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**CHAIR: SAOMAI NYUGEN
DIRECTORS: ANCHEE QIANG &
KIRA BUDILOVA**

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Land Acknowledgement

The staff at HCMUN XII acknowledges that we are situated on the traditional territories of many nations, including the Mississaugas of the Credit, the Anishnabeg, the Chippewa, the Haudenosaunee, and the Wendat peoples, and are now home to many diverse First Nations, Inuit, and Métis peoples. Toronto is covered by Treaty 13, signed with the Mississaugas of the Credit, and the Williams Treaties, signed with multiple Mississaugas and Chippewa bands.

As we prepare to attend and direct conferences such as HCMUN, we would like to take this opportunity to reflect on the continuous injustice that affects Indigenous and Inuit peoples. As we gather together, it is important to reflect on the discrimination and the lasting impact our government has had on Indigenous communities across Canada. We take this time to recognize those who continue to share their culture and push back against discrimination, for the good of future generations.

Equity Disclaimers

Dear delegates,

Throughout this committee, delegates may be challenged to engage in complex and heavy discussion on a broad range of important world issues. At Havergal College Model UN, our top priority is to ensure that every delegate feels respected, included, and able to participate fully. In the meantime, they also feel comfortable in the committee they are in. We would like to ask participating delegates to approach all discussions on sensitive topics with a great deal of professionalism, empathy and respect.

The staff here at HCMUN are here to support you, so if you experience or observe behaviour that makes you uncomfortable, or have concerns related to diversity, equity, or inclusion involving a delegate, chair, or staff member, please contact the equity team. You may submit an anonymous report or reach out to a team member directly, whichever you prefer. All reports are taken seriously and will be reviewed promptly. Delegates who engage in inappropriate behaviour may become ineligible for awards and may face further action if necessary. We hope you feel supported throughout the conference and wish you a positive experience!

Sincerely,
Belle Guo and Mia Liu

Tech Policy

At HCMUNXII, we are committed to creating a fair, focused, and academically honest environment for all delegates. To uphold these standards, delegates are expected to follow the conference's technology guidelines throughout their committee experience. Crisis committees will be allowed to use their laptops throughout the conference and are expected to communicate with other delegates and crisis backrooms staff through Slack. Technology is allowed strictly for the purpose of drafting resolutions, collaborating on written documents, and sending notes to other delegates and crisis backroom staff. To maintain transparency, all draft resolutions, working papers, and collaborative files must be shared in real time with the Dais. Any document not shared with the Dais may be considered invalid for committee use.

Outside of formal committee time, delegates are free to access technology and conduct research during lunch and scheduled breaks. However, the conference maintains a firm commitment to academic integrity. The use of any AI tools — including generative AI, automated writing tools, or AI-based research systems — is strictly prohibited throughout any point before or during the conference. Plagiarism of any kind is not tolerated, and all work presented in committee must be original and reflect the delegate's own preparation and analysis. Any violations of these expectations will be handled in accordance with HCMUNXII's academic policies.

These guidelines are designed to ensure that committee work remains equitable, that debate is grounded in authentic understanding, and that HCMUNXII upholds the highest standards of integrity and professionalism. Let this policy help guide delegates toward productive collaboration, meaningful diplomacy, and an enriching Model UN experience. Please note that all crisis delegates should have Slack downloaded on their laptops before the conference day.

Letter From the Secretary General

Dear Delegates and Advisors,

It is our honour and privilege to invite you to the twelfth annual Havergal College Model United Nations Conference. Each year, HCMUN brings together passionate, curious, and globally minded students from across the region, delegates who are eager to question, collaborate, and imagine solutions to the world's most pressing challenges.

At its core, HCMUN is more than a one-day event. It is a space where young people can test ideas, challenge assumptions, and discover the power of diplomacy. Whether you are stepping into your very first committee or returning as an experienced delegate, we hope this conference offers you a chance to push your thinking, embrace unfamiliar perspectives, and develop the confidence to advocate for meaningful change.

Our team has worked hard to create engaging, dynamic committees that encourage creative problem-solving and meaningful dialogue. We invite you to participate with curiosity, empathy, and confidence — your voice will shape the experience of everyone in the room.

Thank you for joining us. We can't wait to see the diplomacy and passion you bring to HCMUN XII!

