

THE PREMIER VIRGINIA TECH MODEL UNITED NATIONS CONFERENCE

Ancient Mythology Meets Modern America: Camp Half-Blood

FEBRUARY 2ND, 2023 - FEBRUARY 4TH, 2023
SPECIALIZED COMMITTEE | BLACKSBURG, VA



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Dear Delegates of VTMUNC I,

We appreciate your participation and dedication to the premier Virginia Tech Model United Nations Conference's efforts to promote productive and civil discourse and conversation. Nevertheless, please be warned that some presentations, discussions, and or information found in the background guides may contain delicate or triggering material. At Virginia Tech, we prioritize fostering a safe and inclusive environment, so we want to ensure that you are prepared for the nature of the discussions to occur.

That being said, the following content areas may contain sensitive material:

1. **Conflict Zones & Human Rights Violations:** Some conversations may involve sensitive global problems including human rights violations, armed conflicts, and or other difficult themes.
2. **Sensitive Cultural or Religious Topics:** Some topics may raise sensitive cultural or religious issues for individuals.
3. **Violence and Trauma:** In their speeches or resolutions, delegates may reference incidents of violence, trauma, or abuse in real-world scenarios that may potentially be a sensitive topic to delegates in committee.
4. **Discussions about Discrimination and Marginalization:** Emotionally intense discussions concerning discrimination, marginalization, or inequity may arise during committee.

As you prepare for the conference, we encourage all of our delegates to approach these discussions with both respect and empathy for differing perspectives. If the content of these committees is something that you are uncomfortable with, we recommend that you take the appropriate steps to prioritize your well-being, such as seeking support from conference staff or Secretariat of VTMUNC I.

Bound by the motto *Ut Prosim* (That I May Serve), we serve to ensure that we will promote constructive and respectful dialogue during committee sessions. As you prepare and participate in the conference, we promise that VTMUNC I will stay committed to creating a space where all your voices are heard and are welcome.

Thank you for your compassion and cooperation to our goal of respectful and intellectual discourse for all. We hope that as you progress with our conference, you continue to bloom.

Sincerely,

Aaryan Menon, Secretary General of VTMUNC I

Shriya Chemudupati, Under-Secretary General of General Assemblies of VTMUNC I

Madeline Pedersen, Under-Secretary General of Specialized Agencies of VTMUNC I

Juan Camilo Bonilla, Under-Secretary General of Crisis Committees of VTMUNC I



CONFERENCE GUIDELINES

The first iteration of the Virginia Tech Model United Nations Conference, otherwise known as VTMUNC I, is committed to providing a safe and pleasurable experience for all delegates, advisors, and individuals involved with VTMUNC I. Although participating in Model UN is being involved in competitive activity, its fundamental purpose is to uphold and put into practice both the principles of diplomacy, collaboration, and cooperation. Any individual that violates the policies and procedures of VTMUNC I and the ideals of an open and inclusive environment will be subject to disciplinary action from the staff of VTMUNC I; disciplinary action may include a warning or being disqualified from receiving awards. Promoting an environment that is open to all by being safe, equitable, and exhilarating is our utmost priority. In order to ensure this, the following are **prohibited**:

1. Any pre-writing or working on committee content outside of VTMUNC I committee sessions (as described by the Schedule of Program).
2. Any speeches, directives, crisis arcs, or actions in committee that intend to create violence or promote a violent environment to a specific group of people, including mentions of sexual violence, graphic violence, and other behavior that is beyond committee guidelines.
3. Any hate speech, written documents, or behavior that uses language that is discriminatory and disrespectful, including but not limited to any language that is racist, sexist, homophobic, transphobic, xenophobic, antisemitic, Islamophobic, or language harmful to any specific group.
4. Any actions that are deliberate, both knowingly and intentionally, to bully, harass, or otherwise harmful behavior that may or has hurt other delegates' physical and or mental health.



