begin to mock Percy's relationship with Tyson, causing him to be embarrassed for having the latter as a brother. Meanwhile, Tantalus revives an ancient tradition in the form of a Chariot Race. Percy and Annabeth have a fall-out, partly about Tyson joining their team, and partly because of her dislike for all Cyclopes in general. During the first competition, the campers are attacked by Stymphalian Birds.

Clarisse La Rue manages to win the race, partly because the other competitors were stunned by the sudden appearance of the birds. Tantalus orders a feast to be prepared in her triumph.

However, he sentences Percy, Annabeth, and Tyson to kitchen patrol because he blames them for the reason the Stymphalian Birds attacked due to their terrible chariot racing. While they wash the dishes instead of the harpies, Percy and Annabeth call a truce after he explains to her his dream via his empathy link with Grover that he is in trouble and cannot escape from the Sea of Monsters. At the campfire, Annabeth and Percy ask Tantalus to send somebody on a quest after Percy tells the rest of the campers that it is possible to save the camp via the Golden Fleece. He also reveals the list of numbers that the Gray Sisters (the Fates) had given them, which, he realizes, are actually longitude and latitude. The campers pressure Tantalus to give in, and he finally complies. The quest to go find and bring back the fleece is given to Clarisse, who visits the mummified Oracle. Later, Percy comes across Hermes on the beach, who tells him to do what he needs to, and gives him three yellow duffel bags with demigod necessities. Percy gathers his team and they set sail using the help of his father in the form of Hippocampi.

3. Princess Andromeda and CSS Birmingham

The Princess Andromeda is revealed to be owned by Luke Castellan and the maligned Titan Army. The three are captured and learn that Luke is trying to help Kronos overthrow Olympus. They manage to escape the ship using Hermes' Thermos of Winds. Upon reaching land and an old hiding spot made by Luke, Annabeth and Thalia, Percy sends Tyson away to find some sweet treats as an excuse to talk to Annabeth about her past in private, particularly about her aversion to Cyclopes. However, Percy is surprised to find out that Tyson actually found some doughnuts at a suspicious Monster Donut shop nearby. They then find out that the shop is connected to the life force of a Hydra which almost kills them. They are saved by Clarisse, who has a ship of her

own, the CSS Birmingham, given to her by her father, Ares. The CSS Birmingham enters the Sea of Monsters but is severely damaged when it teeters between Scylla and Charybdis. The engine's temperature spikes to an almost unbearable heat, and Tyson volunteers to fix it. Scylla snatches Percy, and at that moment, the engine explodes. Unfortunately, Tyson is still inside. Percy loses consciousness, and when he comes to, he finds himself on a small raft with Annabeth. She managed to save the multivitamins and explains that she used up the winds from the thermos in order to man the raft. Neither Tyson or Clarisse are seen by Percy or Annabeth after the explosion.

4. Circe's Resort and the Sirens

Soon after Percy and Annabeth wake up on land, washed up on C.C.'s Spa and Resort, which is actually Circe's Island, a prison for male demigods. Percy gets turned into a guinea pig while Annabeth gets a makeover. Using Hermes' multivitamins, which Annabeth pours inside the cage, Percy and the rest of the guinea pigs, Blackbeard and his crew, are able to turn into humans again. Percy and Annabeth escape using Blackbeard's ship while the pirates pillage and loot the island resort.

While on the ship, they pass the Siren Island, and Annabeth expresses her desire to hear the sirens' song. Percy reluctantly agrees and ties Annabeth, but forgets to unarm her. After barely saving her, Annabeth explains what hubris is. Soon, they reach the island of Polyphemus.

5. Saving Grover and Battling Luke

Percy and Annabeth reach the island of Polyphemus. They reach his cave by riding the underside of his sheep as the animals enter the cave. They manage to save Grover with the help of Tyson and Clarisse, who have apparently survived the explosion, recovering the Golden Fleece and winning a skirmish against Polyphemus in the process, although their ship sinks. They make their way from Polyphemus' island and the Sea of Monsters to Miami, Florida, via hippocampi, and Percy sends Clarisse, with the fleece, back to camp. Percy, Annabeth, Grover, and Tyson are captured yet again by Luke who tries to invite them to his hospitality aboard the Princess Andromeda. Percy, however, manages to contact the camp with an Iris Message, tricking Luke into admitting he poisoned Thalia's Tree. In a duel with Luke, Percy is nearly killed and gets his leg injured. He is saved by Chiron and his relatives. Chiron is rehired after being proven

innocent, and the Golden Fleece cures Thalia's Tree of Luke's elder snake poison, a substance taken from Tartarus in the Underworld. The campers all come together to protect the fleece day and night. Suddenly, Thalia, the daughter of Zeus herself, emerges right next to the tree for the reason that the Golden Fleece does its work too well, bringing her back to life.