Sincerely,
Aurelia He and Marlowe Herman
Secretary Generals, HCMUNXII

Letter from the Chair

Dear Delegates,

My name is Saomai Nguyen, and it is a pleasure to welcome you to this conference, and to be your chair. The dais and I are excited to guide you through what promises to be an exciting and fun conference. We look forward to seeing the compelling arguments, innovative strategies, and passionate debate that each of you will bring to the table.

In this committee, you will take on the role of a demigod navigating the complex and often dangerous world of Camp Half-Blood. Some of you will be steadfastly loyal to Olympus, others will push for reforms and recognition of the minor-god demigods, and a select few may harbor secret agendas that could alter the balance of power. Your choices, alliances, and strategies will shape the camp's future. Speeches, negotiation, and creative backroom notes will all be key to your success.

The dais and I encourage you to think critically, embrace the uncertainties of the crisis, and engage fully with both the scenario and your fellow delegates. Take your time to learn your character, think strategically, and don't forget to have fun. I wish you all an amazing and creative HCMUNXII. Please don't hesitate to reach out at saomaivenus@gmail.com for any questions or concerns.

Welcome to Camp Half-Blood,

Saomai Nguyen

A handwritten signature in black ink, appearing to read 'Saomai Nguyen', with a large, stylized star or asterisk symbol integrated into the end of the signature.

Crisis Mechanics

A crisis committee is fast-paced and evolves in real time based on delegates' decisions and actions. Delegates respond to updates from the Dais through speeches, directives, and crisis notes that shape events both publicly and privately. Crisis backrooms allow individuals or small groups to run secret plans, negotiations, or investigations that can dramatically change the committee's direction. Success depends on strategy, creativity, collaboration, and staying in character under pressure.

Sample Crisis Note

From: Hazel Levesque
To: Reyna Ramírez-Arellano

Praetor Reyna,

I am writing to you under the assumption that you will read between the lines, as you always do. Over the past week, I have received fragmented reports from satyrs, naiads, and even a few monsters who are usually too disorganized to act with any purpose at all. Their movements are no longer erratic. Supply routes are being tested, borders probed, and safe paths quietly mapped. Someone is coordinating them. The Olympians are debating, as they always do, whether this is coincidence or warning. I am less patient. History has taught us what happens when we wait for certainty. I am not asking Rome to mobilize, only to be ready when denial finally gives way to action.

Please proceed carefully and without ceremony.

1. Have Dakota conduct a routine audit of transport routes, Iris-message access points, and emergency stockpiles. No written records beyond what is strictly necessary.
2. Rotate trusted legionnaires to outer patrols under the pretense of additional drills. Avoid repeating schedules; predictability will be exploited.
3. Quietly identify which allies respond quickly to orders, and which hesitate. This information may matter more than weapons in the coming days.

If you uncover anything that confirms a guiding intelligence behind these movements, send word immediately. Use the phrase "The eagle stirs at dawn." I will know what it means.

TLDR:

Spirits and minor forces move with suspicious coordination. Quietly monitor, rotate patrols, and report back with coded confirmation if organized activity is confirmed.

Sample Crisis Directive

Sponsors: Reyna Ramírez-Arellano, Praetor of Camp Jupiter; Hazel Levesque, Legion Strategist; Frank Zhang, Cohort Commander

Signatories: Leo Valdez, Mechanic & Scout; Jason Grace, Legion Liaison; Octavian, Junior Tribune

Title: “Emergency Fortification and Preparedness in Response to Monster Activity”

1. Fortify Camp Jupiter’s defenses.
 - a. Reallocate resources from non-essential drills and workshops to repair walls, towers, and gates.
 - b. Hazel and spellcasters inspect magical wards, reinforcing weak points.
 - c. Perimeter patrols must increase frequency, focusing on the northern forest and river boundary where dracaenae and shadow spirits have been sighted.
 - d. Use remaining materials and magical reagents to build traps, alarms, and emergency barricades.

2. Enhance scouting and intelligence.
 - a. Scouts patrol beyond camp boundaries to detect monster movements or unusual magical activity.
 - b. Patrols must use coded signals and discreet reporting to relay information to leadership while avoiding detection.
 - c. Any anomaly, magical auras, missing minor-god children, or signs of sabotage, must be reported immediately.

3. Prepare rapid-response squads.
 - a. Cohort commanders organize combat, rescue, and magical support units.
 - b. Conduct emergency drills simulating monster attacks, sabotage, or rogue demigod incursions.
 - c. Ensure reserves are equipped with weapons, armor, healing supplies, and provisions for immediate deployment.

