

## Smirke's List

Robert Smirke categorised all the disparate entities into 14 main categories. Each Entity is comprised of a variety of smaller terrors, some direct, some abstract, and some tend to bleed over between one Entity and the next. Whilst fears do change and are subject to place, time, and culture, they are thought to have remained fairly stable since the industrial revolution, though an entity's power fluctuates with the world's fear of their domain. Each entity has a variety of names, though Smirke's names are generally the most commonly used.

These classifications are much like colours, infinite fears that can be grouped into a few categories — each entity can be separated to some degree, but the fears bleed and feed into one another around the edges, and within each entity are different shades of the same hue. This also works to explain why some entities oppose one another, their colours "clash" like red and green or blue and orange.

### The Buried

- Also called The Centre, Choke, Too Close I Cannot Breathe, Forever Deep Below Creation.
- The fear of small spaces, suffocating, drowning, being buried alive. Fear of everything crashing down around/on oneself. Fear of being trapped without enough space.
- Manifests as caves, dirt, financial issues, heavy rain, underground transport, tight spaces such as coffins.
- Artifacts associated with The Buried: [The Coffin](#), The Box,<sup>[2]</sup> [DIG](#),<sup>[3]</sup> [Seven Lamps of Architecture](#).
- Known avatars and servants of The Buried: "[The Governor](#)", [Enrique MacMillian](#), [Hezekiah Wakely](#).
- The Buried's ritual is called the Sunken Sky.<sup>[4]</sup>
- This entity was two in Sims' first draft of the Fears: Breathless and Close.

### The Corruption

Main article: [The Corruption](#)

- Also called Filth, The Crawling Rot, Flesh Hive.
- The fear of corruption, disease, filth. Fear of the feelings of disgust, revulsion and the things or beings that might evoke such feelings.
- Manifests as mould, bugs, rot, decay, infection, the feeling of one's skin crawling. Can also manifest as unhealthy love and companionship.

- Artifacts associated with The Corruption: [A Journal of the Plague Year](#), [The Tale of a Field Hospital](#), The Scalpel, <sup>[5]</sup> The Syringe. <sup>[6]</sup>
- Known avatars and servants of The Corruption: [Jane Prentiss](#), [John Amherst](#), [Timothy Hodge](#), [Agape](#), [Jordan Kennedy](#). <sup>[7]</sup>
- John theorises that Jane Prentiss might have attempted to start a ritual in the tunnels by creating a doorway into The Corruption. <sup>[8]</sup>
- In Sims' first attempt at sketching out the Fears, The Corruption was split between Hive and Filth.

## The Dark

Main article: [The Dark](#)

- Also called Mr. Pitch, The Forever Blind.
- The primal fear of the dark, of the unseen, and the creatures hiding from our view.
- The Dark is said to be one of the oldest Entities.
- Manifests as creatures hidden in the dark, shadow figures and monsters, blindness, coldness, dark water.
- Artifacts associated with The Dark: The Dark Star, <sup>[9]</sup> Dark Wardrobe. <sup>[5]</sup>
- Known avatars and servants of The Dark: [The People's Church of the Divine Host](#) ([Manuela Dominguez](#), [Maxwell Rayner](#), [Robert Montauk](#), [Vardaan Darvish](#), [Natalie Ennis](#)), [Callum Brodie](#).
- The Dark's only known attempt at a ritual was called "[The Extinguished Sun](#)". <sup>[10]</sup>
- The original name for The Dark was "Pitch".

## The Desolation

Main article: [The Desolation](#)

- Also called The Lightless Flame, The Torturing Flame, The Devastation, The Blackened Earth, The Ravening Burn, Asag.
- The fear of pain, loss, burning, and destruction, especially with a senseless cause.
- Followers are enriched by destroying the lives of people who had things to live for, and destroying things before their potential is realised.
- Manifests as fire, wax, heat, burns, destruction of potential.
- Artifacts associated with The Desolation: “*small book bound in red*”. <sup>[11][12]</sup>

- Known avatars and servants of The Desolation: [The Cult of the Lightless Flame](#) ([Agnes Montague](#), [Arthur Nolan](#), [Diego Molina](#), [Eileen Montague](#), [Eugene Vanderstock](#), [Jude Perry](#)).
- The Desolation's latest and only known attempt at a ritual was called "The Scoured Earth."<sup>[13]</sup>
- This fear was known as Burnt, in early drafts.