Dear Delegates,

It is with great pleasure that I welcome you to the Camp Half-Blood Committee! My name is Vihaan Ambre, and I am honored to be your Chair for this committee. A little about me, I am a Junior here at Virginia Tech studying Computer Science and Political Science, with minors in Human-Computer Interactions and Science, Technology & Law. Although I now live in Raleigh, North Carolina, I'm originally from India and also lived in Latin America for about half my life. Having such a background, I've picked up multiple languages over the years and enjoy learning new ones in my free time. I've been involved with MUN since my freshman year of high school, and I currently lead the Competitive Model UN team here at Virginia Tech as one of the Head Delegates. I enjoy reading, solving puzzles, and listening to music (I am always down for some new music recommendations!) in my free time.

Sudhan and I have worked together to create this background guide and hopefully provide y'all with a starting point to begin preparing for the conference! As a long time fan of the books, this is a committee that I have been wanting to help run for quite some time, and I knew VTMUNC would be the perfect place to do it. While we encourage people who enjoy the series to try this committee, know that we will make sure to run the committee in a manner that familiarity with the series is not required (but recommended!). As your chair, it is my goal first and foremost to ensure that this conference is a fun and informative experience to help build your diplomacy skills. Also, if this is your first crisis committee experience, or have any confusion, don't be afraid to ask for help and clarification! We are here to make this experience enjoyable for you, and it starts with making sure you're prepared for what we hope will be a great experience. I wish you good luck in your preparation and I look forward to seeing y'all in February!

Best,
Vihaan Ambre
Head Chair
vambre9864@vt.edu



Dear Delegates,

Welcome to the Percy Jackson committee at VTMUNC! This has been in the works for a while, and I'm thrilled to finally serve as your crisis director for this committee. My journey with Model United Nations began in 2016, and since then, it has been a transformative experience, culminating in my role as the Vice President for Model United Nations at Virginia Tech. Through this journey, I grew from an introverted newcomer to someone confident in public speaking, leadership, and self-expression. The invaluable experiences I gained have shaped me into the person I am today.

If this is your first time, I understand the apprehension that comes with stepping into a room full of unfamiliar faces. It's natural to feel nervous, but remember that even accomplished individuals in various fields feel the same before they do what they do. What sets them apart is their ability to push through the uncertainty and take that first crucial step. This is our first VTMUNC as well, and I assure you that this is new territory for everyone involved. Join us, take that first step, and let's grow together. If this isn't your first time, thank you for attending the first VTMUNC. Having attended several first-time conferences myself, I can attest that I've learned something valuable every time.

Vihaan and I want this committee to be a mix of fun and competition. Embrace creativity, take risks, and let your personality shine through, even as you portray your assigned characters. The character descriptions are fundamental - interpret them in a way that resonates with you.

If you have any questions, feel free to reach out to Vihaan or me through our emails. Thank you for choosing our committee, let's have some fun.

See you in February,
Sudhan Vijayakumar
Crisis Director
sudhan@vt.edu



Committee Structure:

As a specialized committee, this committee will have two main formats that it will follow, with 75% of the committee acting as a more traditional crisis-style committee, while a more GA-oriented council-style committee will fill the remaining 25% of the conference. Some bonus non-traditional elements will be introduced as well. If any part of this section, or this background guide is confusing, feel free to email us, we are more than happy to provide clarification!

Crisis Portion - Quest:

For the majority of the committee, delegates will take on the role of a demigod with ties to Camp Half-Blood, who has been selected to participate in a quest to handle a growing concerning situation within the Greek world. This section will mainly focus on traditional crisis elements, including Crisis Updates, Crisis Notes, Directives, and Joint Private Directives. For the sake of maintaining a committee following standard parliamentary procedure, the “Front Room” of the quest itself will almost entirely be contained within Camp Half-Blood, New York City, and the greater Long Island area. However, delegates are encouraged to use their resources and skills to interact with the greater Greek, and mortal worlds across the country within their Crisis Notes, or their “Back Room”

General Assembly Style - Godly Council:

For about a quarter of the conference, delegates will simulate a setting that resembles a council of Gods at Mt. Olympus. During this time, the delegate will switch characters from their demigod to said demigod’s godly parent, as they will use this time to collaborate on a modified draft resolution that will affect how the quest portion of the conference shall continue. During this time, crisis elements will be paused, and instead, full focus will be placed on working on this resolution, testing delegates’ ability to function diligently and diplomatically as they cooperate with others to provide support to the quest participants.