4. Monitor internal security.
 - a. Officers observe minor-god and neutral demigods for suspicious activity or unexplained absences.
 - b. Any potential espionage must be reported discreetly to maintain camp cohesion.

Timeline of Key Events in Percy Jackson & The Olympians

(Note: This guide is mainly meant for those who have no knowledge of *Percy Jackson & the Olympian's* whatsoever. The dais looks very favorably upon more external research, as this is a very vague summary.)

The Lighting Thief (Book 1) :

Percy Jackson is a twelve-year-old boy living in New York City, struggling with ADHD, dyslexia, and feeling out of place at school. After being attacked by a monster during a school field trip, he discovers that he is a demigod, a child of Poseidon, one of the Big Three gods who vowed not to have mortal children. Percy is taken to Camp Half-Blood, a hidden training camp for demigods, where he learns about the world of gods, monsters, and ancient prophecies. He is told that Zeus' master lightning bolt has been stolen and that Percy is the prime suspect. Fearing a war among the gods, Percy sets out on a quest across the United States with Annabeth Chase, daughter of Athena, who is skilled in strategy and combat, and Grover, a satyr tasked with protecting him. Along the way, they face deadly monsters such as the Furies, the Minotaur, and Medusa, while traveling through dangerous magical locations like the Underworld. Percy uncovers the shocking betrayal of Luke Castellan, a counselor at Camp Half-Blood, who is secretly serving the Titan Kronos. In the climactic confrontation, Percy retrieves the bolt and returns it to Zeus, preventing war, while also coming to terms with his identity as a demigod, his responsibilities, and the dangers of a world where humans and gods coexist.

The Sea of Monsters (Book 2) :

Camp Half-Blood faces a new threat when the magical tree that protects the camp is poisoned, leaving the boundaries vulnerable to monster attacks. Percy learns that the only way to save the camp is to retrieve the Golden Fleece, a magical artifact that can heal the tree. He embarks on this dangerous quest accompanied by Annabeth and Tyson, a friendly Cyclops who is later revealed to be his half-brother. Their journey takes them through the Sea of Monsters, a dangerous realm filled with hostile creatures, treacherous waters, and magical traps. They encounter new allies and enemies, including Clarisse, daughter of Ares, and monsters loyal to Kronos. Along the way, Luke attempts to sabotage their mission, highlighting the growing threat of his allegiance to the Titan. After facing numerous challenges, including encounters with sirens, the sorceress Circe, and Polyphemus the Cyclops, they successfully retrieve the Golden Fleece, heal the tree, and save the camp. The quest strengthens friendships, reinforces Percy's leadership, and foreshadows the increasing influence of Kronos and his followers.

The Titans Curse (Book 3) :

Percy Jackson is drawn into a dangerous mission after learning that both Annabeth Chase, daughter of Athena, and Artemis, the goddess of the hunt, have been captured by forces loyal to the Titan Atlas. The situation is made more urgent by a prophecy foretelling the rise of Kronos and a dangerous new threat to the Olympian gods. Percy, alongside Thalia Grace (daughter of

Zeus), Grover, and the Hunters of Artemis, a group of immortal girls who serve Artemis—sets out to rescue Annabeth and Artemis before Kronos can use them to gain an advantage. Along the way, they face deadly monsters, enchanted traps, and manipulations by Luke Castellan. During the quest, Bianca di Angelo, a young demigod, sacrifices her life to save the others, leaving her younger brother Nico di Angelo to wrestle with grief and begin discovering his powers as a son of Hades.

The Battle of the Labyrinth (Book 4) :

Percy Jackson discovers that Kronos' forces plan to invade Camp Half-Blood using the Labyrinth, a magical underground maze created by Daedalus. He, Annabeth Chase, Grover, and Rachel Elizabeth Dare, a mortal who can see through the Mist, enter the Labyrinth to find Daedalus and stop the invasion. Along the way, they encounter monsters such as empousai and telekhines, as well as enchanted environments and magical traps. They meet new allies, including Nico di Angelo, and face demigods who have allied with Kronos, including Luke Castellan, who manipulates the Labyrinth to ambush Percy's group. They also confront the Oracle of Delphi's warnings, deal with the arrival of camp reinforcements, and enter key locations such as Daedalus' workshop. The quest includes battles against monsters and a confrontation with Kronos' forces inside the Labyrinth. In the climax, Percy and his friends stop the attempted invasion of Camp Half-Blood by defeating the ambush orchestrated through the Labyrinth.

