

Speak no evil

Fill in the gaps

Burn in Hell by Dimmu Borgir (Twisted Sister Cover)

| Welcome to the abandoned land | Don't you think no evil |
|---|---|
| Come on in child, take my hand | Don't you play with evil, 'cause I'm free |
| Here there's no work or play | Hear no evil |
| Only one (1) to pay | Don't you see no evil |
| There's just five (2) to say | Don't you lay no evil down on me |
| As you go down, down, down | (You're (12) burn in hell) |
| You're gonna burn in hell | Speak no evil |
| (Oh) Burn in hell | Don't you think no evil |
| You can't believe all the (3) I've (4) | Don't you (13) with evil, 'cause I'm free |
| wrong in my life | (You're gonna burn in hell) |
| Without even trying I've lived on the edge of a knife | Hear no evil |
| Well, I've played with fire | Don't you see no evil |
| But I don't want to get myself burned | Don't you lay no evil down on me |
| To (5) own self be true | (You're (14) (15) in hell) |
| So I think that it's time for a turn | Speak no evil |
| Before I burn in hell | Don't you (16) no evil |
| (Oh) Burn in hell | Don't you play (17) evil, 'cause I'm free |
| Take a (6) look in your heart | Hear no evil, don't you see no evil |
| Tell me what do you see? | Don't you lay no evil down on me |
| It's black and it's dark now | Speak no evil, don't you think no evil |
| Is (7) how you want it to be? | Don't you play with evil, 'cause I'm free |
| It's up to you, (8) you do will decide your own fate | (You're (18) (19) in hell) |
| Make (9) choice now for (10) | Hear no evil, don't you see no evil |
| may be far too late | Don't you lay no evil down on me |
| And (11) you'll burn in hell | (You're gonna burn in hell) |
| Hear no evil | |
| Don't you see no evil | |
| Don't you lay no evil down on me | |
| (You're gonna burn in hell) | |

SUB inglés

1. bill

- 2. words
- 3. things
- 4. done
- 5. thine
- 6. good
- 7. that
- 8. what
- 9. your
- o. , o...
- 10. tomorrow
- 11. then
- 12. gonna
- 13. play
- 14. gonna
- 15. burn
- 16. think
- 17. with
- 18. gonna
- 19. burn

Fill in the gaps