Terms to Note:

Demigods- Individuals of half godly parenthood. Their godly parenthood often brings with them some sort of unique power or skill that fully human individuals may not possess. **Delegates will each take the position of a demigod for the majority of the committee as they participate on the quest.**

Gods- A race of immortal beings who control the forces of nature and human endeavors. The Greek gods are normally split into the “major” gods, consisting of the 12 Olympian gods led by Zeus on Mt. Olympus, and multiple “minor” gods, although every god serves a necessary purpose in the world. **At a certain point within the conference, each delegate will take on the role of their assigned demigod’s godly parent on a council in Mt. Olympus, and their decisions as the Council will have an effect on their quest.**

Background Information - Camp Half-Blood:

NOTE: While not necessary, it may be beneficial to read into the lore of Percy Jackson. We suggest reading the books themselves, or for more quick reading, either the Wikipedia pages on the books, or the [Riordan Wiki](#) to understand some of the story and world-building aspects not covered in this brief summary. While we have made an effort to maintain consistency with the series, there have also been some liberties taken for building the committee.

This committee takes place three years after the events of *The Blood of Olympus*. Camp Half-Blood has been steadily growing by creating new cabins for minor gods and going on more missions to bring in demigods. The creation of new cabins for minor gods has been a top priority for years at Camp Half-Blood, but as always, there is an ever-growing list of those who still feel unrecognized.

The heroes who embodied the revolutionary spirit of the time have been moving on to different phases of life. While still connected to the camp, figures such as Percy Jackson and Annabeth Chase have started to consider their futures and what life after Camp Half-Blood looks like. This shift of power has allowed new demigods to ascend to positions of prominence within Camp Half-Blood. Years of peace have given rise to positive, but untested demigods.

Relations between Camp Half-Blood and Camp Jupiter are diplomatic, with both camps content to maintain a neutral, arms-length relationship with their counterparts. There remain figures within Camp Jupiter who are always ready to help, such as Frank Zhang and Hazel Levesque, but they represent a minority.

Camp Half-Blood is in a time of peace and continues to represent a safe haven for demigods until they are ready to move into the adult world. However, all can never be well, as the forces of evil never truly rest. Minor gods are still not recognized, demigods are

constantly hunted down once they enter adulthood, and the Olympians continue to maintain a policy of minimal communication with their children.

No matter the era, problems will arise. *Fear, Strife, Dread, and War*. How will the next generation of demigods protect Camp Half-Blood from the enemies of the gods?

Background Information - Olympus:

The Olympian Gods continue to follow the ancient laws of minimal communication with their children. While they've gotten better since the beginning of the Percy Jackson era, it's hard for them to break their habits. Don't expect reliable communication from many of the gods, but prayers will always be answered.

The minor gods have received more recognition in Camp Half-Blood thanks to Percy Jackson's efforts. However, it's still an uphill battle for them concerning gaining the respect of the Olympians. Many of the minor gods have accepted that Olympian disrespect is inevitable and have given up on trying to create change.

The Olympians have endless scores of enemies from virtually all angles. However, it always seems like their greatest enemies come from within.

The Current Situation

As a demigod at Camp Half-Blood, being selected to go on a quest is seen as the highest honor. Succeeding in a quest ensures that a demigod is remembered by half-bloods for generations to come. Generally, quests follow a rule of three, where only three demigods are allowed on one quest. Only in times of dire crisis is this rule broken. This is one of those times.