c. The Titan's Curse

The story begins with Percy, Thalia, and Annabeth rushing to a military school (Westover Hall) after Grover sends a distress call—he's found two powerful demigod siblings. A fierce battle with a mantichore (disguised as a teacher) erupts, the Hunters of Artemis intervene to help, but Annabeth is captured/kidnapped in the chaos. This kicks off a dual crisis: Annabeth is missing, and soon the goddess Artemis herself vanishes while hunting a mysterious threat to Olympus. Back at Camp Half-Blood, rivalries flare between the campers and the immortal Hunters of Artemis (who join for Capture the Flag). The Oracle delivers a dangerous prophecy to Zoe Nightshade (Artemis's lieutenant): "*Five shall go west to the goddess in chains...*" —and one will die. A quest forms to rescue Artemis (and hopefully Annabeth), but Percy—excluded because the prophecy seems to bar boys—is determined to follow secretly after making a promise and discovering clues in dreams/nightmares.

The group heads west, running into monsters, weird allies (including a cute but dangerous sea monster Percy dubs Bessie), double-crosses, and some heavy revelations about what Kronos is really up to. The big showdown happens at Mount Tamalpais in California, where an old Titan curse comes into play, someone has to carry an impossible burden, and loyalties get tested in brutal ways. By the end, a lot changes for the characters, the gods are on high alert, and the war feels way closer than before.

Specific Character Roles in This Book

1. **Percy Jackson** (son of Poseidon): Narrator and reluctant hero. He pushes to join the quest despite rules/prophecy, protects friends, frees a sea creature (Bessie/Ophiotaurus), faces personal doubts about his "fatal flaw", and takes on immense physical/emotional burdens in the climax.

2. **Annabeth Chase** (daughter of Athena): Captured early, her fate drives much of the quest. She endures captivity and plays a key role in the final confrontation. Until the battle at Mount Tamalpais, Annabeth carried the burden of holding up the sky for 22 hours, which was the curse given to the Titan Atlas (The General).

3. **Thalia Grace** (daughter of Zeus): Freshly returned to human form (from previous book), she joins the quest, shows leadership and temper. Throughout their journey, Thalia faces conflicts with Percy. Thalia joins the Huntresses of Artemis at the Gods' Council during the Winter Solstice.

4. **Grover Underwood** (satyr): Starts by finding the di Angelos; joins the quest, searches for Pan (his ongoing goal). Grover gets a Call from the Wild and starts to believe the way to Pan is through espresso.

5. **Nico di Angelo** (newly introduced, sibling to Bianca): A young, innocent boy fascinated by myth; devastated by events involving his sister, makes Percy promise to protect her, and begins showing hints of his powers/heritage when Percy fails his promise. Is on the run by Percy's return to the camp.

6. **Luke Castellan** (son of Hermes): Appears in villainous capacity, working for Kronos; his betrayal has a crucial place in the series. During the battle at Tamalpais Luke gets fatally injured by Thalia and falls off a cliff, but remains alive. Is currently on the run still following through with his mission.

Key Specific Events

Here are some standout moments that really push the story along and change everything:

1. The mantichora attack at Westover Hall and Annabeth's capture

This explosive opener not only introduces the di Angelo siblings but instantly raises the personal stakes: Annabeth is gone, forcing Percy into a desperate, guilt-fueled mode.

2. **Bianca joining the Hunters of Artemis**

Right after arriving at camp, Bianca chooses immortality and the eternal hunt over a normal demigod life (to protect her brother Nico and gain purpose). This decision splits the group emotionally, adds a layer of tragedy to the quest (since she's on the team). It also deepens Nico's arc and Percy's promise to him, which haunts Percy throughout.

3. **The new prophecy from the Oracle**

The prophecy spells out five questers, a chained goddess, and at least one death. It excludes Percy at first (fueling his outsider feelings), forces tough team choices (like Phoebe getting poisoned to open a spot), and locks in the road-trip structure while foreshadowing heartbreak and tying directly to the Great Prophecy's ticking clock.

4. **Percy freeing and protecting Bessie the Ophiotaurus**

Discovering this rare sea creature (half-cow, half-serpent) that's basically a walking doomsday bomb if sacrificed gives Percy a secret side mission. It shows his compassion and reveals Kronos's bigger plan to weaponize it against Olympus—escalating the threat from “save friends” to “stop the end of the gods.”

