SUB inglés

Sound the alarm

What I've said from the start

Fill in the gaps

Raised By Wolves by Falling In Reverse

I was lost, now I'm found		Is I'll never let your system	
But sustained by the sound		Break me (5) or tear me apart	
Of the angels singing me to sleep		Don't be fooled I was raised by the wolves	
While my feet are leaving the ground		Now the moon hangs in full	
Am I dead?		So you know I won't	
Or am I dreaming instead?		Play by the rules, I (6) never spill	
A cornucopia of opiates have flooded my head		Spill my blood for you	
I'm insane, I am smart		You have let me down, one too many times	
All it takes, is a spark		Someway, somehow, we've fallen out	
To ignite my bad intentions		Caught in between my enemies	
And do what I do best to your heart		No way, not now, I won't back down	
Don't be fooled, I was (1) by the wolves		I draw the line at you and me	
Now the moon hangs in full		You're what I started, now disregarded	
So you know I wont		One day they'll see, it was always me	
Play by the rules, I will never spill		(Oh) this is the end of you	
Spill my blood for you		This is where I draw the line	
You have let me down		And I won't lose	
One too many times		This war is mine	
Someway, somehow, we've fallen out		(Oh)	
Caught in (2) my enemies		Spill my blood for you	
No way, not now, I won't back down		One too many times	
I (3) the line at you and me		Someway, somehow, we've fallen out	
You're what I started, now disregarded		Caught in between my enemies	
One day they'll see, it was always me		No way, not now, I won't back down	
Due to mistakes I have made to the state		I draw the (7) at you and me	
I am trapped inside a dillinger		You're what I started, now disregarded	
Diligently thinking of ways		One day they'll see, it was (8)	me
To get out of this God awful place		One day they'll see, it was always me	
I have (4)	that the fate	It was always me	
Is something I can't escap	pe so		



- 1. raised
- 2. between
- 3. draw
- 4. learned
- 5. down
- 6. will
- 7. line
- 8. always

Fill in the gaps