Aberration. The monstrous embodies an active principle, perturbing all categories.

Bizarre. The logic of monsters is one of particulars, not essences.

Catastrophe. Monsters manifest the plasticity of the imagination and the catastrophes of the flesh.

Desublimation. What the unformed is to the sublime, the deformed is to monsters.

Ephemerality. Some monsters exist for but a split-second in our most solipsistic phantasms.

Formlessness. Decomposition and putrefaction constitute our monstrous destiny.

Grotesqueness. Monsters manifest material incompleteness, categorical ambiguity, metaphysical instability.

Hybridization. Monsters result from the fusion and confusion of ontological categories.

Idiosyncrasy. The aesthetic domain exists without any regulatory a priori whatsoever.

Joint. A monster will be remembered for the shock it produces, breaking all chains of association.

Kaddish. The point-of-view of the dead establishes a realm of ineluctable memento mori.

Ludic. In the psychic laboratory of the imagination, monsters are a major source of creativity.

Mutation. Monsters may, under certain circumstances, generate entire classes of beings.

Nocturnal. The reason of sleep, a third of our lives, breeds monsters.

Otherworldliness. The often sacred nature of monsters provokes iconoclasm.

Pandemonium. Monsters are avatars of chance, impurity, indetermination, heterodoxy.

Quandary. Monsters are animated paradoxes, conflating species, genders, genres.

Rarity. Monsters exist in margins, on thresholds, in gaps, beyond limits.

Singularities. Monsters are sui generis, outside of all taxonomy.

Teratology. The totality of rhetorical tropes and figures doubles as a catalogue of monstrous types.

Unrepresentability. The cutting knife of montage creates impossible anatomies.

Vexation. The abominable, the chaotic, the disfigured evoke disquietude and worse.

Wonderment. Monsters are indicators of epistemic shifts, dislocating old epistemologies.

Xenophobia. Monsters symbolize alterity and difference in extremis.

Yonder. Erratic deviation from or towards a dystopic elsewhere is the emblem of monstrosity.

Zero. Rationality would destroy all monsters, without which, however, the imagination would stagnate.

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