5. **The Junkyard of the Gods encounter**

A stop in the desert where Bianca's attempt to grab a gift for Nico awakens a massive automaton (Talos prototype). The fallout from this is massive: it forces a heartbreaking sacrifice, intensifies guilt (especially for Percy), and shifts the group's dynamics, making the remaining questers more determined but also more broken as they push toward California.

6. **The sky-holding burden at Mount Tamalpais**

In the final confrontation at the top of the mountain (now the site of the rebuilt Mount Othrys), the group discovers Artemis chained and forced to hold up the sky – the ancient “Titan's Curse” punishment Atlas once bore. Annabeth has also been made to bear it briefly, and Atlas (revealed as the “General” and Zoë's father) is free to fight. Percy, realizing the prophecy points to him (“The Titan's Curse must one withstand”), voluntarily takes the sky's crushing weight from Artemis to free her for battle. He endures unimaginable pain while Artemis fights Atlas directly.

Amid the chaos, Artemis outsmarts Atlas in the fight. She tricks him into reclaiming the burden himself. Percy is relieved just in time as the sky crashes back onto Atlas's shoulders, trapping him once more under his eternal curse and preventing him from leading Kronos's forces further. This victory directly strengthens Olympus's position for the winter solstice council vote, exposes more of Kronos's army, and sets up irreversible changes in alliances and the path to war.

d. The Battle of the Labyrinth

The story opens with Percy attending freshman orientation at Goode High School, trying (and failing) to have a normal day. Things spiral fast when empousai—shape-shifting, vampiric servants of Kronos—attack, forcing Percy to flee with Annabeth. This chaotic start sets the tone: Kronos's forces are getting bolder, and nowhere is safe anymore.

Back at Camp Half-Blood, the real threat emerges; the ancient Labyrinth, once created by Daedalus, is still alive beneath the earth, constantly shifting and expanding. Worse, Luke has discovered a way to navigate it and plans to use it as a secret invasion route straight into the heart of the camp. If he succeeds, Camp Half-Blood will fall.

Annabeth receives her long-awaited quest, something she's dreamed about for years: to navigate the Labyrinth. The mission is to find Daedalus before Luke does. But in fact Labyrinth is not a real maze; it's a living, unpredictable force filled with traps, illusions, monsters, and psychological tests that wear down anyone who enters.

Percy, Annabeth, Grover, and Tyson descend into the maze, encountering bizarre locations (like underground ranches and lost civilizations), dangerous enemies, and morally gray allies.

The climax builds beneath Camp Half-Blood itself, where Luke's army emerges through the Labyrinth. A massive battle erupts, pushing the camp to its limits. Sacrifices are made, truths are exposed, and the line between friend and enemy becomes increasingly blurred. By the end, the Labyrinth collapses, but the war is no longer looming, it has begun

Specific Character Roles in The Book

Percy Jackson (son of Poseidon):

More experienced and battle-hardened, Percy steps into a stronger leadership role. He navigates

both the physical dangers of the Labyrinth and the emotional weight of the coming war. His connection to the sea helps guide the group when logic fails. He also begins to confront the reality that he may be central to the Great Prophecy.

Annabeth Chase (daughter of Athena):

This is her book in many ways. Leading the quest to find Daedalus, she faces intense pressure to prove herself. Her intelligence is constantly tested by the Labyrinth's shifting nature. She also struggles with trust and has to reconcile her past with the reality of who he's become.

Grover Underwood (satyr):

Grover's search for Pan reaches a turning point. Inside the Labyrinth, he finally discovers Pan, but the encounter is not what he expected. This moment deeply changes Grover, shifting his purpose from searching to protecting the wild in a new way.

Tyson (Cyclops, son of Poseidon):

Tyson brings strength and loyalty to the group. He plays a key role in navigating the Labyrinth's mechanical and structural elements, often understanding things others don't. His bond with Percy strengthens, and he proves himself as both a warrior.

Luke Castellan (son of Hermes):

Luke becomes even more dangerous as Kronos's primary agent. His control over the Labyrinth gives him a strategic advantage, and his willingness to sacrifice everything, including himself, shows how far he's fallen.

Rachel Elizabeth Dare (mortal with sight):

A crucial new ally. Rachel can see through the Mist, allowing her to perceive the Labyrinth clearly when others cannot. She becomes essential to the quest's success and forms a unique connection with Percy, adding tension to his dynamic with Annabeth.

Nico di Angelo (son of Hades):

Now far more isolated and intense, Nico operates on the edges of the story. He explores his powers and his identity, offering Percy dangerous knowledge about the Underworld and the prophecy. His moral alignment feels uncertain, making him unpredictable but important.

