

Spanish for Mastery 3 (El arco de Balam-Acab)

W J V Z P I S T O L A S U N V B X V W U
 B S I L L Ó N E A Í R E U Q U L E P R C
 A Q A A Z A B A L A C R A G R A C S E D
 Í H M D U H B V A D I V E D O R U G E S
 R S E I Z S R E S J Q N X B O Z T P F E
 E E N S M V D T R E X Z R Í K G E Q S S
 T E A P T E L A O M B J R I G O T F W W
 N I Z A D C T T A C Q U W D T T R T Q W
 I P A R G A J E A L L V N Q R A E A Y X
 P A R O M G R P T F L L O V A Í U Q E S
 R H E R G N A S I U P E U D V N M I U G
 A C W K U A S H N Z K I C V A C J O R S
 C U O C Z H E C U H N J K N I R I B A A
 D L L O I C R K G J X C A R O A C H Z C
 G T B V L E G A A S L I S Q R D H O N E
 L W E U Y L E M L A A E R J A I A X A R
 M J U G N F R V V O V S T O S S T T L D
 B U P W Q P A E E A R Y A P N O V D N O
 R O R E R R E U G R Z O O E E I X A I T
 J U P C A N D E L E R O J A T D T Z X E

BOW
 TOWN
 DEATH
 ARROW
 MAIDEN
 TO KILL
 WOVEN MAT
 TO THREATEN
 CANDLE HOLDER
 STRUGGLE, FIGHT
 HAIR SALON, BARBERSHOP

GOD
 RAIN
 BLOOD
 RIVER
 PRIEST
 WARRIOR
 TO RETURN
 TO DISCHARGE
 CARPENTRY SHOP
 POND, SMALL LAKE
 TO SHOOT AN ARROW, TO THROW

CLUE
 DROP
 GOURD
 CLOUDS
 DROUGHT
 GUN SHOT
 GUN, PISTOL
 TO DRAW A BOW
 LIFE INSURANCE
 ARMCHAIR, LOVESEAT

Solution

W J V Z P I S T O L A S U N V B X V W U
B S I L L Ó N E A Í R E U Q U L E P R C
A Q A A Z A B A L A C R A G R A C S E D
Í H M D U H B V A D I V E D O R U G E S
R S E I Z S R E S J Q N X B O Z T P F E
E E N S M V D T R E X Z R Í K G E Q S S
T E A P T E L A O M B J R I G O T F W W
N I Z A D C T T A C Q U W D T T R T Q W
I P A R G A J E A L L V N Q R A E A Y X
P A R O M G R P T F L L O V A Í U Q E S
R H E R G N A S I U P E U D V N M I U G
A C W K U A S H N Z K I C V A C J O R S
C U O C Z H E C U H N J K N I R I B A A
D L L O I C R K G J X C A R O A C H Z C
G T B V L E G A A S L I S Q R D H O N E
L W E U Y L E M L A A E R J A I A X A R
M J U G N F R V V O V S T O S S T T L D
B U P W Q P A E E A R Y A P N O V D N O
R O R E R R E U G R Z O O E E I X A I T
J U P C A N D E L E R O J A T D T Z X E