

The Verge Hag

The void loves the taste of your shame.

Suburban Rot: Environmental Mechanics (3 Tiers)

The Pleasant Surface: Unnoticed Unease for Early-Level Play (1-5)

Purpose: Establish wrongness without Player Agency yet.

The neighborhood appears pristine: trimmed lawns, identical homes, quiet streets. Children play, but quietly...*too quietly*.

- Laughter is brief and immediately stifled.
- Chalk drawings are half-hosed away before they're even completed.
- A child blows bubbles...then stops and quickly pops them all when an adult starts to glance in their general direction.

Mechanic: Passive Only

- Players do not roll here unless they explicitly push.
- Compare noticing most things against Passive Insight or Passive Perception (DC 13).

On Success:

They notice small inconsistencies:

- Children watch adults before acting.
- Adults correct children's behavior without speaking.
- Joy feels performed, not felt.

On Failure:

- They notice nothing.

Regardless of outcome:

- They are distracted, pulled away by a time-sensitive plot hook somewhere else in town.
- This is important: they don't get to linger yet.

The Hollow Routine: Investigated Unease for Mid-Level Play (10-15)

Purpose: Players actively uncover the emotional suppression.

When they return to investigate:

Trigger for Investigation: Any deliberate inquiry into townsfolk, children, or daily life in the Burbs.

Check:

- Investigation or Insight (DC 15)

On Success:

They uncover:

- Children are punished for:
 - Chalk
 - Bubbles
 - Loud laughter
 - Improvisation or imagination
- Adults enforce rules on both children and themselves with cold, automatic precision
- Homes lack signs of personality:
 - No clutter
 - No personal art
 - No toys left out
 - From house to house, there appears to be a “samey” family portrait in the exact same location as though the people and their preferences are as uniform and cookie-cutter as the houses.

Additional Effect:

Players should feel a subtle pressure not to stand out.

- Characters have Disadvantage on Charisma (Performance) checks that are expressive, loud, or creative while in this area.

On Failure:

They still learn something is wrong, but they misattribute it. (Strict culture, not supernatural influence).

Regardless of Outcome:

A resident picks a fight with the party for some reason, and the police eventually cart them away (unless they decide to fight the cops, in which case backup arrives almost immediately in large enough numbers to intimidate the players into complying before anyone dies).

Either way, they end up at the police station for questioning (or arrest), where they get distracted by yet another plot hook, whether it's a conspiracy theorist raving about a cryptid or the case against them for fighting residents and cops (or both).

The Verge Pressure: Full Identity Erosion for Late-Level Play (18-20)

Purpose: The hag's influence becomes mechanically invasive.

The neighborhood is now actively hostile to individuality, deeper in the Burbs.

Trigger:

- Spending extended time (10+ minutes) in the area
- OR confronting townsfolk behavior
- OR entering deeper residential zones

Wisdom Saving Throw

DC 15

On a failure, the character begins to lose creative autonomy.

Failure Effects (Stage-Based)

1st Failure: Suppression

Disadvantage on:

- Performance
- Persuasion (emotional appeals)

The character feels compelled to:

- Speak softly.
- Avoid drawing attention.

2nd Failure: Conformity

The character must:

- Use their reaction to suppress overt emotional actions (laughing, shouting, dramatic gestures).

They cannot willingly:

- Create art.
- Improvise plans without hesitation.

3rd Failure: Hollowing

- The character's personality flattens:
 - They lose any Proficiency Bonuses they have on Charisma Checks (temporary).
- They begin mimicking NPC cadence and behavior.
- They instinctively side with authority figures.

Recovery

- A successful save removes one stage.
- Leaving the area removes all stages after a short rest.

Critical Success (Nat 20)

The character resists and sees through the illusion:

- They gain immunity to this effect for 24 hours.
- They perceive:
 - Subtle threads of influence pulling through the neighborhood.
 - Emotional “drain points” are tied directly to the hag and her house.

Minions of the Verge Hag

Suburban Child (Premature Adult)

Small humanoid, any alignment (suppressed)

“They didn’t get a childhood. They stand too straight. They speak too clearly. And they apologize for things no child should apologize for.”

Armor Class. 12

Hit Points. 22 (5d6 + 5)

Speed. 30 feet

STR 8 (-1) **DEX** 12 (+1) **CON** 12 (+1)

INT 11 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

Saving Throws. Wis +3

Skills. Insight +3, Perception +3

Damage Resistances. Psychic

Condition Immunities. Charmed (by non-hag creatures)

Senses. Passive Perception 13

Languages. Common

CR: ½

Traits

Premature Composure. The child has Advantage on Saving Throws against being Frightened.

