The Best Laid Plans of Mice and Marionettes

Alesana

There's no escape from this awful placeHey, stranger what's your name?

Have we met before?

Take a look around, the scenes are all the same
I can see the veil is right behind me
I'll close my eyes and this will go away

Have I ever said this before?

If I just keep moving will I be okay or panic in the mayhem?I can't take it, I'm battered and broken, abandoned foreverIt's round and round and round we go

Somebody please let me know just what it takes to begin, to start all over againThe truth has finally shown it's face, how long have I been in this place?

I never had a choice, you blinded me and stole my voice

I will see you soon...

Hey, strange what's your name?

Have we met before?

Do I even dare to question fate's design or submit to such a bleak destiny?

There has to be another way than this, it's a hopeless fight anyway

I will not give up and wash away the sin, I'm thirsting for the carnageI can't take it, I'm battered and broken, abandoned foreverIt's round and round and round we go

Somebody please let me know just what it takes to begin, to start all over againThe truth has finally shown it's face, how long have I been in this place?

I never had a choice, you blinded me and stole my voice

I will no longer take the flight from you...Now that you've got me, what's next?

Let me help...

Now I destroy you, demon Sinew is ripped to shreds

Stripped from your body, crimson

Fury of righteousness will now consume you in death

It's the sweet, sweet song of your heartbeat

All I feel is a memory

Of the night I laid in bed with you

It's the easy sound of your breathing

Tell me what I should've seen

Where was I when you fell fast asleep?

I can't live without you by my sideIt's round and round and round we go
Somebody please let me know just what it takes to begin, to start all over again
It's round and round we go

Somebody please let me know just what it takes to begin, to start all over again

Lyrics provided by http://counterlikes.com/