

# Ulmodili



*Water Beasts.*

*Source - Creatures of Middle Earth*

Level

8

# Encounter	10-200
Size	Large, 15-21ft
Speed	Very Fast
Hit Points	110
AT	None 1
DB	50
Attacks	70 Medium Bash 60 Medium Bite -
Notes	Playful

Climate

Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.

Habitat

Ocean, Saltwater shores/shallows, Battlefield (shipwrecks).

*No water creature was as intelligent or blessed as the Ulmodil (Q. "Friend of Ulmo"), the beautiful blue and white porpoise. Seaborne mammals, they were servants of Ulmo (as opposed to Ossë) and fast allies of the Teleri. Their complex society and wide-ranging schools enabled them to act with startling unity when summoned by their master or friends, or when aroused by their enemies.*

*The gregarious Ulmodili lived in hierarchical groups of 10-200 individuals, which in turn joined to form schools of 100-2000 creatures. Playful and agile, they rolled and leaped along the surface of the open sea, moving at speeds of up to 40 miles an hour. When they submerged, they could dive as deep as 1000 feet and stay down for as long as five minutes before they needed to re-surface (they breathed through lungs, not gills).*

*An Ulmondil had smooth blue (top) and white (bottom) skin and a long beaked snout. This snout was a formidable, mace-like weapon that contained an array of short, sharp teeth. Its bulging forehead encased a pad of fat that housed a sonar-like organ that enabled the creature to detect objects with stunning accuracy.*