












You finally make it up to the top of Death Mountain and find yourself at the Fire Temple. Here Ganondorf has imprisoned many of the Gorons. You stumble over a rock and drop your bag of Keys in the fire, causing some of them to expand as they **burn, char** and turn to **ash**. But you quickly realize this may not be a bad thing, as now your Keys are the **right size** for the cages. If you can just spot what they have in **common** with the Gorons you should be able to set them free.

<p>I need a feature to look more like Elvis</p>  <p>SARGOHMAA</p>	<p>I'm storing my best rocks for safekeeping</p>  <p>ETONYXIA</p>	<p>I require an additional payment</p>  <p>MOLTENUKE</p>	<p>I enjoy taking showers</p>  <p>WRATHXE</p>	<p>I wish I'd seen it when you swung your sword</p>  <p>DARSUKA</p>
<p>I react angrily</p>  <p>CLAY ORO</p>	<p>I've been put on low priority status</p>  <p>HEATHOTNIK</p>	<p>I've met the late comedian Pryor</p>  <p>DIMIRIA</p>	<p>I'm not generous with my money</p>  <p>GRAVELSTUROK</p>	