

Call It Dreaming – Iron & Wine

May 30, 2025, 9:50 AM

Key: Capo: 1st Fret **Notes:** Standard tuning: EADGBE, the original song is played in DADGAD tuned up to be in the key of F.

[Intro]

E – Asus2/E [2x]

Say it's ^E here where our pieces fall in place ^{Asus2/E}

Any rain softly kisses us ^E on the face ^{Asus2/E}

Any wind means we're running ^E

We can sleep and see 'em coming ^{Asus2/E}

Where we drift and call it dreaming ^E

We can weep and call it singing ^{Asus2/E}

[Interlude]

E – Asus2/E [2x]

Where we pray when our hearts are strong enough ^E ^{Asus2/E}

We can bow 'cause our music's warmer than blood ^E ^{Asus2/E}

Where we see enough to follow ^E

We can hear when we are hollow ^{Asus2/E}

Where we keep the light we're given ^E

We can lose and call it living ^{Asus2/E}

[Chorus 1]

Where the sun ^{F#m*} isn't only sinking fast ^{Bsus4/E}
Every night knows how long it's supposed to last ^{F#m*} ^{Bsus4/E}

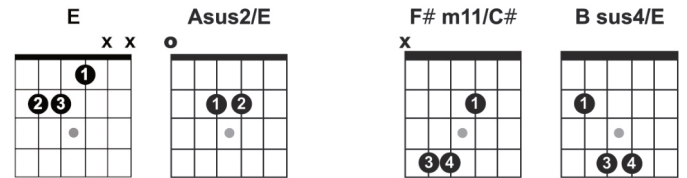
^{G#m**} ^{C#m7}
Where the time of our lives is all we have

^{A[bar]} ^{C#m7} ^{Bsus4/E}
And we get a chance to say

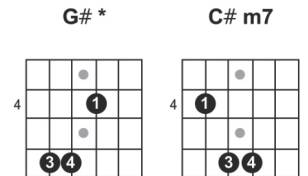
^{A[bar]} ^{C#m7} ^{Bsus4/E}
Before we ease a - way

^{C#m7} ^{A[bar]} ^{C#m7} ^{Bsus4/E}
For all the love you've left be - hind

^E
You can have mine



*F#m is really F#m11/C#
**G#m is really Emaj7/D#



[Interlude]

E – Asus2/E [4x]

F#m* – Bsus4/E [2x]

Say it's ^E here where our pieces fall in place ^{Asus2/E}

We can fear 'cause the feeling's fine to betray ^E ^{Asus2/E}

Where our water isn't hidden ^E

We can burn and be forgiven ^{Asus2/E}

Where our hands hurt from healing ^E

We can laugh without a reason ^{Asus2/E}

[Chorus 2]

'Cause the sun ^{F#m*} isn't only sinking fast ^{Bsus4/E}
Every moon and our bodies make shining glass ^{F#m*} ^{Bsus4/E}

^{G#m**} ^{C#m7}
Where the time of our lives is all we have

^{A[bar]} ^{C#m7} ^{Bsus4/E}
And we get a chance to say

^{A[bar]} ^{C#m7} ^{Bsus4/E}
Before we ease a - way

^{C#m7} ^{A[bar]} ^{C#m7} ^{Bsus4/E}
For all the love you've left be - hind

^E
You can have mine

[Outro]

E – Asus2/E [4x]

E [end on E]