

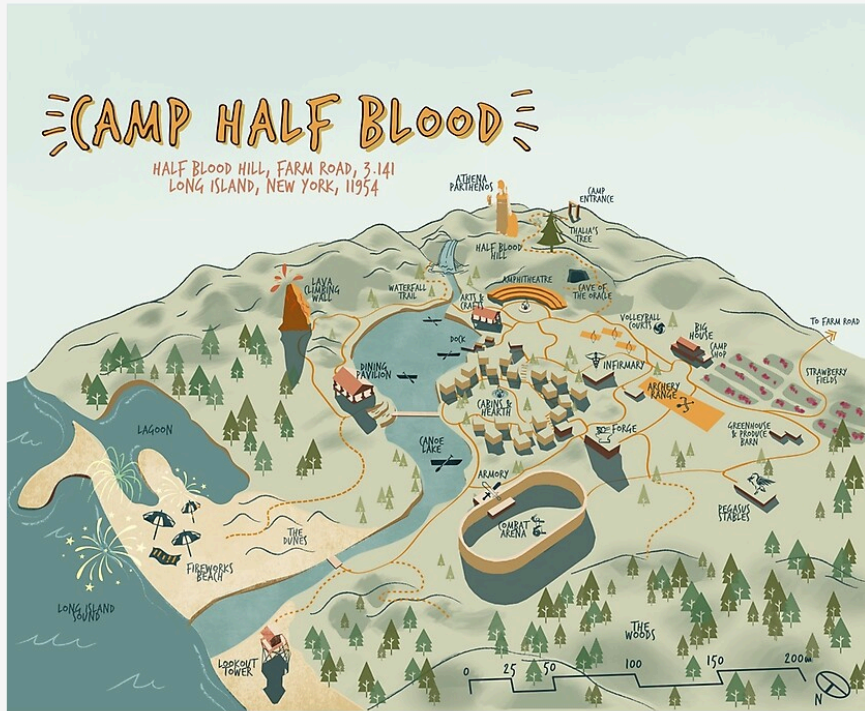
Hi! It is very important to me that all other sources are clearly credited in my writing. I love when people share amazing ideas and hate when other people use those amazing ideas without credit! This fic would genuinely not have been possible without the thousands of #camp half blood, #pjo, and #cabin four (plus just about every other possible pjo tag on tumblr) posts I scrolled through to give me inspiration and genuinely invest me in this world!

I really wanted to give credit where credit is due, and so have compiled a list of tumblr posts that I directly used in the creation of my fic. Please note, this is by no means a comprehensive list! I have really tried to include all, but there are some posts I genuinely have forgotten to record/interpolated before I started actually writing them all down. If you see any posts that you think look similar to things I have included in my fic, hit me up on tumblr @grumpyly and let me know and I'll update the list! All posts are listed with their author credited. Thank you so much to the people who shared these posts - I am obsessed with all of your minds - and I loved interpolating them into my own fan work. I have included full posts/links to the creator, with the parts that I have directly interpreted highlighted. Enjoy, and check these very slay creators out!

(Disclaimer: the Percy Jackson universe was created by Rick Riordan and I am not claiming ownership over any of his characters/worldbuilding! I do not own Percy Jackson [obviously]!)

Without further ado:

MAP



(creator unknown)

TIMELINE

- https://www.reddit.com/r/camphalfblood/comments/7hdd9d/complete_rick_riordan_timeline/
- *PJO comprehensive timeline*
- https://www.reddit.com/r/camphalfblood/comments/i7ukqq/the_last_olympian_timeline_spoilers_do_not_read/
- *TLO specific timeline*

POSTS/HEADCANONS WORLDBUILDING

- <https://www.tumblr.com/dxmerons>

Traits that I think kids of Hermes would have/HCs about cabin 11:

- *big takers, but also big givers. They'll give money to homeless people on the street, performers, musicians, etc*
- *a lot of them would be multilingual/be able to pick up languages extremely quickly, as Hermes is the god of travel*
- *a power they'd have is super speed*
- *all of them idolize Robin Hood, but only the animated fox version (there's probably a shrine dedicated to him in their cabin)*
- *many of them aspire to be pilots, since having winged sandals and being able to fly is sort of out of the question for having a job*
- *another power I think they'd have is knowing the direct coordinates of where they need to go/where they are, they'd be like walking google maps*
- *they're very good liars*
- *they're extremely good with money, aka bargaining, bartering, and non consensual borrowing (stealing)*
- *a lot of them also go into the hotel business, seeing as cabin 11 is always so crowded, they'd have to learn to make do. Also, travelers need rest stops.*
- *they can speak parseltongue. For people who don't know what that is, they can speak to snakes. I mean, come on. Their dad's symbol is literally two snakes. Of course Hermes kids like snakes.*
- *they will charge people from other cabins to come into cabin 11. Are they hiding something? No one knows.*
- *not one person in that cabin looks like the other. Travis and Connor excluded. It is absolutely BURSTING with diversity*
- *will celebrate all holidays from all religions/cultures, again this is probably the most diverse cabin so there are lots of people with different backgrounds/religions. they make a point to celebrate and acknowledge ALL of them*
- *chaotic as fuck. So loud. Oh my god.*

- <https://www.tumblr.com/jankwritten>

You know what's one of my favorite headcanons? and maybe it's not a headcanon maybe it's just actually a fact but I love the idea that most Hermes kids can just instinctively understand most languages. Maybe some of them can speak a couple, maybe some of them can only translate them, but it's similar to how every demigod just knows Greek and Latin, it's just. a part of their powers, because dad is a god of travelers.

Anyways it's a trick around the Hermes cabin where unclaimed demigods are given language tests, so sometimes they can tell who are the actual kids of Hermes and who are kids of other gods.

So maybe more the HC is that the Hermes kids come up with "tests", like what they did with Percy, which they just do with every new demigod in their cabin, as 1) a way to introduce them to camp and make their new reality a lot less scary and 2) to genuinely try and figure some shit out for them.

- <https://www.tumblr.com/quackityleafblower>

these are personal head canons dont take them too seriously :)

*Percy: **Education**. I know that we usually hc as a Marin biology kinda guy but I genuinely think that he wouldn't be too fond of the workload but instead want to work towards being a teacher and being the kind of teacher he needed as a kid, y'know? Alternatively, I can see him being into something like **baking and pastry art** to take over Sally's shop.*

*Annabeth: **Architecture**. I really don't think I need to explain this one to y'all but yeah she's an architecture girly. But if we want to branch out I can also see her studying **law** and working in the area of Child Protection.*

*Leo: **Astrophysics**. I have this head canon of him panicking because of the sheer amount of choices that he's presented with and choosing the first one of the alphabetical list. Lucky for him, he's insanely good at it AND it'll pay well in the future. He minors in **mechanical engineering** and realises that although he has all the practical knowledge because of his father, his theoretical knowledge isn't as strong lol.*

*Piper: **Food Science**. I'm trying to be unique here because yeah, she could do **environmental studies** but I also think it would be super cool to see her learning about food and developing new vegetarian versions of food because it's something she's visibly passionate about in the books.*

*Nico: I can see him getting a **history / philosophy** related degree for his bachelors just for him to get a **doctor of philosophy (Ph. D.) in mythology or folklore**. His hyperfixation runs deep and he sure as hell is going to fuel it as much as he can.*

*Jason: Doesn't go to college!! Is severely burnt out <3. No but like idk man I think he'd legitimately want to take it chill if that makes sense? Maybe he'd do a **business major** just so that he can get a job somewhere but I can't think of somewhere he'd fit in nicely. Jason does have a lot of part time jobs though!!*

*Frank: Nurse! **Nursing school**! Despite being the son of Mars I can see him being in the medical field because he wants to help people in need. It's a long journey with lots of ups and downs but finally getting his degree makes it all worth it.*

*Hazel: **Geology** because rocks. And also women in STEM!! This one directly correlates to her powers in the books as well as both of her parents! On the other hand, I can see definitely see Hazel studying in the field of **archeology** with the goal of being an archeologist and then eventually a museum curator :)*

*Reyna: **Psychology**!! Listen, I know this seems out of the blue but Reyna gives me the right vibes. Everyone is skeptical at first because they don't think she'd fit the mold of a clinical psychologist but that's okay because Reyna wants to further herself in research! She studies **Neuropsychology** and becomes a prominent researcher in her field! Please tell me you see the vision.*

*Will: From what I can see in the books, **Emergency Medical Services degree** seems like the right field for him. He's already basically a paramedic at Camp Half Blood so he knows it's naturally the right step for him. On the other hand, for something a little different - he seems like the kind of guy who might be interested in studying **cinematography** or **art history** maybe.*

Travis: He studies **Economics** because he's so fucking convinced that he can become the next Elon Musk if he studies this. Alternatively, he studies music because he wants to travel the world and like sing with the wind and all that shit.

