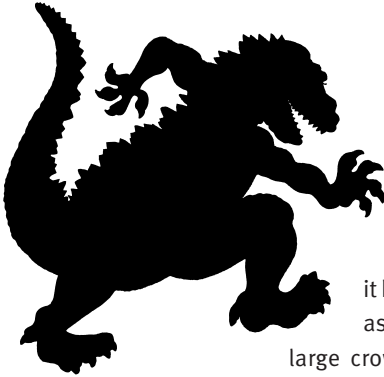


ARE YOU A MONSTER?

A Layman's Self-Diagnosis Guide to Common Monstrosities



GARGANTUANS

OVERVIEW: Gargantuans are creatures that have grown to enormous size: an ape as large as a skyscraper, a lizard so huge it has to live in the ocean, a wolf as big as a house, etc. They tend to attract

large crowds of curious seekers who want to see what the giant monsters will do next. Demanding, powerful, and hungry, one gargantuan can do more damage with a single flick of a tail than many other monsters combined.

COMMON HABITATS: Once fully grown, gargantuans require large venues, such as stadiums, large conferences, rock concerts, and megachurches.

WEAKNESSES: Honest feedback, becoming so big that “no one understands,” feeling of invincibility or being above the law, temptation to crush “the little people” all around them

NATURAL ENEMIES: World War II biplanes, internet dissidents, other gargantuans, themselves, small women in red dresses, gravity

SYMPTOMS INCLUDE: Becoming “huge” sensations; thinking that just because everyone listens to them, they have something important to say; increasingly large picture of themselves; desire to eat an entire semi full of cookies

COMMON QUOTES: “I’m the biggest and the best!” “Behold my 170,000 followers on Twitter!”

If you think you or a loved one may be a monster, please visit www.nightofthelivingdeadchristian.com for help and resources.

INVISIBLE PEOPLE

OVERVIEW: Invisible people are those who have perfected ways to avoid detection in everyday situations. As such, they are always skulking around, eavesdropping on private conversations, seeing things they have no business seeing, and then passing that information along to others. Invisible people can often be found working “behind the scenes” to manipulate others into doing what they want

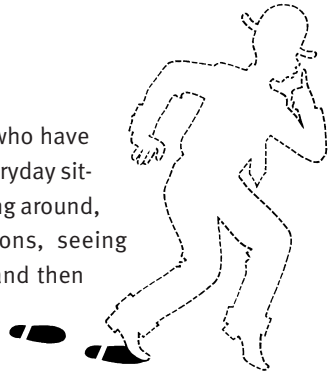
COMMON HABITATS: Unknown—rarely sighted

WEAKNESSES: Getting drenched with buckets of paint; being followed or barked at by dogs; although they can’t be seen, they do leave tracks; can rarely avoid bragging about their invisible exploits for long

NATURAL ENEMIES: People who refuse to “take their word for it” that they “heard it firsthand”; night-vision goggles; warm weather, when dressing in layers of clothing raises suspicions; other invisible people; the truth

SYMPTOMS INCLUDE: “Innocent” lingering near others’ conversations, desire to hack other people’s e-mail accounts, late-night Facebook stalking, obsession with knowing the latest gossip, tweaking what other people say to match their own agendas

COMMON QUOTES: “That’s not how I heard it happened. What really happened was this . . .”



MAD SCIENTISTS

OVERVIEW: The mad scientist is an individual of above average intelligence (or so he will tell you) who has “the answer” to any problem he comes across. With great enthusiasm and greater arrogance, the mad scientist will build impressive plans and devices to “fix” the world around him—whether the world wants it or not.