Parroted Authority. When a creature within 30 feet makes an ability check, the child can use its Reaction to impose -1d4 to the roll by repeating social expectations:

“That’s not appropriate.”

Actions

Corrective Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Psychic Damage. If the target is concentrating or performing a creative or expressive action, they must succeed on a DC 12 Wisdom Save or lose Concentration.

HOA Enforcer (Smiling Authority)

Medium humanoid, lawful evil

“They never raise their voice. They don’t need to.”

Armor Class. 15

Hit Points. 58 (9d8 + 18)

Speed. 30 feet

STR 12 (+1) **DEX 12** (+1) **CON 14** (+2)

INT 11 (+0) **WIS 14** (+2) **CHA 16** (+3)

Saving Throws. Wis +4, Cha +5

Skills. Intimidation +5, Insight +4, Persuasion +5

Damage Resistances. Psychic

Condition Immunities. Charmed (by non-hag creatures)

Senses. Passive Perception 12

Languages. Common

CR: 3

Traits

Weaponized Politeness. Hostile creatures that start their turn within 15 feet must succeed on a DC 13 Wisdom Saving Throw or have Disadvantage on Attack Rolls until the start of their next turn.

Enforced Normalcy (Aura, 15 ft.). Creatures cannot:

- Speak loudly.
- Use Performance or Deception Checks.
- Express strong emotion.

Failure to comply triggers 2d6 Psychic Damage.

Reactions

Violation Notice. When a creature within 30 feet makes an Attack, casts a Spell, or behaves erratically, the Enforcer imposes:

- -2 penalty to the roll, or

- Forces a DC 13 Wisdom Saving Throw or the Action is made with Disadvantage.

Actions

Measured Strike. *Melee Weapon Attack:* +4 to hit. *Hit:* 8 (1d8 + 4) Psychic Damage.

Issue Citation (Recharge 5-6). One creature within 30 feet must succeed on a DC 14 Wisdom save or:

- Become Restrained (by invisible pressure)
- Take 10 (3d6) Psychic Damage at the start of each turn.

They may repeat the save at the end of the turn.

Hollow Neighbor (Identity Consumed)

Medium humanoid, neutral evil

“They look like a person, but they’re not one anymore.”

Armor Class. 14

Hit Points. 95 (10d10 + 40)

Speed. 30 feet

STR 14 (+2) DEX 10 (+0) CON 18 (+4)

INT 9 (-1) WIS 12 (+1) CHA 6 (-2)

Saving Throws. Con +6

Skills. Intimidation +7

Damage Resistances. Psychic

Condition Immunities. Charmed, Frightened

Senses. Passive Perception 11

Languages. Common (monotone)

CR: 5

Traits

Emotional Vacuum. Creatures within 15 feet cannot gain advantage from inspiration, morale effects, or emotional abilities.

Identity Drain. When the Hollow Neighbor deals damage, the target must succeed on a DC 14 Wisdom Saving Throw, or:

- Lose proficiency in one skill (DM’s choice) until the end of combat.

Uncanny Stillness. Advantage on Saving Throws against effects that would move or knock it prone.

Actions

Void Slam. Melee Weapon Attack: +6 to hit. Hit: 12 (2d6 + 5) Psychic Damage.

Reach Within (Recharge 5-6). Range. 20 feet. A tendril of shadow lashes from the Hollow Neighbor, the target must succeed on a DC 14 Wisdom Saving Throw or:

- Take 18 (4d8) Psychic Damage
- Be Restrained internally (flavored as a shadow inside of their body preventing all movement)
- Have Disadvantage on all rolls until the end of the Hollow Neighbor's next turn.

Death Effect: Collapse of Self

When reduced to 0 HP:

- Its body folds inward unnaturally.
- Creatures within 10 feet must succeed on a DC 14 Wisdom Saving Throw or take 2d8 Psychic Damage and suffer disadvantage on their next roll.

The Verge Hag

Gargantuan Fey (Aberrant), Neutral Evil

Mythic Boss (3 Phases)

Core Identity Summary

She is what happens when something cosmic:

- Notices emotions and moments,
- Likes the taste of certain emotions and moments,
- And decides no one gets to feel or experience these things without her owning it first.