## The End

Main article: [The End](#)

- Also called Death, Terminus, the Termination of All Life, The Coming End That Waits For All And Cannot Be Ignored.
- The fear of death itself—uncaring and unstoppable, the fear that everything ends eventually.
- Manifests as bones, various forms of the dead (skeletons, mummies, zombies, etc.). Also has close ties to dreams and can manifest through them.
- Artifacts associated with The End: [Book of the Dead](#), [Catalogue of the Trapped Dead](#), Death's Game Pieces.<sup>[14]</sup>
- Known avatars and servants of The End: [Justin Gough](#), [Nathaniel Thorp](#), [Oliver Banks](#), [Tova McHugh](#).
- The End has no known attempts at a ritual. According to Peter Lukas this is because it sees no need to, as Death claims all in the end.<sup>[15][16]</sup>

## The Eye

Main article: [The Eye](#)

- Also called Beholding, The Ceaseless Watcher, It Knows You, The Great Eye that watches all who linger in terror and gorges itself on the sufferings of those under its unrelenting stuporous gaze.
- The fear of being watched, exposed, followed, having secrets exposed. Can also pertain to the drive to know and understand, even if your discoveries might destroy you.
- Manifests as eyes, security cameras, a creature or figure that keeps constant watch. Often manifests in libraries and books.
- Artifacts associated with The Eye: The Hand Mirror,<sup>[14]</sup> security camera instruction manual,<sup>[17]</sup> Rock Eye.<sup>[5]</sup>
- Known avatars and servants of The Eye: Magnus Institute Archivists (Angus Stacey, [Gertrude Robinson](#), [Jonathan Sims](#)), [Jonah Magnus](#) ([Richard Mendelson](#),

[James Wright](#), [Elias Bouchard](#)), archival assistants ([Alice "Daisy" Tonner](#), [Basira Hussain](#), [Emma Harvey](#), [Eric Delano](#), [Fiona Law](#), [Martin Blackwood](#), [Melanie King](#), [Sasha James](#), [Timothy Stoker](#)), [Gerard Keay](#).

- The Eye's ritual is called [The Watcher's Crown](#).<sup>[18]</sup>

## The Flesh

Main article: [The Flesh](#)

- Also called Viscera.
- Born from the fear held by animals bred for meat, and in the human realisation that we are just animated meat and bones.
- Manifests as meat, corpses, blood, bones, butchers, meat-related industry. Often manifests as strange bodies—bodies being unnaturally twisted, reshaped, and butchered.
- Thought to be the newest of the 14, born around the time of the Industrial Revolution.
- Artifacts associated with The Flesh: [The Boneturner's Tale](#), the Meat Grinder,<sup>[19]</sup> [The Stalwart Hunters' Almanac](#) (suspected).
- Known avatars and servants of The Flesh: [Angela](#), [Eustace Wick](#), [John Haan](#), [Toby Carlisle](#), [Tom Haan](#), [Jared Hopworth](#).
- The Flesh's ritual is called The Last Feast.<sup>[20]</sup>

## The Hunt

Main article: [The Hunt](#)

- Also called Blood.
- The animalistic fear of being chased or hunted; the primal fear of being prey.
- Manifests as predators, predatory monsters, animal instincts, animalistic traits.
- Takes hold of apparently "normal" people after they are exposed to the need for The Hunt. Self-proclaimed monster hunters might become 'Hunters' and proceed to develop a need to hunt and kill monsters.
- It is less able to affect humans due to our self-removal from the food chain.
- Artifacts associated with The Hunt: [The Stalwart Hunters' Almanac](#) (suspected).
- Known avatars and servants of The Hunt: [Alice "Daisy" Tonner](#), [Julia Montauk](#), [Robert Montauk](#), [Trevor Herbert](#), [Basira Hussain](#), [The Admiral](#).

- The Hunt's ritual is called The Everchase. Daisy suggests that the Hunt is too caught up in the chase to ever reach the end of its ritual if it has an end at all.<sup>[21]</sup>
- In Jonathan Sims' first list of what would become the Entities, this one was called Fang.

## The Lonely

Main article: [The Lonely](#)

- Also called Forsaken, The One Alone.
- The fear of isolation, of being completely cut off and alone or disconnected from the rest of society.
- Manifests as fog, large rooms, silence, suburbs, empty rooms, crowds of faceless people.
- Artifacts associated with The Lonely: [A Disappearance](#) (suspected), The Boatswain's Call,<sup>[22]</sup> Lonely Painting.<sup>[23]</sup>
- Known avatars and servants of The Lonely: [The Lukas Family](#) ([Peter Lukas](#), [Mordechai Lukas](#), [Conrad Lukas](#)), [Martin Blackwood](#).
- Peter Lukas attempted a ritual for The Lonely dubbed "The Silence."<sup>[24]</sup>

## The Slaughter

Main article: [The Slaughter](#)

- The fear of pure, unpredictable, unmotivated violence. The fear of pain coming at sudden, random moments.
- Manifests as people driven "mad with Slaughter," soldiers, music that either induces Slaughter or warns that Slaughter is coming. Often manifests in imagery of war or murder, and can appear wild like a frenzied killer or calm and regimented like soldiers firing on the battlefield.
- Artifacts associated with The Slaughter: Blood Money,<sup>[25]</sup> Slaughter Gun,<sup>[25]</sup> Slaughter Knife,<sup>[26]</sup> a rusted train car which perpetually smells of blood and which houses the spirit of a WWII medic driven mad by Slaughter,<sup>[27]</sup> "slaughter book".<sup>[28]</sup>
- Known avatars and servants of The Slaughter: [Alfred Grifter](#), [Amritsar Ghosts](#), [Melanie King](#), [The Deserter](#), ["The Piper"](#).
- The Slaughter's only known attempt at a ritual was called "The Risen War."<sup>[29]</sup>
- This fear was named Butchery before the Entities were fully formed.

