Mind Flayer - Creature of insanity

It is unknown whether the creatures of the calamity were always here, or if they were born from it. As rare as they are, they certainly exist now. Mind Flayers are ethereal beings that influence the minds of other creatures. While some specially trained forces can resist the psychic energy of these creatures, most humans will break on some level. The power of the Mind Flayer diminishes over distance but given that one is close by, a typical human will go insane within 10 minutes of indirect exposure, and less than one minute under direct exposure. Strong-willed individuals can usually last more than twice that time but can face worse effects when exposed for long periods of time. Mind Flayers can influence broken minds and, in some cases, explicitly control the victim, but these vessels are typically discarded when they don’t serve an immediate purpose.

Mind Flayers feed off human suffering whether it is caused by them or not, which typically leads them to large settlements. The range of a Mind Flayer is large but has diminishing returns over distance. Someone could live a mile or two away from one and be okay, but after years of living in that same house their mental stability could be completely shattered.

Scaling that up to a settlement is where chaos really breaks loose. If the settlement fails to eliminate or relocate the Mind Flayer, the settlement will start into the stages of total collapse. The first noticeable stage consists of a rise in crime, and a general rise in mental disorders like depression and anxiety. At this stage some people already living with chronic mental health issues will worsen to a permanent and complete state of mental breakdown.

The next stage consists of general unrest among the general population. This is the stage at which the army notices and briefs the local government of the threat. Across the country are special task forces that are highly resistant to the effects of creatures that use psy-attacks and will be called in when a settlement has failed to take care of such creatures on their own. Due to the nature of how Mind Flayers draw their power, disinformation campaigns are rolled out among all neighboring settlements to avoid excess panic and mania that could possibly draw more Mind Flayers.

If the worst-case scenario happens and the Mind Flayer cannot be removed, the remaining civilians are killed by the military before worse can happen. It is imperative that a Mind Flayer is not allowed to completely destabilize a settlement as it may become powerful enough to start feeding on multiple settlements at once.