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Various Races Upon Arda

Valar – those greatest of the Ainur that came down to Arda; the fifteen great powers: Manwe, Melkor, Varda, Ulmo, Yavanna, Aule, Mandos, Nienna, Orome, Vana, Nessa, Tulkas, Lorien, Este, and Vaire

Maiar – the lesser Ainur, servants to the Valar who came down upon Arda: Eonwe, Ilmare, Arien, Tilion, Osse, Uinen, and Melian

Elves – the First-born Children of Iluvatar awakened in the very hour that Varda placed the stars in the sky; Iluvatar made it so that the Elves would have and make more beauty than any earthly creatures and they would possess the greatest happiness, and given life so long they seemed immortal, they would never know sickness and pestilence but their bodies could be slain with fire or steel in war, and even die of grief

Men – at the first Rising of the Sun, arose the Second-born Children of Iluvatar; men were mortal and short-lived, in strength of body and nobility of spirit Men compared poorly to Elven-folk; succumbed readily to pestilence and the rough elements of the World

Hobbits – halflings; burrowing, hole-dwelling people whose span of life was about 100 years. They all share certain characteristics: they measured about 2-4 feet in height, long-fingered, possessed of a well-fed and cheerful countenance, and had curly brown hair upon their heads and peculiar shoeless, oversized feet

Dwarves – created by Aule; stout and strong, uneffected by co fire, and sturdier than the races that followed; stubborn, indomitable, and persistent in labour and hardship; brave in battle, their pride and will could not be broken; deep-delving miners, masons, metal-workers, and the most wonderous stone-carvers

Eagles – noblest of the winged creatures of Arda; brought forth by Manwe and Yavanna; most ancient and wisest of races; messengers and servants of Manwe

Ents – brought to life by Yavanna; shepherds of trees; learned to speak from the Elves; like oak and beech was the huge rough-barked trunk, their branch-like arms were smooth and their seven-fingered hands were gnarled

Dragons – created by Morgoth; there were three kinds of Great Worms: those that slithered, those that walked on legs, and those that flew with wings; were of massive size and power and protected by scales of impenetrable iron

Nazgul – Ringwraiths, the evil servants and generals of Sauron the Ring Lord; they were once powerful kings and sorcerors among Men who ere each given a Ring of Power by Sauron

Orcs – created by Morgoth by the newly risen Elves that he captured and tortured until he created ruined and terrible forms of life; fierce warriors, cannibals, ruthless and terrible

Balrogs – the most terrible of the Maiar spirits, servants of Melkor; denoms with streaming manes of fire and nostrils that breathed flame; chief weapon: many-thronged whip of fire

Vampires – evil bloodsucking Bat of Middle-earth; bred by Melkor; winged with talons of steel

Werewolves – race of tortured spirits who were the thralls of Melkor; evil spirits entered the forms of wolves by sorcery

Great Spiders – dark and filled with envy, greed, and the poison of malice