A new group of demigods has been brought together to go on a quest with severe implications for all demigods. Quests don't usually include 18 people, but desperate times call for desperate measures. Chiron, the eternal camp instructor, has brought everyone to the Big House at Camp Half-Blood to discuss the prophecy that has been relayed by Apollo himself.

At the time of the meeting, each demigod has received a note from Chiron with the prophecy on it. Other than the prophecy, not much else is known.

PROPHECY

*When war drums beat, the earth shall
quake*

Swift feet tremble, the disgruntled awake

Strife whispers in shadows' trance

Threads unravel, a perilous dance

Fear descends, a shroud profound

Dread echoes in every whispered sound

The Shield of Achilles, a tide dark

*In shadows they bide, leaving an enduring
mark*

A sacrifice foreseen, in shadows cast

The die is cast, the future held fast

Questions to Consider:

1. How does this quest affect Camp Half-Blood and its residents as a whole?
2. What is the importance of having such a large and diverse quest group at this time?
3. How should the Demigods interact with the Gods to have their blessings across the course of the quest?
4. Conversely, how should the Gods interact with the Quest to ensure the safety and success of their children?
5. Who is behind this new conspiracy, and why have they chosen now as the time to strike?

Dossier:

Alex Smart - Child of Athena (Wisdom)

A brilliant strategist and scholar, Alex possesses an exceptional intellect and a knack for problem-solving. Often found immersed in ancient texts, many of the campers go to him for wise counsel. Alex, adept in ancient warfare tactics, has an owl familiar and the ability to decipher any language. A curious adventurer at heart, his tactical mind is unparalleled, often leading him to be requested to join secret quests to recover lost artifacts of wisdom.

Athena - Goddess of wisdom, war, and crafts, Athena is revered for her intelligence, fairness, and strategic warfare skills. Often depicted with an owl, she represents rational thought and is a patron of heroes.¹

Casey Harvesta - Child of Demeter (Ag)

With a green thumb like no other, Casey has an innate ability to make anything grow. Passionate about sustainable farming, he works to revolutionize agricultural practices, holding great relations with innovative farmers located throughout the Tri-State Area. Casey can cause plants to grow instantaneously and has a deep connection with nature spirits. Casey's life goal is to find the mythical Golden Apples to bring eternal harvest.

Demeter- Goddess of agriculture, harvest, and fertility, Demeter is deeply connected to the

¹ Cartwright, Mark. "Athena." World History Encyclopedia, March 29, 2023.
<https://www.worldhistory.org/athena/>.

cycle of life and seasons. She is a nurturing figure, ensuring the earth's fertility and the prosperity of crops.²

Lyra Singer - Child of Apollo (Sun, Music)

A gifted musician with a voice that captivates, Lyra shines brightest on stage. She has a talent for healing through music, whether that be someone's heart or their health. Blessed with a golden lyre that can control the sun's movements, Lyra's melodies can heal or harm. She is often found on missions to thwart darkness using the power of music.

Apollo - God of the sun, music, arts, and healing, Apollo is known for his physical beauty and artistic talents. He represents harmony, reason, and moderation, and is often associated with the lyre.³

² Cartwright, Mark. "Demeter." World History Encyclopedia, August 28, 2023.

<https://www.worldhistory.org/demeter/>.

³ Cartwright, Mark. "Apollo." World History Encyclopedia, March 31, 2023.

<https://www.worldhistory.org/apollo/>.

Hunter Krieger - Child of Ares (War)

Fearless and competitive, Hunter excels in all forms of physical combat. A born warrior, Hunter possesses supernatural strength and battle prowess. However, perhaps his most crucial strength is his strong sense of justice and his fierce loyalty to his friends. With his enchanted spear that never misses its target, he seeks to vanquish rising threats from mythical monsters before they become a bigger problem.