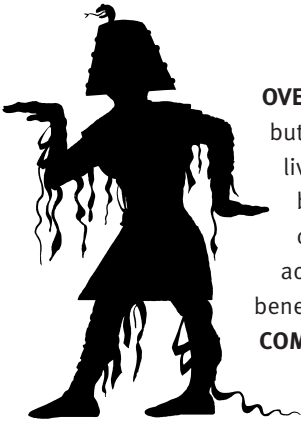
COMMON HABITATS: Laboratories, castles, chemistry stores, corporate R & D departments, Mensa gatherings

WEAKNESSES: Overweening pride, inability to see another point of view

NATURAL ENEMIES: Peasants with pitchforks, monsters of their own creation, people in authority, self-awareness

SYMPTOMS INCLUDE: Megalomania; feeling misunderstood and underappreciated; gathering of syncophantic “minions” or “lackeys” whenever possible; wild, unkempt hair; lack of fashion sense; taking recreational IQ tests; pulling all-nighters in the lab; passionate desire to own the latest technology

COMMON QUOTES: “Here’s what I would do if I were in charge. Mooowhahaaahaaaaaa!”



MUMMIES

OVERVIEW: The mummy is a king who died long ago but is still treated with the respect and honor of a living king. Typically wrapped in the finery and beauty of his past achievements, the mummy demands allegiance regardless of his present actions, making it difficult to see that what lies beneath is little more than putrified flesh.

COMMON HABITATS: Pyramids, long-established ministries and workplaces, pulpits, creepy tombs

WEAKNESSES: Getting trapped in tombs, occasionally being mistaken for toilet paper, excessive reliance on past achievements, overwhelming urge to curse anyone who disagrees with them

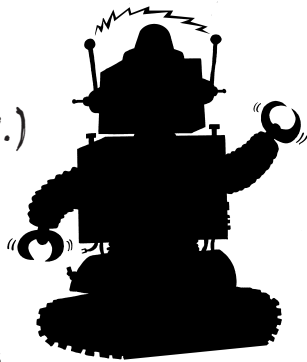
NATURAL ENEMIES: Healthy dissent, consensus decision making, Brendan Fraser, sandstorms, “new” people who look at the present rather than the past reality

SYMPTOMS INCLUDE: Grandiose verbiage; intense desire to wrap oneself in long, winding cloths; demand for unquestioning obedience; fear of change; insistence on “proper respect”; hoarding gold, jewels, and servants and putting a curse on them

COMMON QUOTES: “Perhaps you do not recall the glory of my empire in ages past!”

ROBOTS (ANDROIDS, CYBORGS, ETC.)

OVERVIEW: Robots are beings with prodigious intelligence, often coupled with stunted emotions. They are swift problem solvers and possess inhuman strength. They have an unstoppable focus on objectives rather than people and are sometimes baffled by the illogical emphasis placed on the overwrought emotional responses of others



COMMON HABITATS: Starships, finance departments, the future

WEAKNESSES: Getting caught in the rain without an oil can, being disassembled by scavengers, inability to tell when they have hurt someone’s feelings, lack of awareness of their own emotions, social awkwardness and/or relational immaturity

NATURAL ENEMIES: Rust, water, illogic, sentimentality, Dr. Phil

SYMPTOMS INCLUDE: Inability to speak using contractions, metallic sheen to the skin, preference to working with data over people, perpetual worry that their “charge will run down,” often accused of being cold or aloof

COMMON QUOTES: “Thank you for informing me that you love me. I will carefully consider a proper response and get back to you in a period of no more than fourteen days.”

SASQUATCHES

OVERVIEW: The sasquatch or “forest ape” is a solitary creature who feels no need for the company of others. He is often seen from a great distance, loping across a field or eating a handful of berries. The more highly socialized sasquatch may occasionally make forays into the most anonymous social situations.

COMMON HABITATS: Isolated forests, MMORPGs, tree houses, internet churches, Wyoming

WEAKNESSES: Poorly suited to city life, sometimes forgets how to interact with others, hates being called a “Yeti,” occasional stench from lack of bathing, may suffer from social anxiety

NATURAL ENEMIES: Zombies, potlucks, poison ivy, shaving cream

SYMPTOMS INCLUDE: Increased hairiness, inappropriate comments and behavior in social settings, bitter anger toward organizations of various kinds, using privacy as an excuse for reclusive habits, intense desire to watch *Harry and the Hendersons* (again)

COMMON QUOTES: “I need my space.” “The church is too institutionalized. I’d rather go off alone, just me and God.”



