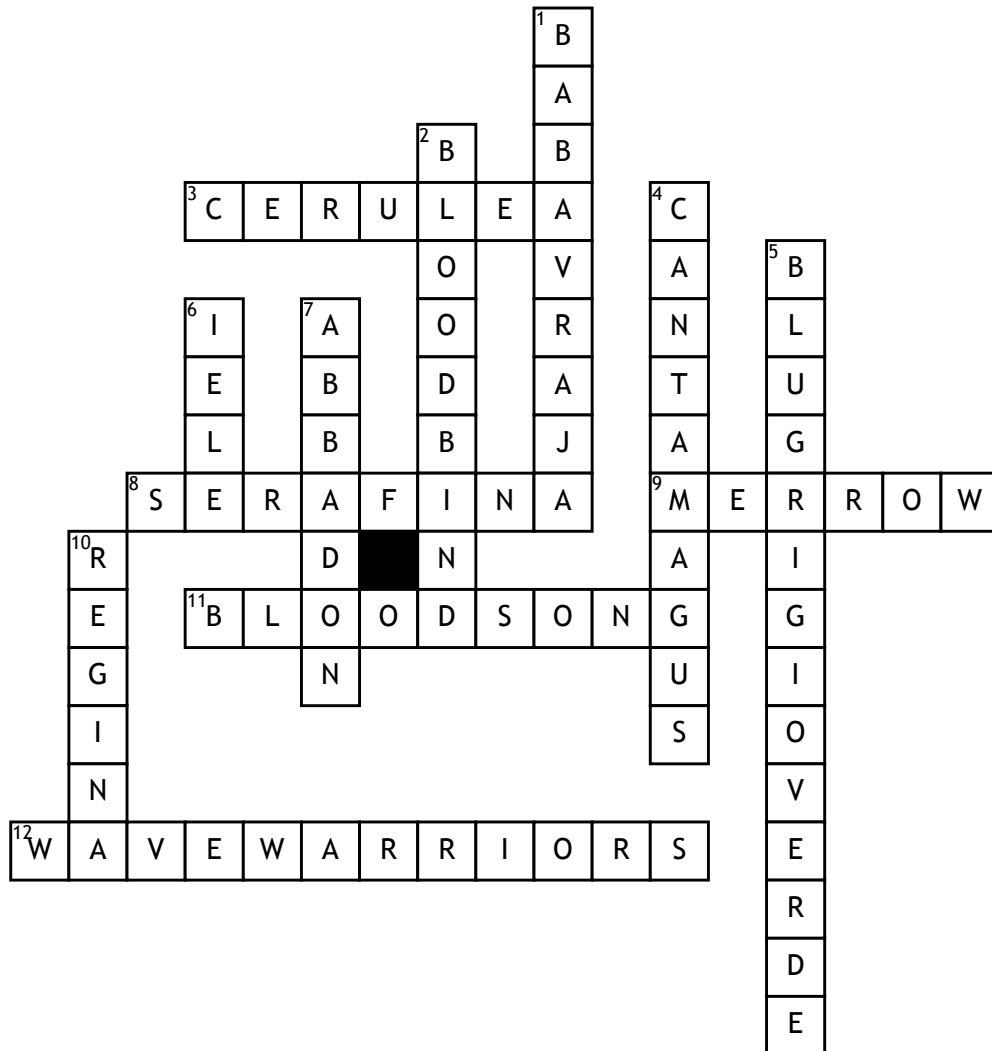


Name: _____ Date: _____ Period: _____

Deep Blue



Across

3. The royal city in Miromara, where Serafina lives.
8. Principessa de Miromara
9. A great mage, one of the six rulers of Atlantis, and Serafina's ancestor. First ruler of the merpeople; she decreed the Dokimí.
11. Blood drawn from one's heart that contains memories and allows them to become visible to others.

12. Humans who fight for the sea and it's creatures.

Down

1. The elder leader of obârsie of the lele, river witches.
2. A spell in which blood from different mages is combined to form an unbreakable bond and allow them to share abilities.
4. One of the Miromaran magi, the keeper of magic.

5. Three praedatori who help Neela and Serafina escape.

6. River witches
7. An immense monster, created by Orfeo, then defeated and caged in the Antarctic waters.
10. Italian for queen