Base Stat Block (Phase-Scaling)

Armor Class. 19 (False Form), 21 (Broken), 23 (Verge)

Hit Points. 420 (Mythic: resets into Phase 3 with 485 HP)

STR 18 (+4) DEX 14 (+2) CON 24 (+7)

INT 18 (+4) WIS 20 (+5) CHA 26 (+8)

Saving Throws. Wis +12, Cha +15, Con +14

Skills. Insight +12, Deception +15, Persuasion +15

Damage Resistances. Necrotic; Bludgeoning/Piercing/Slashing from nonmagical weapons/attacks

Damage Immunities. Psychic

Condition Immunities. Charmed, Frightened

Senses. Passive Perception 11, Truesight 120 feet.

Languages. Common (monotone)

CR: 24 (Phase 1-2), 26 Mythic (Phase 3)

Core Mechanic: Shame Marks

Maximum: 3 Shame Marks Per Creature

A creature only gains a Shame Mark when an ability of the Verge Hag explicitly says so. They cannot be removed during an encounter with the Verge Hag.

Effects:

1 Mark: Self Conscious

- Disadvantage on Performance & Deception
- Cannot benefit from Inspiration
- First bold/emotional act each turn (including attacks) inflicts 1d8 Psychic Damage on the Marked Creature who takes the Action.

2 Marks: Suppressed Identity

- Disadvantage on:
 - All Charisma Checks
 - Charisma Saving Throws
 - Initiative
- Must pass a DC 16 Wisdom Saving Throw to:
 - Help allies
 - Take Reactions

3 Marks: Verge Control

- Disadvantage on all Saving Throws
- At the start of each turn, the marked creature must make a DC 18 Wisdom Saving Throw, or she controls them entirely.

Core Traits (All Phases)

Aura of Suburban Shame (30 ft.)

Creatures must make a DC 20 Wisdom Saving Throw at the start of their turn or suffer:

- Disadvantage on Charisma Checks and Saving Throws.
- Cannot benefit from Inspiration.
- If they attempt something expressive/creative, they take 3d8 Psychic Damage.

Shadow Flicker

The Verge Hag's attacks do not always originate from her visible body, but from her shadow slipping out of alignment with reality.

Rules:

When the Verge Hag makes a melee attack in Phase 1 or Phase 2, she may choose to have it originate from a point of shadow within range instead of her space.

- The attack's point of origin can be any shadow within:
 - 30 feet (Phase 1)
 - 60 feet (Phase 2)
- This shadow must be:
 - On the ground, a wall, an object, or a creature
 - Dim light or darkness is not required (her shadow exists regardless)

Other Mechanical Effects:

- The attack ignores opportunity attacks related to movement (she is not moving).
- The target cannot benefit from cover against this attack unless the cover blocks the shadow itself.
- The attack is still considered a melee attack for all other purposes.

Unsettling Origin (Optional):

If the attack originates from a creature's own shadow:

- That creature has Disadvantage on the Saving Throw against any rider effects of the attack.

Phase I: Aging Beauty

"The mask that smiles."

Medium humanoid form. Controlled. Seductive. Social predator.

Speed

50 feet

Trait: Weaponized Intimacy

Creatures charmed by her take +3d8 Psychic Damage from all sources of incoming damage.

Action: Honeyed Words

Recharge 5-6

Target. 1 creature

Range. 60 feet

The creature must make a DC 20 Wisdom Saving throw or:

- Be Charmed
- Must use their Reaction to:
 - Confess something personal
 - Or act against an ally (her choice)
- Gain 1 Shame Mark

Action: Subtle Violation

Melee or 30-foot reach (shadow flicker)

Hit: 14 (2d6 + 7) Psychic Damage

The target must make a DC 20 Wisdom Saving Throw or suffer Disadvantage on their next Saving Throw.

Legendary Actions (3/round)

- Whisper (1): Impose -1d6 to a roll.
- Step into Conversation (1): Teleport 20 feet.
- Expose (2): Target rerolls a successful save (must take the new result)

Phase Transition (70% HP Lost)

"The mask cracks."

- The Hag's skin fractures with nebulous void-light.
- Her Aura of Suburban Shame expands to 40 feet.
- All creatures must make a DC 20 Wisdom save or gain 1 Shame Mark.

Phase II: Broken Beauty

"You were never speaking to a person. You were barely speaking to a Hag."

Speed

50 feet

New Trait: Jealous Consumption

If a creature:

- Gains Advantage
- Heals via magic
- Or expresses joy

She may use her Reaction to:

- Cancel it
- Deal 4d8 Psychic Damage

Action: Tear the Mask

60-feet (shadow flicker), 30-foot cone.

Creatures within the cone must make a DC 20 Wisdom Saving Throw or:

- Take 8d8 Psychic Damage
- Gain 1 Shame Mark
- And become Frightened until the end of its next Turn.

