Hurly-Burly Brothers

These ill-tempered trolls were separated at birth for a reason, and they’ve survived by being nearly indestructible.

North of Winterhaven, a lonely path wends through the foothills of the Cairngorm Peaks. Flanking this trail are two caves five miles apart, one along the shore of Lake Winternist and the other carved into a rocky hill to the west. Although the caves aren’t visible from the trail, local hunters know them well and avoid them, for they are home to two savage trolls—fraternal twins—that despise one another. Residents of Winterhaven call the trolls Hurly and Burly, because of their tumultuous history and the uproar they have caused over the years.

Troll Territory: Each troll has a cave to himself. Though they generally keep to themselves, the trolls sometimes encroach upon each other’s territory, leading to arguments and brawls. The brothers walk away from these conflicts no worse for wear, thanks to their regeneration ability. However, these altercations can upset them for days, spurring them to take out their frustrations on nearby farmsteads and passersby.

Bound by Blood: Hurly and Burly are not typical trolls. Their mother, a shaman, cast a ritual upon them when they were born. The ritual bound their spirits as one, such that the brothers cannot be killed unless they’re in close proximity to one another. A successful DC 21 Arcana check or Nature check reveals that the only way to kill one troll is to deal acid or fire damage to its unconscious body while its brother is close by.

**Hurly/Burly**

**Large natural humanoid, troll**

**HP 240; Bloodied 120**

**AC 21, Fortitude 22, Reflex 20, Will 18**

**Speed 8**

**Saving Throws +2; Action Points 1**

**Talents**

**Bound by Blood**

If Hurly or Burly is reduced to 0 hit points by damage that isn’t acid or fire, he does not die and instead falls unconscious until the start of his next turn, when he returns to life with 30 hit points.

If an attack hits him and deals any acid or fire damage while he is unconscious and within 5 squares of his brother, he does not return to life in this way. When one brother dies, the other loses this trait.

**Regeneration**

Hurly or Burly regains 10 hit points whenever he starts his turn and has at least 1 hit point. When he takes acid or fire damage, his regeneration does not function on his next turn.

**Standard Actions**

**Battleaxe (weapon) + At-Will**

**Attack:** Melee 2 (one creature); +14 vs. AC

**Hit:** 2d8 + 12 damage.

**Cleave (weapon) + At-Will**

**Attack:** Close burst 2 (enemies in the burst); +14 vs. AC

**Hit:** 2d8 + 7 damage, and Hurly/Burly can push the target 1 square.

**Skills**

Athletics +15, Nature +11

**Str 22 (+10) Dex 18 (+8) Wis 14 (+6)**

**Con 20 (+9) Int 6 (+2) Cha 9 (+3)**

**Alignment chaotic evil**

**Equipment**

**Battleaxe**

**Languages** Common, Giant