Background Context Leading up to the End of Book 4 (*The Battle of the Labyrinth*)

In a hidden world that exists alongside the modern one, demigods train at Camp Half-Blood to survive constant threats from monsters and ancient enemies. Over several years the camp has faced repeated attacks orchestrated by Kronos, a titan seeking to overthrow the Olympian gods and reclaim his former rule. Kronos manipulates demigods by exploiting their resentment toward the gods, most notably Luke Castellan, a former camp leader who turns against Olympus after years of feeling abandoned and betrayed.

As Kronos grows stronger, his strategy shifts toward destabilization rather than open war. He uses fear, promises of power, and appeals to justice for neglected demigods to weaken unity from within. Many demigods begin questioning whether the Olympian gods truly deserve loyalty, especially given how often they ignore or endanger their own children.

In the most recent conflict, Kronos' forces attempted to use the Labyrinth (an ancient constantly shifting magical maze that connects locations across the world) to launch a surprise invasion of

Camp Half-Blood. Demigods entered the Labyrinth to stop the attack and succeeded in preventing the invasion. However, the battle exposed deep vulnerabilities: the existence of spies within the camp, wavering loyalties, poor communication, and the ease with which Kronos could manipulate demigods who felt powerless or forgotten. Though the camp survived, Kronos' influence continued to spread, leaving Camp Half-Blood tense, divided, and bracing for an even larger conflict to come.

What made this battle especially dangerous was the realization that Camp Half-Blood could no longer rely solely on its defenses or traditions. The Labyrinth revealed how fragile the camp's sense of safety truly was, and how close Kronos came to victory without ever launching a full-scale war.



What is Camp Half-Blood?

Camp Half-Blood is a secret training camp hidden from the mortal world, designed to protect and train demigods, children of the Greek gods. It serves as both a refuge and a school, where demigods learn combat skills, strategy, and survival techniques needed to fight monsters and other mythical threats. The camp is divided into cabins based on godly parentage, reinforcing both identity and rivalry. While the camp offers safety, it is also a place of competition, alliances, friendships, and long-standing tensions.

Leadership at the camp traditionally comes from experienced demigods, senior campers, and guidance from the camp's director and counselors. However, authority is informal and often based on reputation, combat ability, and trust rather than strict rules. This makes the camp especially vulnerable during times of fear or internal division.

What are Demigods ?

Demigods are the children of one Greek god and one mortal parent. They inherit unique abilities tied to their godly lineage, such as control over elements, enhanced strength, or magical talents. However, demigod lives are often short and dangerous. Monsters are drawn to them, and many die young in battle. Despite this, demigods are expected to protect both the mortal world and the gods themselves. Their choices, loyalties, and leadership can determine the fate of both realms.

Most demigods grow up knowing that their lives are likely to be violent and brief. This constant awareness of mortality fuels both bravery and bitterness; some demigods fight harder to protect what little they have, while others grow resentful of the gods who brought them into such a dangerous existence.

Who are the Olympian Gods?

The Olympians are the major Greek gods who rule the cosmos and reside on Mount Olympus, which in the modern era exists above New York City. They are extremely powerful but often distant from the lives of their mortal and demigod children. While the gods sometimes offer guidance, protection, or magical gifts, they are also prideful, secretive, and focused on their own rivalries and concerns. The Olympians are bound by ancient rules that limit how directly they can interfere in mortal affairs, often leaving demigods to fight wars on their behalf. This distance has created frustration, misunderstanding, and anger among their children, emotions that Kronos has learned to exploit.

The 12 Olympian Gods Cheat Sheet + Hades: (Please note that, Hades is not an Olympian)

Zeus: King of the Gods; Sky & Lightning

- Controls weather, storms, lightning; ultimate authority over other gods

Hera: Queen of the Gods; Marriage & Family

- Influence over loyalty, marriage, family ties; can bless or curse relationships