Ares- God of war, Ares embodies the physical and violent aspect of battle. He is fierce and aggressive, representing the chaos of war, in contrast to Athena's strategic side of warfare.⁴

Sarah Amore - Child of Aphrodite (Love)

With an irresistible charm, Sarah has the ability to spread love and harmony. A natural peacemaker, Sarah is often found resolving conflicts with empathy and understanding. Sarah has the power to invoke love and calm hostilities with a mere glance. However, this is not to say that Sarah is not a capable warrior herself. Skilled at archery, and with the ability to manipulate people with her charmspeak, Sarah prefers to avoid close-range combat as much as she is able to.

Aphrodite - Goddess of love, beauty, and desire, Aphrodite possesses an irresistible charm that affects gods and mortals alike. She

⁴ Cartwright, Mark. "Ares." World History Encyclopedia, March 30, 2023. <https://www.worldhistory.org/Ares/>.

symbolizes passion and the creative power of attraction.⁵

Saylor Allegri - Child of Hermes (Commerce and thievery)

Quick-witted and nimble, Saylor has an entrepreneurial spirit and a knack for getting out of tricky situations, a master of persuasion and negotiation. Agile and fast, Saylor can teleport short distances and is a master thief. A protege of the Stoll Brothers, Saylor is known to use her abilities to pull pranks on people across Camp Half-Blood. However, at the rare time when she gets serious, she is diligent with her mission to retrieve stolen magical artifacts and return them to their rightful places.

Hermes - Messenger of the gods, Hermes is the god of commerce, thieves, travelers, and orators. Known for his cunning and agility, he is a protector of travelers and a guide for souls to the underworld.⁶

⁵ Cartwright, Mark. "Aphrodite." World History Encyclopedia, April 28, 2023.

<https://www.worldhistory.org/Aphrodite/>.

⁶ Cartwright, Mark. "Hermes." World History Encyclopedia, March 30, 2023.

<https://www.worldhistory.org/Hermes/>.

Blaze Smith - Child of Hephaestus (God of blacksmithing and fire)

An ingenious inventor and craftsman, Blaze creates remarkable gadgets and artworks. Blaze has a fiery passion for building things that are both beautiful and functional. While some call his more artistic interpretations a dumpster fire (they are often set on fire), Blaze calls it modern art. A prodigious blacksmith, Blaze can forge weapons that carry magical properties. Blaze's ultimate goal is to create a weapon unlike anything seen by the world before.

Hephaestus - God of fire, blacksmithing, and craftsmanship, Hephaestus is celebrated for his unparalleled skill in creating magical weapons and artifacts. He represents the transformative power of fire.⁷

Ember de las Casas - Child of Hestia (Goddess of the Hearth)

Warm and nurturing, Ember is the heart of any group. She can create a sense of home wherever they go and is a source of comfort and stability to those around her. Ember can control fire and can make any place a sanctuary. She along with her siblings play a crucial role in keeping the ancient hearth fires burning, which keeps the world's magic alive.

Hestia - Goddess of the hearth, home, and family, Hestia is a symbol of domesticity and

⁷ Cartwright, Mark. "Hephaistos." World History Encyclopedia, March 29, 2023. <https://www.worldhistory.org/Hephaistos/>.

comfort. She is honored in every household and is known for her gentle, peaceful nature.⁸

Lauren Heal - Child of Asclepius (God of Healing)

A natural healer, Lauren possesses an extraordinary ability to cure physical and emotional wounds. She aspires to revolutionize medicine and bring healing to all. Lauren can heal any mortal wound or ailment with a touch. Around Camp Half-Blood, Lauren is part of the Camp First Response team and is great at providing first aid for any wounds of mythological origin, coming in handy after some chaotic games of Capture The Flag. Lauren's mission on this quest is to act as the group's main healer, with some support from Lyra as well.