Connor: he's a **communications** major because he's a really popular youtube and technically doesn't really need to go to college but oh well he can study communications.

Drew: She goes to **cosmetology** school as the first step to start her own makeup and skincare empire. She's super nice to all of her clients and helps out all of the other students when they're having trouble with something! I will not tolerate any Drew slander let my girl breathe.

Pollux: **Chemical Engineering**. He got influenced by watching breaking bad and somehow landed himself a degree in chemical engineering. He doesn't know how he survived that degree but it doesn't matter because he decides to not give a fuck and open a coffee shop that becomes really popular because all the drinks are to die for.

Thalia: I don't really know the right terminology but she has an **art related** degree / **tattoo apprentice** so that she can work as a tattoo artist!! It fits with the thalis vision and also she is the eldest daughter who loses it lowkey so she doesn't follow your usual education route. Tattoo artist Thalia for the win!!

- <https://www.tumblr.com/welshaphrodite>

Imagine the heartache of the demigods at Camp Half Blood whose friends left to join Kronos. Did the departed whisper goodbye? Try and convince their friends to join them? Or did those left behind wake up one morning to find the empty bed of another sibling? To see another empty spot on the bench at breakfast? No warning. No note. No need to wonder, because everyone knows where they went. Did the Hermes kids wake up one morning and realize that their cabin, the home of unclaimed demigods, felt spacious for the first time in years?

At the battle of Manhattan, how did it feel to look across enemy lines and see your sibling? A best friend? A crush? A familiar face from across the campfire?

Did Kronos' army help you feel at home on your first day at camp? Did they carry you to the infirmary after a nasty game of capture the flag? Were they your first kiss? Did they place a steadying hand on your back as you climbed up the rock wall, making sure you were safe?

As demigods on both sides of the war drew their swords, was it like looking in a mirror? How must it have felt, to be prepared to fight and kill someone just like you?

- <https://www.tumblr.com/percabethfeelsfandom>

I've seen a lot of people trying to figure out who their godly parents is/are purely based on the face value of how Percy sees them and what they're known for. For example, people claiming they cannot possibly be a child of Athena because they're not wise or not smart. That's not how it works.

I have always said that I was a child of Athena, and I have the tests to back me up (even though I'm also very likely a child of Poseidon)

And I don't say this because I'm trying to become Percy or because I related on such a deep level with Percy and Annabeth and their characters. But because Athena is the goddess of knowledge, I have never known a closer, more valuable friend than words on a page. Never been so at peace than I was in the quiet of the night, reading under the covers while I know distantly owls are just waking for the night. I know I'm a child of Athena because no other god values the history of our world, the literature of our world, and it's importance. In Athena, and in Annabeth I saw grit, determination, and I saw how they valued words in a way that spoke to my soul. And I knew. Knew that I was looking into a mirror.

On the flip side. I can see my potential as a child of Poseidon. It's not just my inner dream and goal to be a waterbender. But it's the utter calm that washes over me when I'm at the beach, the water lapping at my feet. The breeze in my hair. The whisper of the waves telling me I'm home. It's the freshness of stepping into a shower, and coming out of it feeling alive. The way my temper ebbs and eases with the tide, clouding over and storming when things don't work out. The way it slows down, to barely a ripple when things do.

Children of Hades aren't just emo children 'going through a phase', they are the shadows in the group, the constant presence, laughing in the background, always there when you need them, though it may not always be obvious. They are the constantly cold hands, even in the heat of the summer. Soft voices that can command armies should they decide to. The temper that runs in their blood is different to their uncles (Zeus and Poseidon), their temper simmers, slowly growing over time, tending to it like a cold flame. These are the children of the night, burning the midnight oil, working on passion projects. You know you're a child of the god of the dead, when you find comfort in silence, but still need that time with the people you love, because family is still family.

Children of Zeus are the leaders struggling with the pressure of being leaders. They're the ones people turn to when things go wrong, wanting to know what to do. But they're just trying their best. And their best is enough. They are the smell just before it rains. They are charismatic personalities that turn heads in a room. Extroverted people who thrive in crowds and gain their own personal power in being around like-minded people. They're strong and resilient, but flighty.

