



## Fill in the gaps

### The Howling by Within Temptation

We've been (1)\_\_\_\_\_ what you wanted  
Got us cornered right now  
Fallen (2)\_\_\_\_\_ (3)\_\_\_\_\_ our vanity  
Might cost us our lives  
I hear they're getting closer  
Their howls are sending (4)\_\_\_\_\_ down my spine  
And time is (5)\_\_\_\_\_ out now  
They're coming down the (6)\_\_\_\_\_ from behind  
When we start killing  
It's all coming down right now  
From the nightmare we've created  
I want to be awakened somehow  
(I want to be awakened right now)  
When we start killing  
It all will be falling down  
From the hell, (7)\_\_\_\_\_ we're in  
All we are is fading away  
When we start killing  
We've been (8)\_\_\_\_\_ all night long  
But there's no trace to be found  
It's (9)\_\_\_\_\_ they all have (10)\_\_\_\_\_ vanished  
But I know they're around  
I feel they're (11)\_\_\_\_\_ closer  
Their howls are (12)\_\_\_\_\_ chills down my spine  
And (13)\_\_\_\_\_ is (14)\_\_\_\_\_ out now

They're coming down the hills from behind  
When we start killing  
It's all (15)\_\_\_\_\_ down (16)\_\_\_\_\_ now  
From the nightmare we've created  
I want to be awakened somehow  
(I (17)\_\_\_\_\_ to be (18)\_\_\_\_\_ right now)  
When we start killing  
It all will be falling down  
From the hell that we're in  
All we are is fading away  
When we start killing  
When we start killing  
I (19)\_\_\_\_\_ they're getting closer  
Their howls are sending chills (20)\_\_\_\_\_ my spine  
And time is (21)\_\_\_\_\_ out now  
They're coming (22)\_\_\_\_\_ the hills from behind  
When we start killing  
It all will be falling down  
From the hell (23)\_\_\_\_\_ we're in  
All we are is fading away  
When we start killing  
When we start killing  
When we (24)\_\_\_\_\_ killing



## Fill in the gaps

### Answer

1. seeing
2. asleep
3. from
4. chills
5. running
6. hills
7. that
8. searching
9. like
10. just
11. getting
12. sending
13. time
14. running
15. coming
16. right
17. want
18. awakened
19. feel
20. down
21. running
22. down
23. that
24. start