Key Specific Events

Here are the moments that reshape everything and push the series into full-scale conflict:

The empousa attack at Goode High School

This opening ambush immediately establishes that Kronos's forces are evolving and becoming more aggressive. It shows that Percy can't escape the war, even in the mortal world.

Discovery of the Labyrinth beneath Camp Half-Blood

The realization that an ancient, uncontrollable maze runs directly under the camp raises the stakes massively. It turns the camp from a safe haven into a vulnerable target and introduces a strategic threat rather than just monster attacks.

Annabeth receiving the quest to find Daedalus

This is a defining moment for Annabeth. The quest is both a dream and a burden, forcing her to lead under extreme pressure. It also centers the story on intelligence, strategy, and identity rather than brute force.

Encounters within the Labyrinth

The group faces strange environments and enemies that challenge them mentally and emotionally, not just physically. The Labyrinth itself acts almost like a character; disorienting, manipulating, and testing their resolve.

Grover finding Pan

When Grover finally meets Pan, it's a turning point. Instead of a triumphant discovery, it becomes a moment of loss and responsibility, redefining Grover's purpose and adding a deeper environmental theme to the story.

The truth about Daedalus

The group eventually discovers that Daedalus is still alive in a way, having transferred his consciousness to survive. His choices—and his guilt—become central to the fate of the Labyrinth. His decision ultimately determines whether Luke can use the maze.

The Battle of Camp Half-Blood through the Labyrinth

Luke's forces invade using the Labyrinth, leading to a full-scale battle inside and beneath the camp. This is one of the first times the camp itself becomes a battlefield, marking a shift from isolated quests to open war.

The destruction of the Labyrinth

In a final, irreversible move, the Labyrinth is destroyed, cutting off Luke's invasion route, also having a great cost. This act removes a powerful tool from both sides and symbolizes the end of secrecy— conflict is now out in the open.

e. The Last Olympian

The story begins with Percy and Charles Beckendorf on a high-risk mission: infiltrating Luke's ship, the Princess Andromeda, to destroy it before Kronos's forces can fully mobilize. The plan works; but unfortunately Beckendorf is killed in the explosion, and Percy barely escapes.

Back at Camp Half-Blood, Percy learns that Kronos, now fully awakened in Luke's body, is preparing to march on New York City, the gateway to Mount Olympus. The gods are largely absent, battling the monster Typhon across the country, leaving the defense of Olympus to demigods, satyrs, and a handful of minor gods.

Before the invasion begins, Percy makes a critical decision: he bathes in the River Styx, gaining near invulnerability (like Achilles) but tying his life to a single weak point. This transformation marks his full acceptance of the burden placed on him by the Great Prophecy.

When Kronos's army reaches Manhattan, a massive, city-wide battle erupts. Bridges are destroyed, streets become war zones, and demigods fight to hold back overwhelming forces.

As the fighting intensifies, key allies arrive—Hunters of Artemis, Party Ponies, nature spirits—and even the gods' minor children step up, demanding recognition and fighting for their place. The battle stretches over days, wearing everyone down.

The final confrontation happens in the throne room of Olympus. Kronos, in Luke's body, confronts Percy and the others. Percy realizes that Luke is still inside, still fighting. In a decisive moment, Percy gives Luke the chance to make his own choice. Luke takes back control long enough to strike the fatal blow against Kronos, destroying him from within.

By the end, Olympus is saved. The gods, finally recognizing their failures, agree to claim all demigod children and grant minor gods more respect. Percy is offered immortality but refuses, choosing a mortal life and trusting in change rather than escaping responsibility.

Specific Character Roles in This Book

Percy Jackson (son of Poseidon):

Now a full leader, Percy carries the weight of the prophecy and the war. His decision to bathe in the Styx shows his willingness to sacrifice everything.

Annabeth Chase (daughter of Athena):

Annabeth plays a crucial emotional and strategic role. Her history with Luke becomes central to the story's resolution. She understands him better than anyone, and her presence is key in reaching what remains of him during the final battle.

Grover Underwood (satyr):

Grover leads nature spirits into battle, using his connection to the wild to support the defense of Manhattan.

Tyson (Cyclops, son of Poseidon):

Fighting alongside the Cyclopes, Tyson contributes to the war effort, especially in forging and defending key positions. His loyalty to Percy remains unshaken.

Luke Castellan / Kronos:

Luke becomes the vessel for Kronos, making him both the main antagonist and a tragic figure. His internal struggle defines the climax.

Nico di Angelo (son of Hades):

Nico plays a critical role in Percy's transformation, guiding him through the process of bathing in the Styx. He also works to bring Hades into the fight, helping shift the balance in Olympus's favor.