Children of Hermes, keep your eye on these kids. Because they'll pass you if you blink. And I don't necessarily mean just by their speed. Their minds are constantly working, running, sprinting. Rivalling even the genius children of Athena and Hephaestus, these children throw themselves into work, working on half a dozen passion projects, pouring their heart in soul into them. Master on none, but master of many, indeed, they are the future entrepreneurs, innovators and CEO's of the world. Helping the world keep going round, with the cheeky smile of their father and the smart aleck comment to match. Quick hands that never stop fidgeting, and unfocused eyes which are already thinking of the next thing to learn. They have new hobbies each week, and never bore.

Artemis

There may not be any children of Artemis. But there are hunters. They are immortal beings with grace unattainable by mere mortals. They are liquid in physical bodies, moving with ease, notching an arrow, taking aim and watching it fly. Running across fields without a sound. Braids whipping in the wind, and hair coming loose to frame faces of women who are free. Like the children on Athena their time is the night, illuminated by the moon their patron goddess rules over. The hunters are queens and princesses in their own right with their regal movements and the knowledge they have from living for decades.

Apollo

Children of Apollo are the wheels that keep camp turning. They are constantly working in tandem with the Hermes kids, always lending a helping hand, catching you when you fall, healing you when you need it. They are melodic voices and harmonious laughter. The embodiment of light, reminding you, reminding us that this is why we have art, because art and music, and everything that Apollo represents is what makes life living. They are the ones that light up rooms, drawing eyes in a crowd. People pleasers, that thrive in crowds. Similar to children of Zeus, which makes sense as they are family. They may not be leaders, but they do set trends. Like the hunters, Apollo's children have immense skill with a bow and arrow, letting arrow after arrow fly with precision and ease.

Dionysus

Children of Dionysus are the party animals. The ones with all the connections. They're the friend that everyone references when they say 'I know a guy'. They are the ones you can always count on to have a good time. They make you laugh so hard that you cry, they're the ones you call when you're upset and just want to forget about reality for a night. But they're more than that, they work close with the children of Demeter, tending to the strawberry fields, their powers responding to the touch of their fingertips. Like their father they are stubborn, their thoughts set in and hard to break like the vines that grapes grow on. But be wary for, no matter how easy-going they may seem, they sometimes don't know limits and can influence others to descent into the same madness that only they can control.

Demeter

Children of Demeter are the steady roots of camp. Unable to be uprooted if they don't agree with plans. Stubborn but their feelings well intentioned. They're always there to lend a hand. With faces tanned from time in the sun, and noses burnt, they have kind smiles and hands rough with callouses that come with working hard. They're the ones who seem to always know where to find the best snacks, and sneak them in to you when you need it. Like all Olympians children of Demeter are proud, tending to their plants with utmost care, always secretly thinking that theirs are the best. They are the quiet listeners of camp, taking in all of the information before speaking, acting mediator when they decide.

Aphrodite

Children of Aphrodite are the ones you turn to when all hope is lost. Because when nothing is left, there will still always be love. Beauty is subjective, but the children of Aphrodite are the pioneers for body positivity, constantly advocating for self love all around camp telling people that they are beautiful and reminding them of their self worth. They are the children you roll your eyes at, not realising the power they have in words. The true mediators of camp, calming fights between the hot heads and the stubborn blood. With hair that always seems to change colour the next time you see them, children of Aphrodite remind you that they are in fact children of a goddess, and they're not about to let you forget.

Ares

Children of Ares are warriors from the moment they are born, but they don't have to be. In typical Olympian fashion, they are stubborn, the most stubborn of the family. But they are also the ones you talk to when someone says something bad behind your back and you want to get back at them. They persevere, they always push back and they never give up. On the field they are the ones you look to for guidance, for they show no fear. They keep to themselves in camp, preferring to stay with their siblings to avoid the way that campers look at them. But you just need to approach them like you would a cat scared of new strangers. Because they do have a soft side, because all warriors need to rest sometimes.

Hephaestus

Children of Hephaestus are the faces behind the scenes. The welders of the weapons you wield. The people that shape the shields that protect you. They are the immovable force that remains steady no matter what. Their hands always fidget wanting- needing to be tinkering something. They tend to be warmer than most demigods, their bodies naturally also more fire resistant. Working in tandem with children of Athena, they are all about creating, because without them there is no camp. They look at a junkyard and see the greatest treasure known to humankind. Turning any trash into treasure. They are soft despite their exterior; meticulous with their creations, pouring all the love and care into them that their father never received from his family. There's an awkward edge to them but despite that they remind kindhearted, and always happy to help.

felt, to be prepared to fight and kill someone just like you?