Poseidon: King of the Sea, Earthquakes, and Horses

- Controls oceans, storms at sea, horses; can cause earthquakes or floods

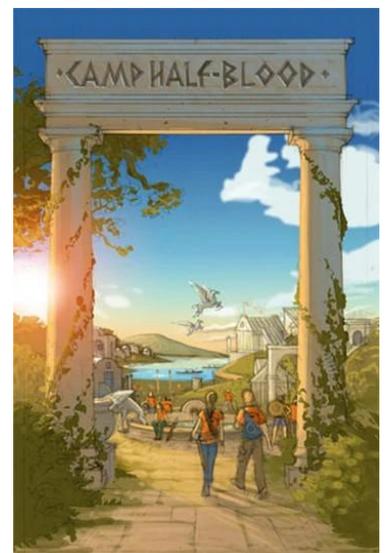
Demeter: Goddess of Agriculture & Harvest

- Controls crops, the fertility of the earth, and seasonal cycles

Athena: Goddess of Wisdom, War Strategy, Crafts

- Grants wisdom, tactical skills, and inventive solutions in battle

Apollo: God of the Sun, Music, Prophecy, Healing



- Controls light, foresight, healing powers, archery, artistic inspiration

Artemis: Goddess of the Moon, Hunt, Wilderness

- Skilled huntress, controls animals, stealth and survival in nature

Ares: God of War and Violence

- Strength in combat, battle inspiration, chaos in wars

Aphrodite: Goddess of Love & Beauty

- Influence over love, desire, attraction, charm

Hephaestus: God of Fire, Metalworking, Crafts

- Creates weapons, armor, and magical artifacts; controls fire and forge

Hermes: God of Travel, Thieves, Messages

- Central powers include super speed, influence over messages, trickery, stealing skills, travel

Hestia: Goddess of Hearth, Home, Family

- Protects homes and domestic stability; calming and restorative presence

Dionysus: God of Wine, pleasure, madness, inspires revelry, chaos, and madness; has some control over magical creatures

Hades: King of the Underworld, Death, and Riches

- Controls the dead and spirits; children often have powers related to shadow, death, or wealth; can access the Underworld

Relationship Between Gods and Demigod

Demigods exist in a difficult position as both children and soldiers of the gods. They are expected to fight wars, complete dangerous quests, and defend Olympus, often at great personal cost. In return, they receive limited recognition or protection. This imbalance has caused deep resentment, especially among children of minor gods who feel ignored entirely.

Some demigods remain loyal to their godly parents, while others question whether the gods truly deserve their loyalty, making Kronos' promises of change dangerously appealing. Many demigods believe the gods only intervene when it suits them, leaving their children to suffer the consequences of divine mistakes. Kronos capitalizes on this resentment by offering demigods respect, power, and a promise of a world where gods are held accountable.



Other External Threats

Beyond the immediate internal divisions at Camp Half-Blood, several external dangers continue to destabilize the situation and increase the likelihood of a wider conflict.

Titan and Monster Activity

Kronos' influence has led to a noticeable rise in coordinated monster attacks across the United States. Unlike earlier, more random encounters, these monsters now appear to act with strategy and purpose, scouting positions, targeting demigods on patrol, and probing for weak points in camp defenses. Some monsters, like hellhounds, dracaenae, giant cyclopes, and empousai, have begun working directly under Titan-aligned leaders or have been promised power once Kronos ascends, making them far more dangerous. Their unpredictable attacks strain the demigods' ability to organize, requiring constant vigilance and strategic allocation of resources.

Titan-Aligned Demigods

A growing number of demigods have defected from Camp Half-Blood to serve Kronos. Many were persuaded by resentment toward the Olympian gods, broken promises, or years of neglect. Notable examples include demigods who have joined Luke Castellan's faction, bringing

knowledge of camp patrol routines, magical defenses, and leadership methods. These defectors can sabotage security measures, intercept intelligence, or rally other demigods to Kronos' cause, heightening paranoia and undermining morale.

Unstable Minor Gods and Nature Spirits

Some minor gods, nature spirits, and lesser immortals are acting increasingly unpredictably. Discontent with Olympus' neglect, they may withhold support, encourage rebellion among their children, or negotiate with Kronos or other factions to secure better treatment. Examples include Hecate, the goddess of magic, subtly aiding her children to experiment with risky spells, or Hypnos, god of sleep, who may interfere with demigods' rest and morale. River gods, nymphs, and forest spirits may intervene if their domains are threatened or if they see opportunities to expand influence. Even small acts, such as withholding information, delaying reinforcements, or subtly manipulating events, can create cascading effects that disrupt camp unity and weaken defenses.