Rachel Elizabeth Dare (Oracle):

Rachel becomes the new Oracle, delivering the full Great Prophecy that has guided the entire series. Her role marks a shift toward the future and what comes after the war.

Key Specific Events

The destruction of the Princess Andromeda

Percy and Charles Beckendorf successfully sabotage Kronos's flagship, but Beckendorf's death makes the cost of war brutally real and personal.

Percy bathing in the River Styx

Guided by Nico di Angelo, Percy gains near invincibility. This moment symbolizes his acceptance of fate, but also introduces a fatal vulnerability that raises the stakes for every battle.

The Battle of Manhattan

A full-scale war unfolds across New York City. Demigods defend bridges, tunnels, and streets against Kronos's army. The scale and intensity of this battle surpass anything in the series so far.

The gods vs. Typhon

While the demigods fight in Manhattan, the Olympians battle Typhon across the country. This split emphasizes how desperate the situation is—Olympus is nearly undefended.

The rise of minor gods and allies

Neglected gods and their children join the fight, proving their importance. This shifts the power dynamics of Olympus and becomes a key factor in victory.

The final confrontation with Kronos

In the throne room, Percy realizes that defeating Kronos isn't just about strength. By trusting Luke to make a choice, he creates the only path to victory.

Luke's final sacrifice

Luke regains control and destroys Kronos from within, fulfilling the prophecy in an unexpected way. His death closes one of the series' most complex arcs.

Percy refusing immortality

Offered godhood, Percy chooses to remain human. Instead, he demands systemic change from the gods, ensuring better treatment for semigods and recognition for all.

8. Camp Dynamic

Camp Half-Blood was established over three millennia ago on Mount Pelion, right on Chiron's doorstep. The Camp is a training facility and refuge for young demigods, facing the world of monsters approaching them with no knowledge of their powers. Upon the moment where the Heart of the West moved to the United States, Camp Half-Blood placed itself in Northeastern Long Island, with direct contact to the Long Island Sound. The shift started in the 1860s.

The modern Camp Half-Blood is directed by the god Dionysus, or how campers prefer to call him Mr. D, and Chiron who is the founder and activities director. The Camp provides campers with many facilities fit for their training and the expansion of their powers. The Camp administration operates from the Big House, which is at the end of the hill from the main entrance. The Big House is the living space for the Camp administrators and the location where the House Counselors have their meetings with the administration, alongside bearing countless

artifacts from previous heroes who resided in the Camp and magical items from Chiron's collection. But in the upstairs attic lies the campers' fear: The Oracle. The Oracle's spirit is within the rotted skeleton in women's hippy clothes, likely from the 1970s, from which green smoke evaporates and covers the attic's floor lightly. The Oracle gives prophecies to destined heroes, and not a single prophecy flowed forth incompletely or irregularly.

Strawberry fields are visible from both directions of the Big House. The strawberry fields are mostly taken care of by satyrs and the campers of House Demeter, with their advantages in nature related powers. Northwest from the Big House is the combat arena, where the campers spend most of their time in. The arena is built like an amphitheater, and includes many resources and weapons free for the campers' use. There are straw dummies with Greek armor scattered and other different implements to help campers with their practices. Right next to the large combat arena is the archery range. The archery range faces the forest that leads to the Long Island Sound. Up north from these training spaces are the Pegasus stables. It was mostly empty until the moment Percy Jackson set the imprisoned Pegasi from the Princess Andromeda, and now the campers can utilise the beautiful species to refine their mastery and have the upper hand in any sorts of battle. At the center of the camp is placed the armory and forge. These two zones carry extreme importance for future warriors. Northeast from the Big House, it is easy to see the volleyball court where campers get very competitive very quickly. Now we return to the Pegasus stables as we reach the most important part, the Cabins.

The Cabins are positioned in a U shape with Cabin 1 (House of Zeus) and Cabin 2 (House of Hera) being the center of the shape, and the other cabins surrounding them. The heart of the cabins is marked by Hestia's Fire. Facing directly the cabins is the canoe lake and the climbing wall.

The Climbing Wall is a giant wall which Greek demigod campers climb at Camp Half-Blood. They must climb quickly or it will clash with the other wall, causing lava to pour from the top, and boulders to fall on whoever is climbing at the time.

The Dining Pavilion is an area in Camp Half-Blood where demigods, satyrs, directors and other camp residents eat their meals. Every night the demigods tribute a portion of their food to the

gods and can pray to them by pouring it down the campfire. It is said that Hestia takes a part from all tributes.