- <https://www.tumblr.com/dehydratedpercy>

An Apollo kid could get first place in a track meet but you bet your ass that a Hermes kid can outrun the cops every time. Send tweet.

- <https://www.tumblr.com/aroaceleovaldez>

My interpretation of it was always that each demigod has an individual schedule, probably tailored to their specific training needs and if they're a year-round camper or summer-only and whatever else may play into that. So each camper would get an individual schedule. I also generally presume that campers will generally have similar or the same schedules as their siblings within their cabin, like for example all the Apollo kids may go to archery together; all the Demeter kids may go to pegasus riding, etc etc.

Adding a read-more here cause this got very long - Beyond this point, here there be lists from canon of camp activities:

So we know some of the general activities available that they might participate in. Percy goes over a couple in Sea of Monsters:

And in PJO: The Ultimate Guide (ghostwritten by Mary-Jane Knight, fun fact!) we also get Percy's camp schedule over the course of a week (only weekdays - presumably campers get the weekends off). I can't get a scan of it currently, but his schedule includes (roughly verbatim) (it uses military time which i don't feel like translating right now cause I'm too dyslexic):

- *Breakfast and cabin inspection (Every morning 8-9)*
- *Ancient Greek (Every morning 9-10:30)*
- *Lunch prep (Monday), Store checks (Tuesday), Cleaning stables (Weds), Picking strawberries (Thurs), Polishing armor (Fri) (10:30-11)*
- *Archery (Mon), Javelin throwing (Tues), Sword skills (Weds), Monster assault techniques (Thurs), Pegasus riding (Fri) (11-Noon)*
- *Greek mythology (Every day 12-12:30)*
- *Lunch (12:30-13:30)*
- *Weapon-making (Mon), Ride the rapids (Tues), Tracking skills (Weds), Wrestling (Thurs), Volleyball (Fri) (13:30-15:30)*

- Letters home (Mon), Cabin clean-up (Tues), Laundry (Weds), Wood-chopping (Thurs), Firework-making (Fri) (15:30-17:00)
- Free time (17:00-18:00)
- Dinner (18:00-19:00)
- Volleyball league (Mon), Unarmed combat (Tues), Archery knockout (Weds), Trials of strength (Thurs), Capture the flag (Friday) (19:00-21:00)
- Campfire singalong (21:00-22:00)

There are notes as well that: Cabin inspections are carried out by senior camp counselors in rotation (which we've seen in the books), Ancient Greek and Greek Mythology are taught by Chiron and Annabeth, Sword-fighting is in the arena, Weapon-making is at the forge with the Hephaestus cabin, Archery is taught by Chiron (which again we know from the books - see the excerpt from SoM), Wrestling is with Clarisse, and Dog-handling (not featured above) is with Mrs. O'Leary.

Based on what we know from the books, it seems like the post-dinner activities are general for all campers and are slightly more opt-in. Maybe it's a matter of campers are encouraged to participate in at least one after-dinner activity a week, but if they don't wish to they can just spectate instead. I'm presuming the activities immediately before free time/dinner are also shared by all campers, probably in rotation though so that hopefully all of CHB isn't doing their laundry at once. I'm also going to presume that certain campers may do certain activities significantly more often than others, again based on their specific training needs - like, I imagine "ride the rapids" is probably usually a Percy-specific activity. Other campers may also participate in it, but Percy may have it on his schedule much more regularly.

And we know from other misc. books and Percy's progress report (also from the old Rick Riordan website) some other general camp activities include:

- Music lessons (taught by Woodrow the satyr, at least as of TOA)
- Chariot racing
- Footraces (and one-legged races, in TOA)
- Of course, as mentioned previously, rock-climbing (at the lava-wall)
- Border patrol (again mentioned in the SoM screenshot - we know it somewhat fell out of practice after TLO due to the Golden Fleece strengthening Thalia's pine, which in turn strengthened the camp borders, and since there was no longer an active war it wasn't as needed, but presumably campers will still do it, or at least maybe Chiron will make the rounds.)
- Washing dishes (in lava) (they get gloves, don't worry) (Usually carried out by the cleaning harpies, but may be assigned as punishment)
- Gardening (presumably mostly in the strawberry fields)
- Some campers are implied to have specific individual jobs, such as Will being camp medic and implied to be in charge of the infirmary. Also presumably someone is manning the camp store (I can't recall if it's canon or not that the Stolls are/were in charge of that but I just always say that they are cause it just feels right). And for awhile "generally taking care of Mrs. O'Leary" seemed to be a specific camp job that Beckendorf and Percy usually did.
- According to Sea of Monsters and Sea of Monsters only, allegedly there are just. Normal horses in CHB. So taking care of them and also general riding lessons with them are presumably also in the schedule somewhere, unless that's a job for the nymphs and satyrs.
- Alongside ancient Greek it's implied the campers are also potentially given Latin lessons. Presumably also taught by Chiron, given he was a Latin teacher.
- It's also implied that CHB has some form of year-round schooling available for the year-round campers. So their usual camp activities may begin to lean heavily into more standard classes during camp's off-season.

And then there's this example schedule from the old Rick Riordan website:

- <https://www.tumblr.com/floppydoged>

Cabin One, Zeus - cold hands, smart clothes, sharp tongues, dark stories, acting on impulse, strong sense of honour, the leader respected by all, running through thunderstorms, grey wolves, overcast skies, stony beaches, fighting for their beliefs

Cabin Two, Hera - pure white, cleanliness, crisp sheets, rose tea, white marble, strutting peacocks, maternal nature, stern but kindly looks, jealous but never envious, simple hairstyles, sharp jaws, gleaming white teeth, feared but trusted, underappreciated

Cabin Three, Poseidon - horse rides through a rainy night, casual clothing, denim, alternative rock, quiet bravery, smarter than everyone thinks, walks along the coast, the feeling of warm sand between your toes, sweet tooth, thinks a lot but acts on impulse, tinted glasses, never wanting to get out the shower, hair blowing in the wind.

Cabin Four, Demeter - daisy chains, walking barefoot, ice-cold drinks, distant laughter, chartreuse, warm eyes, glowing confidence, hazy memories, visits to the zoo, incredibly caring, maternal instincts, passionate, fiercely protective, summer dresses, old music, activists, charm bracelets.

Cabin Five, Ares - punk and rock music, battered leather jackets, red lipstick, midnight driving, American diners, nights out with friends, usually a happy drunk, occasionally an angry one, sticking up for those you love, coffee, pride, competitive, rash, loves big cats, soft spot for animals, living life to the fullest

Cabin Six, Athena - vellichor, beautiful sadness, innovative, old soul, listening to emotional songs during long car drives, nostalgia, stacks of books, low energy, courageous, lots of tea, skipping breakfast, watching raindrops fall, looking up at the stars, nimble fingers, mentally stronger than most, seems to lack empathy but really just cares too much

Cabin Seven, Apollo - sunlight streaming through rooms, quaint villages, twinkling eyes, mischievous smiles, heading down to the bakery, quoting poetry, gleaming surfaces, the smell of vanilla, the refreshment of cold water, paddling in a river/the sea, drowsiness at the end of the day, observant, charisma, wild hand gestures, gentle nature.

Cabin 8, Artemis - silver jewellery, smoky makeup, humming when walking, the feeling of utter freedom, the click of a lock, a single star in a sky of darkness, wolves howling at the moon, pure honesty, fur-lined coats, everlasting friendship, reliability, high intelligence, sharp hearing, giggling, campfires, pulling all-nighters

Cabin 9, Hephaestus - slapping people on the back in congratulations, rough hands but gentle touch, gruff but kindly, can't wrap their minds around how people work, a stubborn nature, introversion, thick tangled hair, flushed face, dog-eared books, cogs whirring, the smell of petrol, dusting your hands, knowing handy survival skills, hard workers, insecurity, ingenuity, loves pockets

Cabin 10, Aphrodite - Polaroids, being drunk on love, happiness in making others happy, fluffy pillows, comfy yet cute clothes, holding hands, light boxes, lavender soap, messy buns, feminist and body-positive, hates manipulation, can read emotions, visits to Paris, croissants for breakfast, sipping cocktails, squealing during water fights

Cabin 11, Hermes - collecting gemstones, lots of fandoms, hip hop, amazing at three-legged races and jenga, always wearing jeans, a cool breeze, blue skies, breath being taken away at beautiful views, hiking up mountains, pouring water on your face, little charms, fountains, meme trash, beanies, loving intense speeds