Threats to the Mortal World

As Titan forces grow bolder, the risk of exposing the demigod world to mortals increases. Battles near cities, unnatural storms, earthquakes, or magical disturbances draw the attention of authorities and civilians alike. Specific examples include the rising threat of monsters attacking near Manhattan or unexplained tremors that could draw government scientists investigating supernatural anomalies. Exposure could lead to government intervention, widespread panic, or investigative efforts to locate Camp Half-Blood. Demigods must not only defend the camp but also maintain secrecy, forcing them to make difficult strategic choices that balance safety, operational effectiveness, and the integrity of the Mist, the magical veil that hides the supernatural from mortal eyes.



Current Conflict

Time Period: After *Percy Jackson & the Olympians: The Battle of the Labyrinth* (Book 4) and at the very beginning of *The Last Olympian* (Book 5).

Setting: Camp Half-Blood, located on Long Island, New York. Mount Olympus exists in the modern world above Manhattan, New York City.

Camp Half-Blood is facing one of the most unstable and dangerous moments in its history. Although the camp survived Kronos' attempted invasion through the Labyrinth, the aftermath of the battle has left lasting damage. The realization that the camp was nearly overrun without warning has shattered any illusion of safety. Demigods now understand that their enemies can strike from within as easily as from the outside.

Fear has become a constant presence throughout the camp. Rumors spread rapidly, some true, some exaggerated, about spies working for Kronos, secret meetings between demigods and enemy agents, and campers who have quietly disappeared. No cabin is entirely trusted. Long-standing friendships are strained as demigods begin questioning one another's loyalties, motivations, and silences. Even minor disagreements are now viewed through the lens of possible betrayal.

Leadership within the camp is under intense strain. Traditional authority structures are being questioned as demigods argue over how much power any one group or individual should hold. Decisions about patrols, defenses, punishments, and intelligence gathering often spark heated conflict rather than unity. Some believe the camp must impose strict security measures to survive, while others warn that fear-driven control will only push more demigods toward Kronos.

At the same time, the children of minor gods, long overlooked by Olympus, are growing increasingly frustrated with their lack of recognition, power, and protection. Unlike the children of the major Olympians, many minor-god demigods lack dedicated cabins, clear leadership roles, or meaningful access to camp resources. Despite fighting and dying in the same battles, they are often treated as secondary, reinforcing a deep sense of injustice.

This resentment is intensified by living conditions at Camp Half-Blood. Children of minor gods and unclaimed demigods are traditionally housed together in the Hermes cabin, a space originally intended only for Hermes' own children. Over time, it has become overcrowded and symbolic of neglect, forcing dozens of demigods to share limited space, attention, and resources while cabins of the major Olympians stand comparatively privileged. For many, the Hermes cabin serves as a daily reminder that they are expected to fight and sacrifice for Olympus without ever being fully acknowledged.

In response, many children of minor gods have begun organizing among themselves, forming informal councils and alliances that cut across traditional cabin lines. Some demand formal

representation in camp leadership, equal access to weapons and quests, and recognition from the Olympian gods themselves. Others argue that the existing system is fundamentally broken and cannot be reformed without drastic change. These movements directly challenge the long-standing hierarchy dominated by the children of the major Olympians.

Tensions have escalated as some major-god cabins interpret these alliances as a threat to order, while minor-god demigods see resistance as proof that the system is rigged against them. Accusations of favoritism, hoarding of resources, and intentional neglect are becoming common. In extreme cases, clashes between demigods have already occurred, raising fears that internal conflict may erupt before Kronos ever launches his final assault.

Kronos has actively exploited this divide, spreading the idea that minor gods and their children would gain power, respect, and authority under his rule. Even demigods who do not openly support Kronos find themselves questioning whether continued loyalty to Olympus is worth the cost.

Kronos' influence looms over every dispute. His message, that the gods have failed their children and that the current system is broken, resonates deeply, even among demigods who do not openly support him. His ability to exploit legitimate grievances has blurred the line between enemy propaganda and uncomfortable truth, making it increasingly difficult to distinguish dissent from treason.

Meanwhile, the Olympian gods offer little reassurance. Distracted by larger threats and constrained by ancient laws that limit direct intervention, they remain distant from the daily struggles of Camp Half-Blood. Their absence reinforces the belief among many demigods that they are expected to fight and die in a war while the gods remain safely removed from the consequences.

Percy Jackson, widely regarded as one of the camp's strongest and most unifying figures, is absent on a distant, prophecy-driven mission. Without him, no single demigod commands universal trust or authority. Leadership must now emerge through negotiation, coalition-building, and difficult compromise.