The pavilion is framed by Greek columns on a hill that overlooks the sea. There are no walls or roof that cover the mess hall. Torches blaze from the columns, and a central fire burns inside a bronze brazier the size of a bathtub. Each table has a white cloth with purple trim. The pavilion's goblets are enchanted and, on voice command, will be filled with whatever drink one desires, on the condition of it being non-alcoholic, with even the camp director Dionysus having to drink Diet Coke. Another quality of the goblets is that they never empty. The types of food in the Pavilion include barbecue, grapes, apples, strawberries, cheese, and fresh bread that the dryads (nature nymphs) serve. As stated in *The Lightning Thief*, when they go to Auntie Em's (Medusa), the food at Camp Half-Blood is healthy.

The tables in the Pavilion are arranged so that there is a table for each god, similar to the cabins. Therefore, children of Hermes sit at the Hermes table, children of Aphrodite at the Aphrodite table, and so goes the list. Although children of the Big Three often have to sit on their own anyway, it is expressly forbidden to sit at another god's table. The one exception to this is Nico, who has a doctor's note from Will Solace that lets him sit at the Apollo table. The Huntresses of Artemis sit at the Artemis table when visiting, and the satyrs and nymphs can sit at any table they please but generally sit at the table that Dionysus sits at, which is table twelve.

Moving on with the more mystical areas of the Camp, we enter the Camp Half-Blood forest. The forest may look normal at first sight, but dryads, satyrs and other nymphs may appear at any given moment, alongside other mythological beings. In the woods, the Council of Cloven Elders host some of their meetings. Within the woods lies the Grove of Dodona. The Grove of Dodona is a stand of sacred oaks planted by the Titaness Rhea, in the first days of the world. They are located in Camp Half-Blood Forest, and it is the only oracle that is not affiliated with Apollo. The Myrmeke's Lair is currently the only known entrance to the grove. The past entrance into Daedalus' Labyrinth and Zeus' Fist is also in the forest not too far away from each other.

Now we reach the camp borders with Half-Blood Hill and Thalia's Pine Tree. Thalia's Pine Tree is the pine tree on the very tip of the camp. As Thalia Grace laid dying after her wound from her fight to save her friends, her father Zeus, God of the skies, Ruler of the Gods, created Thalia's Pine Tree to not only save his daughter but to stop that from happening again. The hill the tree was planted in was the new border, named Half-Blood Hill. He created a barrier to protect lost demigods and to keep Camp Half-Blood a safe place from the monsters trying to kill them. After Thalia's resurrection, it still maintains the barrier, now powered by the Golden Fleece instead of Thalia's life force.

We move on with the main attraction of the campers: the games! Starting with Capture the Flag, which is a long time tradition, played on Fridays with the advice of Chiron. The setting of the game is the forest, where the monsters are located and hiding. Despite being extremely dangerous, it is considered beneficial for the demigods, as it trains them for life in the real world, where they have to fight off monsters. Two teams are made, and each team is given a flag. Both teams are obliged to be armed and armoured. On each side of the forest, both teams hide their flag somewhere visible, but easily defensible. To win for your team, you need to capture the opponent's flag and carry it across the river that divides the middle of the forest, and acts like a border. Chiron, the centaur, serves as battlefield medic and referee. According to traditions, whenever the Huntresses of Artemis visit the camp, a "friendly" game of Capture the Flag game will be held. The Huntresses had won the last 56 games in a row.

The Chariot Races are previously banned events at Camp Half-Blood. They were reintroduced to the campers by Tantalus, who was the activities director during the time Chiron was fired.

Chariot races consist of teams with two campers racing around a track in a chariot. One would be the driver and the other would attack the opponent's chariots with various magical weapons and modifications. The horses can vary greatly, from the skeletal horses used by the Ares campers to mechanical horses made by Charles Beckendorf from the Hephaestus cabin.

Three-Legged Death Race is a game conceived by one of Hephaestus' youngest sons, Harley. The concept is similar to a three legged race only in the manner that two demigods are tied together at the legs. The race however has no official starting line or finish line. The objective is to be the first team to collect three golden apples. The game however takes place inside the Labyrinth, which had apparently kept re-growing even after Pasiphaë's defeat. The race has a number of dangers and deadly traps including exploding chainsaw Frisbees and iron orbs falling from the ceiling.