Cabin 12, Dionysus - Fruit picking, nodding along to music, getting lost in happy moments, loving all food, bubbles up your nose, laughing so loudly people stare but not caring, helping the poor; rich colours, appreciative of luxury, hot dusty environments, standing your ground, good at heart, hot baths, party hats, sometimes sociable, sometimes withdrawn

- <https://www.tumblr.com/groverissuperior>

- children of zeus dancing around in storms, there mothers calling them in saying they'll get sick. They never do. they have perfect jawlines
- children of poseidon loving water and love the summer when they can show off to all their friends in the swimming pool. they have the prettiest eyes
- children of hades feeling weirdly attracted to mythology and loves dark magick. they have exquisite style
- children of athena having trouble in school. they fail classes even though they have shelves full of books and always need an answer. lipgloss on point
- children of aphrodite loving romance novels and often being mistaken for a child of poseidon for their love of the ocean. they play match maker and are the fiercest of the demigods. they have perfect hair that is tied back always
- children of ares being very sweet. they compete against other cabins and through parties for the winning cabin. they have movie nights with their siblings and love action movies. you often hear the wrestling late at night. but no matter what they're doing, their eyeliner is sharp enough to kill
- children of demeter being incredibly loyal. they have low self esteem even though they are gorgeous. once you go into the cabin you are attacked with plants and flowers. they spend most of their time in the woods and don't know what shoes are. they help their younger siblings and protect

- <https://www.tumblr.com/nunyums>

Demeter is there when your first plant grows. She's there when you get to see the nature again, even if it's just the grass in a small park. She's there when you think the only thing left in your life is the potted plant on your windowsill.

- <https://www.tumblr.com/dysany>

I spend an absurd amount of time thinking about the ares cabin despite not being the daughter of ares lol

I think it's amazing the idea of extremely strong and loyal warriors who so passionately follow what they believe in, but who are still teenagers and deserve to do dumb, dumb things. fall in love, fight for any reason, scream all the time and make war attacks as a hobby

I'm sure they taught will to fight and kind of adopted him

im swear i love them

- <https://www.tumblr.com/rellik24>

Wanna spout some headcanons here.

1. All the Greek demigods can speak Greek and speak it to eachother quite frequently when in public with mortals and sometimes forget to switch back to English when speaking with mortals (same goes for the Romans and latin)

2. CHB has an 'ancient day, where they dress up in togas and ancient Greek clothing and vote on who gets to 'rule the empire's for the day and wear the appropriate clothes. They also do a trivia quiz on myths in the amphitheater and whoever wins chooses capture the flag teams.

3. I'm pretty sure I remember something about harpies or something going after the campers who go outside after hours (pls correct me if I'm wrong about that) but also the Hermes cabin made a game of who can stay out the longest and they sometimes barge into random cabins and the other campers are just uses to it by now. Stoll brothers hold the record for now.

4. Percy sometimes pranks his friends by changing the temp of their shower water by turning it cold bc the cold can't hurt them but might shock them but he always makes sure that they're okay afterward if he feels something went wrong

5. Whenever Thalia and the hunters come around, they go all out in the capture the flag game. Thalia, Percy and Annabeth always go after eachother more than they go after the flag just to mess with eachother. Like they'll have a clear opportunity to get the flag but they'll still go after eachother if they have the chance.

6. There's some kind of bank at CHB that can trade drachma for American dollars in case someone wants to go out into the world and don't have money.

7. Since it's a strawberry farm to mortals, some would hear about it and then try to pick some strawberries but Chiron has to tell them that they can't do that and sends the very disappointed mortals on their way. This happens at least once a year.

8. Hephaestus cabin made a special chariot that acts as a car but gets pulled around by horses or pegasi and so some demi-gods can learn to drive on the chariot course and they sometimes set up obstacles like Canada's worst driver style

9. Percy likes to take the new campers swimming and he "drowns" and then the new kid goes to someone telling them that percy drowned but everyone just doesn't care and is slightly confused by what they're saying

10. If percy had a job, he'd work at an aquarium and defend that animals like "I don't think he likes the sardines you're feeding him." And he'd tell the fish to troll the trainers and people and fail shows for laughs

11. (Thus is a joke one) percy is the reason the orcas are attacking boats. Because people over fish the waters and fish are friends, not food

