

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

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

BOW
 RAIN
 RIVER
 GOURD
 MAIDEN
 DROUGHT
 WOVEN MAT
 TO THREATEN
 TO DRAW A BOW
 STRUGGLE, FIGHT
 HAIR SALON, BARBERSHOP

GOD
 DROP
 BLOOD
 ARROW
 PRIEST
 TO KILL
 TO RETURN
 TO DISCHARGE
 LIFE INSURANCE
 POND, SMALL LAKE
 TO SHOOT AN ARROW, TO THROW

CLUE
 TOWN
 DEATH
 CLOUDS
 WARRIOR
 GUN SHOT
 GUN, PISTOL
 CANDLE HOLDER
 CARPENTRY SHOP
 ARMCHAIR, LOVESEAT

Solution

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