On a success:

- Takes half damage, no other effects.

Action: Reach Within

(Same as minion, but amplified)

- Range of the tendril is increased to 60 feet.
- Saving Throw is increased to DC 19
- Damage increased to 6d8 Psychic Damage
- Restrained reflavored as internal void tendrils extending out, and tying the target to the spot.

Legendary Actions Upgrade

- Pull the Thread (2): Add 1 Shame Mark
- Emotional Spike (3): 5d8 Psychic to all creatures with 1 or more Shame Marks.

Phase Transition: True Form of The Verge

When the Verge Hag drops to 0 HP in Phase 2:

- Her humanoid body collapses inward like a ragdoll.
- Space distorts. The Model Home begins to tear apart in the direction of what appears.
- She expands into her true Gargantuan Verge Form
- All creatures within 20 feet must make a DC 19 Wisdom Saving Throw or gain 2 Shame Marks. On a success, they gain no shame marks
- All creatures regain control of themselves (all charm and control effects end).
- Each creature converts their Shame Marks into Shame Charges (max 3).
- Creatures with 3 Shame Marks remain at 3 Charges

Then all creatures must make:

A DC 21 Strength Saving Throw.

- Failure: Pulled 30 feet toward the Verge
- Success Pulled 10 feet toward the Verge

Phase 3 begins immediately.

Shame Charges (Phase 3 Only)

Shame Charges represent lingering instability under the Verge's pull.

- Each creature has 0-3 Charges
- Charges are consumed when they impose Disadvantage
- Charges cannot be regained or removed except by being spent

Charge Consumption Rules

When a creature makes a Saving Throw caused by the Verge:

- If it has 1 or more Shame Charge(s):
 - The roll is made at Disadvantage
 - 1 Charge is consumed

This applies to:

- Strength Saves vs. Gravitational Pull
- Dexterity Saves to Assist Allies (Snatch Back)
- Any Verge-specific forced saves

Only 1 Charge may be spent per roll.

Burnout

When a creature has 0 Charges remaining, it is no longer affected by Shame in Phase 3.

Battlefield Rule: Gravitational Hunger

There is no stable ground, only resistance.

Start of Each Creature's Turn

Each creature must make a DC 20 Strength or Dexterity Saving Throw (Player's choice).

- Failure: They are pulled 20 feet toward the Verge.
- Success: They are pulled 10 feet toward the Verge.

Anchor Points

Fragments of the home remain:

- Doorframes
- Kitchen islands
- Heavy furniture embedded in space

A creature within reach of an anchor may brace:

- Gains Advantage on the Strength or Dexterity Saving Throw (turns Disadvantage caused by Shame Charges into a flat roll).
- On a failure, the pull distance is halved.

If a creature moves directly toward the Verge willingly, their speed is doubled in the straight line toward the Verge, and halved when moving directly away.

Ally Reaction: Snatch Back

When a creature within 30 feet fails a Strength or Dexterity Saving Throw against the Verge's Gravitational Pull:

An ally who succeeded their previous Saving Throw may use their Reaction to grab them (Dexterity Saving Throw DC 18).

- Success:
 - The target's movement is reduced by half.
 - The target cannot be pulled into the Consumption Range this turn.
- Failure:
 - Both creatures are pulled 10 feet.

Consumption Range

Within 10 feet of the Verge, a creature must make a DC 21 Strength Saving Throw, or be Restrained by void tendrils.

Consumption State

While Restrained in Consumption Range:

- At the start of the Verge's turn, you take 6d10 Psychic Damage + 6d10 Force Damage
- If you are still Restrained at the start of the Verge's next turn, you are pulled into the Verge's space for Full Consumption

Full Consumption

If a creature starts its turn:

- Restrained, and
- Inside the Verge's Space

It must make a DC 22 Wisdom Saving Throw

- On a failure:
 - The creature is reduced to 0 HP.
 - Its body collapses inward.
 - Its identity is consumed by the Verge
 - It does not have the luxury of Death Saving Throws. It's gone.
- On a success:
 - The creature remains at 1 HP, and
 - It is ejected and no longer restrained.

The Verge Hag (Phase Stat Adjustments)

Size. Gargantuan

Speed. 0 ft., Hover 40 ft.

Damage Resistances. Bludgeoning, Piercing, and Slashing (from nonmagical sources); Fire, Cold, Psychic, Force, and Necrotic.

HP (Mythic): 485

She occupies a massive, shifting space of void and tendrils.