As tensions escalate, Camp Half-Blood stands at a breaking point. Internal division, unresolved resentment, and the constant threat of Kronos' manipulation have created a volatile environment where one misstep could trigger collapse, rebellion, or civil conflict. Whether the camp can hold itself together long enough to face the coming war remains uncertain.

For the purpose of this committee, Percy Jackson is not present and cannot intervene, requiring delegates to lead Camp Half-Blood without relying on him.

Current Key Parties

Major-God Cabins:

The major-god cabins at Camp Half-Blood, including those of Zeus, Hera, Poseidon, Athena, Apollo, Artemis, Ares, Aphrodite, Hephaestus, Hermes, Hestia, and Dionysus, typically hold the most respect and resources in the camp. These cabins generally follow established leadership and aim to maintain the traditional hierarchy of the demigod community. They tend to work together to enforce camp rules and preserve order, but internal rivalries occasionally emerge between major-god children.

Minor-God Demigods:

Demigods of minor gods are mostly housed in the Hermes cabin due to space limitations. They experience overcrowding and limited resources compared to the major-god cabins, which has fostered frustration and resentment. Many minor-god demigods have begun forming alliances among themselves, advocating for recognition, better treatment, and influence within camp leadership. This group is growing increasingly organized and has the potential to challenge the established hierarchy.

Kronos Sympathizers / Defectors:

Some demigods, led by Luke Castellan, have defected to Kronos' side. These individuals use their insider knowledge of camp routines, defenses, and leadership strategies to sabotage operations and spread distrust. Their actions destabilize Camp Half-Blood from within and create paranoia, making it difficult for other demigods to trust one another.

Moderates / Neutral Parties:

Some demigods remain loyal to their godly parents but are cautious about internal conflicts and external threats. They may be persuaded to support either side depending on circumstances, alliances, or crises. As a result, moderates act as a swing influence in leadership decisions and potential conflicts.

Minor Gods and Nature Spirits:

Certain minor gods and nature spirits remain unpredictable and can act independently. They may withhold support, manipulate magical circumstances, or protect their own domains. Their influence adds an additional layer of uncertainty to the camp's politics and strategy.

Guiding Questions:

1. How can Camp Half-Blood maintain unity among the demigods despite growing mistrust and factionalism?
2. What strategies could be used to address grievances from minor-god demigods and prevent rebellion?
3. How should moderates or neutral parties be approached to influence leadership decisions?
4. What measures can be taken to identify and mitigate Kronos sympathizers or spies within the camp?
5. How should Camp Half-Blood respond to ongoing monster activity and potential attacks from Titan-aligned forces?
6. How should demigods balance their obligations to protect the mortal world while dealing with internal conflicts?
7. Are there ways to enlist minor gods or nature spirits in support of the camp's stability?
8. What tactics can be employed to strengthen the camp's defenses while maintaining morale?
9. How can alliances be formed across cabins to prevent internal conflict and prepare for larger battles?
10. Should demigods take aggressive measures against defectors and spies, or attempt to rehabilitate them?

Character Guide

(Please note: Character descriptions, including individual backgrounds, abilities, and motivations, will be provided separately to each delegate before the conference to support their personal roleplay and decision-making during the committee).

Character 1 : Malcolm Pace

Character 2: Clarisse La Rue

Character 3: Ethan Nakamura

Character 4: Will Solace

Character 5: Connor Stoll

Character 6: Travis Stoll

Character 7: Alabaster C. Torrington

Character 8: Michael Yew

Character 9: Katie Gardner

Character 10: Jake Mason

Character 11: Chris Rodriguez

Character 12: Phoebe

Character 13: Drew Tanaka

Character 14: Pollux

Character 15: Holly Victor

Character 16: Miranda Gardiner

Character 17: Damien White

Character 18: Kayla Knowles

Character 19: Valentina Diaz

Character 20: Julia Feingold

Character 21: Laurel Victor

Character 22: Chiara Benvenuti

Character 23: Paolo Montes

Character 24: Butch Walker

Character 25: Clovis

Note: This guide assumes canon events up to the end of Book 4. Book 5 (The Last Olympian) is referenced only for the looming threat of Kronos and serves as a backdrop for the committee scenario. Any deviations beyond Book 4 are intentional for committee balance and gameplay purposes.

Works Cited

All background information in this guide is drawn from Rick Riordan's *Percy Jackson & the Olympians* series, and its companion books.

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