TROLLS

OVERVIEW: Trolls are largely solitary creatures who haunt lonely places in search of more gold, riches, and food. They tend to take without asking, and they jealously guard their hoards, often with giant spiked clubs.

COMMON HABITATS: Mountain dwellings, under bridges, bank vaults, MBA programs

WEAKNESSES: Constant fear that someone will “take their stuff” causes them to be generally untrusting and untrustworthy; easily manipulated by appealing to their greed.

NATURAL ENEMIES: Billy goats, sunlight, thieves, invisible hobbits, vampires, the annual tithing sermon, visiting missionaries, slide shows of natural disasters that ask for money at the end

SYMPTOMS INCLUDE: Ravenous hunger; the “gold itch,” paranoia, premature greying of the skin, unrelenting suspicion that “my things would be safer if I lived in a cave”

COMMON QUOTES: “Mine, mine, all mine!”

VAMPIRES

OVERVIEW: Vampires steal the life force of others to increase their own longevity, gladly using the lives and well-being of those around them to increase their own quality of life. As such, they are intensely selfish creatures with a strong sense of self-preservation.

They are difficult to destroy and often capable of taking a variety of shapes to escape dangerous situations.

COMMON HABITATS: Coffins, Eastern European bloc countries, night clubs, caves, Goth concerts

WEAKNESSES: Afraid of sunlight, holy water, mirrors, and crucifixes; can’t cross running water; can be killed with wooden stakes. As you might imagine, with so many weaknesses, they are big scaredy-cats.

NATURAL ENEMIES: Let’s just say they don’t often have many friends.

SYMPTOMS INCLUDE: Pale skin, avoidance of daylight and looking into



mirrors, habit of turning the conversations back to themselves, inability to form lasting relationships without eventually eating their friends

COMMON QUOTES: “I’ve gotten all I need from you.”



WEREWOLVES

OVERVIEW: A werewolf (also called a lycanthrope) is a human being who wrestles with animalistic, instinctual urges that occasionally grow difficult or impossible to control.

Once the urge grows to a certain point, the werewolf changes from human to wolf form

and gives himself over to the desires of his wolf self. This can be on a monthly cycle or far more often. Lycanthropy can be transmitted to others, typically through a deep bite from an infected person.

COMMON HABITATS: Werewolves are well adapted to urban environments, with recent outbreaks reported in Paris, London, and America. Werewolves can thrive in any habitat humans thrive in. They can also survive in the wilderness while in wolf form, assuming they have sufficient prey to hunt.

WEAKNESSES: Silver bullets, dog food, wolfsbane

NATURAL ENEMIES: Montana ranchers, lumberjacks, dog catchers

SYMPTOMS INCLUDE: Sudden hairiness; primitive, almost overwhelming urges that are difficult to control; howling at the full moon; eating chickens or other animals raw (fondness for sushi is common); anger or irritability; increased night vision

COMMON QUOTES: “Howwoooooooo!”

ZOMBIES

OVERVIEW: Zombies are people who appear to be alive, to have rational thought and volitional movement, but who have actually been infected with a deadly sickness that creates the illusion of life in dead creatures. Zombies have an insatiable hunger to make others into zombies just like them. This desire becomes the overriding motivation for everything the zombies do.



COMMON HABITATS: Churches, political movements, cults, riots, post-apocalyptic landscapes

WEAKNESSES: Lack of original thought, often unaware of undead state, slavish devotion to a “boko” or master, require community with other zombies to receive constant assurance that “this is what it’s like to be alive”

NATURAL ENEMIES: Chainsaws, situations that require climbing ladders, nonconformists, vultures

SYMPTOMS INCLUDE: Lockjaw; unquestioning obedience to a certain belief, leader, website, or author; stiffness of limbs; undead stench; appearance of life; greenish tint to skin; hunger to make others like themselves in every way

COMMON QUOTES: “Braaaains! We want your braaaaaaaains!”