9. Cabins of the Camp

House of Zeus - Cabin 1

The one of two main buildings is described as a tall, marble building with heavy columns, almost reminiscent of an Ancient Greek mausoleum. The gigantic bronze doors create a reflection of lightning bolts, and apparently it storms constantly within the cabin. The interior has a dome-shaped ceiling that is decorated with moving mosaics of a cloudy sky and thunderbolts. A statue of Zeus in a traditional Greek chiton is centered in the room. It is described as looking like it was ten feet tall and had sight of every place in the room except a corner where Thalia Grace had put her sleeping bag, and a few photos of herself, Luke Castellan, and Annabeth Chase when they were younger. It has alcoves with golden eagle statues. There is no furniture in there at all. The cabin currently has no Counselor, as Thalia Grace joined the Huntresses of Artemis at the winter solstice council meeting, and Jason had died fighting against Emperor Caligula.

Due to the oath given by the Big Three, there are no known children of Zeus besides Thalia Grace and Jason Grace. The children of Zeus, ancient and modern, tend to be rebellious towards their father, prefer being leaders and are fearless warriors. It is seen that some can land thunder

upon will. Thalia Grace wielded her signature weapon, the bronze Aegis, which was representative of her father.

House of Hera - Cabin 2

The House of Hera completes the center of the cabins, having the same exterior as Zeus' cabin, but is described to be more graceful. Pomegranates and flowers surround the slimmer columns holding up the cabin. The walls and doors seem to have peacock designs and images. The interior is said to resemble a temple, with a fire always burning at the feet of the statue present in the core of the cabin. This cabin also doesn't have any furniture, as no one will ever stay in this cabin. The cabin was built to honor the goddess of marriage and fidelity.

House of Poseidon - Cabin 3

Poseidon's cabin is built with a lower stance to connect with the nearby ocean, as the windows are always open and constantly facing the Long Island Sound. The cabin is made from rough sea stone, pieces of coral and seashell embedded into the outside walls, and a trident with a big bronze number 3 over the door. The interior is made of abalone, and carries a fresh smell of the ocean. Six bunk beds are placed neatly with gray silk sheets. The cabin also includes a seawater fountain, decorated with corals and fishes carved out of stone, which spouts water from its mouth, and has a few golden drachmas at the bottom for the purpose of Iris messages. Unknown underwater plants and corals sit at the windowsill.

The only known two campers are Percy Jackson and Tyson, with Percy being the House Counselor. The children of Poseidon have the powers of breathing and remaining dry underwater, and manipulating water at will. Percy uses his signature weapon Riptide and a

shield crafted by Tyson. Tyson, being a Cyclops, has the powers of immense physical strength, immunity to fire and a natural talent for blacksmithing.

House of Demeter - Cabin 4

The House of Demeter is unsurprisingly covered in flowers, growing tomato plants, and roses on the porch. The cabin itself is colored a light shade of brown and has a real grass roof, with an oak tree in the center of the interior holding up the ceiling. The floor is also made of grass and filled with wildflowers.

The current Counselor of the House is Miranda Gardiner, with Katie Gardner being the former. Other known campers include Meg McCaffrey and Billie Ng. The campers are often described to be working in the strawberry fields or around the forest, mastering their nature powers. They have powers like strengthening plants, fastening their growth and the creation of new plants alongside ensuring a great harvest.

House of Ares - Cabin 5

The jagged cabin is badly painted red and has a large boar's head over the door with barbed wire on the roof. There have been mentions of the cabin being lined with land mines. Rock music is constantly blaring from it. It's unknown what it looks like on the inside. But it is confirmed that it is the perfect space for the warrior children of Ares.

The most popular campers are Clarisse La Rue and Sherman Yang, being respectively former House Counselor and current House Counselor. The children of Ares are reckless, fearless children with a great sense of unity and understanding that from collaboration arises power. They are gifted with physical advantages, strategic combat knowledge and a fury just like their father's burning eye sockets. Clarisse La Rue wields an electric spear, alongside nearly having mastered all weapons with her half-siblings.

House of Athena - Cabin 6

Athena's cabin is a gray building with plain white curtains and a design of an owl over the door. Though the exterior view is simple, the interior is filled with workshops, the bunk beds being almost tossed aside to make space for all the smart boards and tools, tables, chairs, books, and some gorgeous 3-D models of popular architectural designs. A certain son of Poseidon describes it as 'a brainiac's workshop'.

The most known campers are Annabeth Chase, as the former House Counselor, and Malcolm Pace as the current House Counselor. Athena children are blessed with an undying desire to learn, read, create and be in possession of knowledge. Not only of worldly sciences, but of mythology, metaphysics, generally, everything. They also have talent in swordfighting, which for the case of Annabeth, expands to nearly all weapons. They take natural leader positions, and guide the right way, if they don't overthink it too much.