Movement: Inevitable Advance

- Moves up to 40 ft. (hover)
- Ignores terrain and creatures
- Can move through all spaces

Action Gravitic Surge (Recharge 4-6)

All creatures immediately make a Strength or Dexterity Saving Throw (DC 20):

- Failure: Pulled 30 feet.
- Success: Pulled 15 feet.

Action: Devouring Pulse

In a 30-foot radius centered on the Verge:

- Creatures take 8d10 Psychic Damage + 8d10 Force Damage
- The Verge heals for half total damage dealt

Legendary Action Replacement (3/round)

Tug (1). One creature is pulled 10 feet toward the Verge.

Collapse Space (2). The Verge swaps the positions of two creatures. Both are pulled 10 feet toward the Verge.

Feed (3). One creature within 20 feet of the Verge takes 5d10 Psychic Damage. The Verge heals an equal amount.

Lair Actions: The Model Home (Phase I & II)

“Everything is in its place. So are you.”

Initiative Count 20 (loses ties)

Perfect Living Room

The space demands stillness.

- Creatures of the Hag’s choice must make a DC 18 Wisdom Saving Throw or they cannot take hostile actions until the end of their turn unless damaged.

Closed Doors

The house reasserts control.

- Walls shift, doors appear/disappear.

Effect:

- Up to 3 areas become:
 - Heavily obscured or blocked

- Creatures must succeed a DC 16 Intelligence (Investigation) Check to navigate cleanly even if previously familiar with the house.

Neighborhood Watch

Silhouettes appear at windows, on lawns, behind curtains.

- All creatures now have:
 - Disadvantage on Stealth.
 - Disadvantage on Deception
- Additionally:
 - One creature of the Hag's choice must make a DC 18 Wisdom Saving Throw or gain the Frightened Condition until the end of its next turn.

HOA Citation (Recharge 5-6)

A spectral notice manifests, blocking all sight.

- One creature:
 - Blinded (DC 18 Wisdom to break)
 - Takes 3d8 Psychic Damage at the start of its turn.

Lair Collapse: Phase III

When Phase 3 begins:

The lair ceases to function as a controlled space.

- All previous lair actions end permanently
- The environment becomes:
 - Floating debris
 - Fractured geometry
 - Collapsing reality

New Lair Action (Phase III only)

- Initiative Count 20

Reality Shear

The space tears and compresses.

- All creatures must make a DC 18 Strength or Dexterity Saving Throw

On a failure:

- They are pulled 15 feet toward the Verge.

On a success:

- They are pulled 5 feet toward the Verge.

Coven Actions: Phase I & II

When within a coven (2+ other hags present):

Coven Casting (Shared Pool)

At will:

- Detect Thoughts, Suggestion

3/day each:

- Mass Suggestion
- Modify Memory
- Phantasmal Killer

1/day each:

- Dream
- Weird

Coven Trait: Shared Appetite

- When one hag deals Psychic Damage:
 - Other hags heal for half of that amount.

Coven Reaction: Reinforce the Narrative

When a creature succeeds on a Saving Throw against one hag:

- Another hag uses their reaction to force a reroll.
- The creature must use the new result.

Coven Action (Initiative 20, replaces Lair Action that round if used)

Consensus Reality

All creatures hostile to the hags must make a DC 18 Wisdom Saving Throw, or Illusions and Falsehoods are treated as real until the end of the failing creature's next turn, and the failing creature has Disadvantage on all Attack Rolls.

Coven Break: Phase III

This is the important shift. The Verge no longer participates in the coven.

All Coven Features End for Her

No shared casting, no shared healing, no coordination

New Trait: Cosmic Indifference

During Phase III, the Verge Hag does not distinguish between allies and enemies.

Mechanical Rule

All of her abilities affect all creatures in range, including:

- Other hags
- Minions
- Controlled NPCs

Coven Survival (For other Hags)

Other hags must now:

- Make Strength Saving Throws vs. the Verge's Pull.
- Risk consumption like anyone else.
- Potentially be killed by:
 - Devouring Pulse
 - Gravitic Surge
 - Full Consumption

Panic Response

Other hags may:

- Attempt to flee
- Break formation
- Use magic defensively

Coven Phase III Action (If any Hags Remain)

Desperate Severance (1/encounter per surviving hag)

A hag may attempt to sever the Verge's pull as an action:

- The hag makes a DC 20 Arcana or Wisdom Check

On a Success:

- The Verge's Pull effects are negated for 1 round

On a Failure:

- The attempting hag gains immediate Consumption State