Penelope Melko
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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 Druadan (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 (Westemesse 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
Eotheod – descendent of the Northmen, dwelled in the Vale of Anduin between
Carrock and Gladden; great horsemen and man-at-arms
Eorlings – Rohirrim that called themselves Eorlins 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 – descendent 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 – descendent 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 Men 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 – Eotheod 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”