## The Spiral

Main article: [The Spiral](#)

- Also called Es Mentiras (It Is Lies), The Twisting Deceit, It Is Not What It Is.
- The fear of madness, that the world you know is wrong, that your mind is lying to you. Fear of deception, lying, deceiving of the mind and senses.
- The Spiral appears with imagery of spirals, patterns and fractals, and often manifests as hallucinations or illusions.
- Artifacts associated with The Spiral: The Fractal Pot,<sup>[30]</sup> The Pattern Rug.<sup>[31]</sup>
- Known avatars and servants of The Spiral: [Gabriel](#), [The Distortion](#) (Michael and Helen), [The Man Who Wasn't There](#).
- The Spiral's ritual is The Great Twisting.<sup>[32]</sup>

## The Stranger

Main article: [The Stranger](#)

- Also called I Do Not Know You.
- The fear of the unknown, the uncanny, the unfamiliar. The creeping sense that something is not right.
- Manifests as beings and aspects of beings that provoke an "uncanny valley"<sup>[33]</sup> response: human and other being-adjacent forms, such as mannequins, wax figures, masks, and taxidermy. Often manifests in theatres and performances.
- Artifacts associated with The Stranger: [The Calliope](#), [Gorilla Skin](#).
- Known avatars and servants of The Stranger: [The Anglerfish](#), [Breekon & Hope](#), The Circus of the Other ([Gregor Orsinov](#), [Nikola Orsinov](#)), [Daniel Rawlings](#), [NotThem](#), [Sarah Baldwin](#), [Wolfgang von Kempelen](#), [Anatomy Students](#).
- The Stranger's ritual is [The Unknowing](#).<sup>[34][35][36]</sup>

## The Vast

Main article: [The Vast](#)

- Also called The Falling Titan.
- The fear of heights, falling, and large open spaces including sky, space, and deep water. More broadly: the human fear of insignificance and meaninglessness, of losing oneself in too much space.
- Manifests as void, wide-open spaces, vertigo, falling, the transformation of something that should have a limit into something infinite.
- Artifacts associated with The Vast: [Ex Altiora](#).

- Known avatars and servants of The Vast: [Michael "Mike" Crew](#), [The Fairchilds](#) ([Simon Fairchild](#), Harriet Fairchild).
- The Vast's only known ritual was called "The Awful Deep."<sup>[37]</sup>
- This fear was known as Vertigo in Sims' earliest drafts.

## The Web

Main article: [The Web](#)

- Also called The Spider, The Great Spider, Mother of Puppets, The Mother, The Spinner of Schemes, The Hidden Machination.
- The fear of being controlled or trapped, especially being unaware of one's own entrapment. The fear of being forced to do things against one's own will, of being manipulated. Also the fear of spiders.
- Manifests as spiders, spider webs, web-like patterns, puppets.
- Artifacts associated with The Web: [The Web Table](#), [A Guest for Mr. Spider](#), 蜘蛛が食べている (*kumo ga tabete iru*).<sup>[38]</sup>
- Known avatars and servants of The Web: [Annabelle Cane](#), [Emma Harvey](#), [Neil Lagorio](#), [Raymond Fielding](#).
- According to Peter Lukas, The Web has never attempted a ritual, presumably because it likes or accepts the world as it is.<sup>[15]</sup> It is also possible that The Web never attempted a ritual because it was more focused on using [The Mass Ritual](#) to escape to other universes than having a ritual of its own.
- The Web first appeared as Weaver, before the Entities gained definite articles.

## Dekker's Addendum

### The Extinction

Main article: [The Extinction](#)

- Also called The Terrible Change, The Future Without Us, The World Is Always Ending.
- A new entity hypothesized by [Adelard Dekker](#) to be currently emerging. As of [MAG 175](#), it is confirmed to exist, although whether it is on the same level as the other Entities or the existential threat Dekker feared remains unclear.
- The fear of catastrophic change, destruction of nature, destruction of human skin and tissue, the destruction of humanity itself and its replacement by something different; all of this especially via mankind's own causing.

- Manifests through human technology such as computers, code, and radio, and seems to present horrifying visions of what humans could become, or what could become of humans.
- Most avatars agree that they would like to prevent The Extinction from emerging if possible.<sup>[\[37\]](#)</sup>