Asclepius- God of medicine and healing, Asclepius is renowned for his ability to cure diseases and resurrect the dead. He symbolizes the healing aspect of medicine and the hope for recovery.⁹

⁸ Cartwright, Mark. "Hestia." World History Encyclopedia, December 11, 2022. <https://www.worldhistory.org/Hestia/>.

⁹ Cartwright, Mark. "Asclepius." World History Encyclopedia, February 7, 2023. <https://www.worldhistory.org/Asclepius/>.

Destiny Faye - Child of Ananke (Goddess of Inevitability)

Cool and collected, Destiny has an uncanny ability to anticipate the course of events. She embraces the inevitable and helps others to face their destinies with courage. With the power to see threads of fate, Destiny helps guide heroes on their quests. However, this perspective puts her at direct odds with Jaden, who sees things from a viewpoint of choice. However, working together, they try to ensure that all major steps that the quest group can take are ones that shall provide them with the best chance. A gift from her mom, Destiny is the current custodian of the Loom of Fate, ensuring the balance of inevitability in the world.

Ananke - Primordial goddess of inevitability, compulsion, and necessity, Ananke represents the inescapable forces of destiny and fate. She is often depicted as a serpentine goddess intertwined with Chronos, symbolizing the flow of time.¹⁰

Aislin O'Connor - Child of Morpheus (God of Dreams)

A dreamer with a vivid imagination, Aislin has the unique ability to interpret and visualize dreams in the real world, thanks to her handy journal which acts as a dreamcatcher of sorts. As the only current camper who is a child of Morpheus, Aislin has started a service helping

¹⁰ "Ananke." ANANKE - Greek Primordial Goddess of Necessity & Compulsion. Accessed January 1, 2024. <https://www.theoi.com/Protogenos/Ananke.html>.

others find insights and guidance through their dreams. A dream walker, Aislin can enter and manipulate dreams. As such, she is a guardian of the Dream Realm, battling nightmares that threaten the mortal world.

Morpheus - God of dreams, Morpheus can take any human form and appear in dreams. He represents the subconscious, the realm of dreams, and the power of sleep.¹¹

Raven Spell - Child of Hecate (Goddess of Magic)

Mysterious and powerful, Raven is adept in the mystical arts, with a deep understanding of ancient magic. Seeking to use her powers for protection. Raven has spent most of her time in camp training in ancient witchcraft and can cast powerful spells and summon spirits. On a long-term quest given to her by her mom in the form of a scavenger hunt across the Greek world, Raven is in pursuit of the lost Texts of Hecate, which holds the magical secrets of the universe.

Hecate - Goddess of magic, witchcraft, the night, and ghosts, Hecate is a powerful and complex deity. She is associated with crossroads, entrance-ways, and the moon, often depicted with torches.¹²

¹¹ Williams, Bethany. "Morpheus: The Greek God of Dreams and Nightmares." TheCollector, March 18, 2022.

<https://www.thecollector.com/morpheus-greek-god/>.

¹² Mackay, Danielle. "Everything You Need to Know about Hecate (Maiden, Mother, Crone)." TheCollector, December 22, 2023.

Jaden Cruz - Child of Janus (God of Choices)
Always at a crossroads, Jaden has the unique ability to foresee the outcomes of decisions. A natural mediator, Jaden is often seen helping others to choose the best paths. Jaden has the ability to see into the past and future simultaneously. This ability alone has helped Jaden to maintain his title as the champion of the annual camp-wide Greek Chess tournament, a title he has won 4 times in a row. Tasked with guarding the Doors of Destiny, Jaden can play a crucial role in the outcomes of epic battles.

Janus - God of beginnings, choices, transitions, and time, Janus is depicted with two faces looking in opposite directions. He symbolizes the duality of life, decisions, and the passage of time.¹³

Arco Rodriguez - Child of Iris (God of Messengers)

A charismatic communicator, Arco excels in delivering messages across vast distances. Arco has a knack for diplomacy and bringing people together. Able to send messages at will at the speed of light and create rainbow bridges, Arco is the ultimate messenger. One of Arco's tasks on this quest will be to carry news and

<https://www.thecollector.com/hecate-goddess-magic-witchcraft/>.