Note from ESG: Page 67 btw

House of Apollo - Cabin 7

The Apollo Cabin is made out of solid gold, making it shine during the daytime. It is unknown whether the light generates from the cabin or the cabin reflects the sunlight. The interior design compares to be quite modest compared to the exterior, with bunk beds across the cabin, one

reserved for the injured in the middle, a white plaster wall and rough cedar beams that rip the ceiling. Carefully planted yellow Delos are on the windowsill, with one pot being filled with red and purple hyacinths. A bookshelf is placed to keep reference to Apollo and teach the other campers about him.

The current House Counselor is Will Solace, with former House Counselors Lee Fletcher and Michael Yew passing away during the protection of the camp. The radiant children of Apollo wield talent in archery, and excel in arts and crafts, specifically in writing poems and playing instruments. Other known campers of Apollo are Austin Lake and Kayla Knowles.

House of Artemis - Cabin 8

The Artemis Cabin is also relatively simple, mirroring Artemis' brother Apollo, with silver walls and silver curtains of similar materials to the Huntresses' capes. The cabin reflects the moonlight in a silver colour at night. It is decorated with paintings and carvings of wild animals, but mostly the stag. Artemis does not

have children of her own and the cabin is honorary; however it is used by the Huntresses, the adopted children of Artemis when they visit the camp. It's unknown what it looks like on the inside.

The former Counselor was Zoe Nightshade, who had died in the Battle of Tamalpais. The cabin does not have a new Counselor at present time.

House of Hephaestus - Cabin 9

The House of Hephaestus looks like a small factory from the outside, with lots of gears around the entrance, brick walls and smokestacks like forges. The interior contains steel, high-technology bunks beds. Each bed has a digital control panel, blinking LED lights, glowing gems, and interlocking gears. It has shiny metal walls and metal slated doors. It is noted for being unclean and messy, filled with junk most of the time. A large fire pole covers both floors and around is wrapped steel stairways, though the second floor is not visible to other campers from the outside. The walls are lined with every kind of power tool imaginable and a huge assortment of weaponry. A workbench overflows with scrap metal, screws, bolts, washers, nails, rivets, and a million other machine parts.

The list of former House Counselors are as follows: Charles Beckendorf, Jake Mason, Leo Valdez, and currently the title belongs to Nyssa Barrera. The Hephaestus children are very crafty, as expected, physically competent, and have non-stop invention ideas. From their hands the camp has seen bronze horses, many weapons, chariots, and so much more.

House of Aphrodite - Cabin 10

Aphrodite's Cabin is a wooden cabin with a painted blue roof, pillars, checkerboard deck with steps and gray walls. It also has a pink door and potted carnations by the window. It also smells heavily of designer perfume. The interior has pink walls with white window trim. There are also lace curtains that are pastel blue and green which match the sheets and feather comforters on all the beds. The boys have one row of bunks separated by a curtain, but their section of the cabin was just as neat and orderly as the girls'. The cabin is always clean except for under the beds, which have chocolate wrappers, love notes, and other things under them.

The previous House Counselors are Silena Beauregard, Drew Tanaka and Piper McLean. The current Counselor is unknown. The Aphrodite kids have an undeniable charm in their individualistic ways, in accordance with their hopes and dreams. They are particularly talented in arts and crafts like playing musical instruments, singing and painting. They usually use their charms to their advantage. During Silena's counselorship, the Aphrodite Cabin was responsible for holding the cabin cleanliness test.

House of Hermes - Cabin 11

Cabin 11 has peeling brown paint and a caduceus over the door. It is probably in such bad shape because it was so over-populated. The cabin is packed at all times. It has at least one bedroom with two twin beds, a wooden nightstand in between the two beds with a Grecian urn on it, a trunk at the end of the bed, a wooden desk and a chair, and curtains on the windows for privacy. The demigods who haven't yet been claimed live in the Hermes cabin alongside all the other Hermes children and children of the minor gods and goddesses, creating quite the chaos.

The former Counselor is Luke Castellan. The current House Counselors are twins Connor and Travis Stoll, with names like Chris Rodriguez, Alice Miyazawa, Julia Feingold and Cecil Markowitz being fellow children of Hermes. It isn't easy to state specific quirks all Hermes children have due to the fact that there are a lot of them, but something that brings them all together is sneakiness and quick thinking skills that always give them the upper hand in any kind of situation.

House of Dionysus - Cabin 12

The Cabin of Dionysus is lined with grapevines from the roof all the way down to the porch. It is unknown how it looks on the inside.

The Cabin currently has only one resident who is also the Counselor, Pollux. The former Co-Counselor was Castor, Pollux's twin brother, who died in battle.

10. Further Notes

https://riordan.fandom.com/wiki/Riordan_Wiki

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