

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

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

GOD
 TOWN
 RIVER
 BLOOD
 PRIEST
 DROUGHT
 WOVEN MAT
 TO THREATEN
 CANDLE HOLDER
 STRUGGLE, FIGHT
 HAIR SALON, BARBERSHOP

BOW
 CLUE
 ARROW
 GOURD
 CLOUDS
 WARRIOR
 TO RETURN
 TO DISCHARGE
 LIFE INSURANCE
 POND, SMALL LAKE
 TO SHOOT AN ARROW, TO THROW

RAIN
 DROP
 DEATH
 MAIDEN
 TO KILL
 GUN SHOT
 GUN, PISTOL
 TO DRAW A BOW
 CARPENTRY SHOP
 ARMCHAIR, LOVESEAT

Solution

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