¹³ Wasson, Donald L. "Janus." World History Encyclopedia, July 14, 2023. <https://www.worldhistory.org/Janus/>.

warnings between the heroes of the quest and Camp Half-Blood.

Iris - Goddess of the rainbow and messenger of the gods, Iris connects the heavens to the earth. She represents communication, the link between divine and mortal, and the beauty of the natural world.¹⁴

Daniel Umbra - Child of Erebus (God of Darkness and Shadows)

Enigmatic and stealthy, Daniel thrives in the shadows. He has an affinity for uncovering secrets and is often involved in covert operations for camp defense. Master of shadows, Daniel can become invisible and manipulate darkness and has been taught by Nico Di Angelo how to shadow travel. Daniel believes that the key to a successful quest will be to recover the Sun Chariot, which was stolen and hidden within the shadows.

Erebus - Primordial deity of darkness, Erebus represents the shadowy void from which everything in existence was born. He symbolizes the dark aspects of the universe and the unknown.¹⁵

¹⁴ Miate, Liana. "Iris." World History Encyclopedia, April 12, 2023. <https://www.worldhistory.org/Iris/>.

¹⁵ Lesso, Rosie. "Who Is Erebus in Greek Mythology?" TheCollector, September 25, 2023. <https://www.thecollector.com/who-is-erebus-in-greek-mythology/>.

Niko Rache - Child of Nemesis (Goddess of Revenge)

A fierce advocate for justice, Niko has a strong sense of right and wrong. He is relentless in his pursuit of retribution for the wronged. Gifted with the power to balance the scales of justice, Niko hunts those who escape divine retribution. He wields a sword that glows when it senses injustice, useful for tracking when foul play is involved.

Nemesis- Goddess of retribution and revenge, Nemesis ensures that balance is maintained by delivering justice. She represents the consequences of hubris and the moral order of the universe.¹⁶

Luna Thomas - Child of Nyx (Night)

At home in the darkness, Luna has a calming presence that soothes the fears of others. An introspective person, she finds wisdom in the stillness of the night. Around camp, Luna can often be found writing poetry around the Lake. Luna's senses and strengths are heightened at night and she is able to converse with nocturnal creatures. However, during the day she uses a dagger gifted to her by Artemis to draw a limited amount of the power that she naturally taps into at night.

Nyx- Primordial goddess of the night, Nyx is a shadowy figure of great power and beauty. She

¹⁶ "Nemesis • Facts and Information on the Goddess Nemesis." Greek Gods & Goddesses, January 12, 2022. <https://greekgodsandgoddesses.net/goddesses/nemesis/>.

represents the mystery of the night and the unseen, often associated with sleep and dreams.¹⁷

Hudson Jafar - Child of Achelous (God of Rivers)

Adventurous and ever-changing, Hudson has a deep connection to water. If you can't see Hudson around camp, chances are he's out swimming in the Long Island Sound. Hudson is excellent at adapting to new situations and is as unpredictable as a flowing river. A shape-shifter who can also control water, Hudson seeks to find and use the lost River Crystals to help draw support from the spirits found in the waters around New York on the group's quest.

Achelous- River god and the spirit of the largest river in Greece, Achelous is known for his shape-shifting abilities and his role in nature as a source of freshwater. He represents the life-giving force and the changeable nature of water.¹⁸

¹⁷ "Nyx - Greek Goddess of the Night • Facts and Info on the Goddess Nyx." Greek Gods & Goddesses, November 21, 2023. <https://greekgodsandgoddesses.net/goddesses/nyx/>.

¹⁸ "Achelous • Facts and Information on the God Achelous." Greek Gods & Goddesses, April 6, 2023. <https://greekgodsandgoddesses.net/gods/achelous/>.

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