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Races of Men

- Men – Iluvatar’s second set of children that awoke with the Rising of the Sun
- Pukel-men – huge stone guardians of the great citadel of Dunharrow
- Woses – wold, woodland people that lived in the ancient Forest of Druaden (in Anorien below the White Mountains)
- Edain – the first Men to come out of the East into Beleriand where the High Elves had made many kingdoms; Men of the First Age that were counted greatest
- Dunedain – the remnant of the Edain of the First Age; honoured by the Valar and given land that lay in the Wetsren Sea between Middle-earth and the Undying Lands (Numenore)
- Numenoreans – the Dunedain of Numenore (Westerness in the common tongue)
- Black Numenoreans – after the downfall of the Numenoreans, most of them were lost except those who had gone to the southern haven of Umbar
- Corsairs – chief enemies of the Dunedain of Gondor; rebels of Gondor, the Haradrim and a few of the scattered Black Numenoreans who retook Umbar in the Third Age
- Elendili – these of the dispersed Numenoreans who made the realms of Arnor and Gondor
- Gondor Men – most far-famed Dunedain of the South Kingdom
- Northmen – the many men who were descended from the Edain of the First Age and inhabited the northern Vales of Anduin
- Woodmen – men that loved in Mirkwood in the Third Age; descendent from the Northmen
- Beornings – race of solitary Northmen who guarded the Ford of Carrock and the High Passes in Rhovanion
- Dorwinions – of all the Northmen, the most easterly; far-famed as makers of the finest and strangest of wines
- Lake Men – Northmen who had been traders upon the Long Lake and the Running River; dwelled between Mirkwood and the Iron Hills by the lake and in the city of Esgaroth
- Bardings – Northmen previously known as the Men of Dale inhabited the wealthy city of Dale below the Lonely Mountain – named after Bard – slayer of Smaug, who rebuilt Dale
- Eotheid – descendents of the Northmen, dwelled in the Valed of Anduin between Carrock and Gladden; great horsemen and man-at-arms
- Eorlings – Rohirrim that called themselves Eorligns in honour of Eorl the Young, the first in their line of kings
- Forodwaith – men that lived in the northern desert land of Forochel after the fall of Angband
- Lossoth – descendents of the Forodwaith; lived to the north of the Westlands in the Third Age
- Hillmen – evil race of Men who served the Witch King of Angmar in the Third Age; fierce, numerous, allied with the Orkish Legions
- Dunlendings – descendents of the Men from the Second Age who dwelled apart from all other people before the coming of the Dunedain to Middle-earth
- Variags – fierce race of Me that lived in the land of Khand, south of Mordor during the Third Age; allied to the evil Easterlings and Haradrim; servants of the Dark Lord Sauron

Haradrim – Men of the South, served Sauron throughout the Second and Third Ages
Easterlings – Men that remained in the East under the dark shadow of Melkor when all others went West; turned to evil ways
Easterlings of Beleriand – those that left the East and entered Elf-lands; untrust-worthy and betrayed their allies the Elves to Morgoth
Balchoth – part of the Easterling race that dwelt in Rhovanion; fierce barbarian people
Wainriders – an Easterling people out of the lands of Rhun in the Third Age who went West to make war with the Men of Gondor
Easterlings of Rhun – men that dwelt in the land of Rhun under the rule of Melkor
Dunedain of Arnor – men led by Elendil the Tall who arrived in Middle-earth in ships that came upon the Western Sea; founded the city of Arnor
Rohirrim – Eotheid who came to assist the Men of Gondor in the Battle of the Field of Celebrant; given the name by the Men of Gondor, meaning “horse lords”