

SECOND EDITION

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Hellfire Crisis

Hellbreakers

ADVENTURE PATH

Player's Guide

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Hellbreakers

ADVENTURE PATH

Player's Guide

How to Use This Guide

by Michelle Y. Kim

The War So Far

The Hellbreakers League

3

3

3

Character Suggestions

Ancestries

Classes

Archetypes

Languages

Faiths

Skills and Feats

Backgrounds

Table: Suggested Character Options

4

4

5

5

5

6

6

6

4

Hellbreaker Archetype

by Matthew Fu

7



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CONTENT WARNING

This adventure contains themes of war, oppression, torture, and political violence. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

Player's Guide

How to Use This Guide

Welcome to the Hellbreakers Adventure Path!

This Player's Guide will help you prepare for a campaign where the Hellbreakers of Isgar fight for freedom against their tyrannical Chelaxian oppressors. You begin at 1st level as a low-ranking Hellbreaker ready to make a name for yourself. By the time your adventure ends, you'll be 10th level.

This campaign uses Pathfinder's remastered rules, so all you'll need to play is *Pathfinder Player Core* (or *Pathfinder Player Core 2*) and a character sheet. With your Game Master's permission, you can also use other Pathfinder rulebooks, campaign setting books, and accessories to further customize your character.

On the following pages, you'll find specific advice to help you create a new character for *Hellbreakers*.

- **The War So Far** (page 3): This section details the Inner Sea War's beginnings and how it has affected Isgar.
- **Character Suggestions** (page 4): Guidance for creating a 1st-level character that fits seamlessly into this campaign. This section also includes the new Hellbreaker archetype that can be taken at 2nd level.

The War So Far

This Adventure Path continues the war storyline that begins in *Battlecry!* The Isgari government, believing the anti-Chelaxian faction called the Hellbreakers League was gathering warshards, requested aid from Her Infernal Majestrix Abrogail Thrune. Cheliox swiftly dispatched Hellknights from the Order of the Rack to root out suspected traitors.

Loyalist Hellknights occupied Breachill, terrorizing the population with house arrests and public executions despite not finding any true Hellbreakers. A team of Andoran diplomats, headed by the semi-retired General Reginald Kormoth, traveled to Breachill to entreat with the Hellknights and request that they cease subjugating the town's populace. In response, the Hellknights captured and publicly executed him.

Public outrage pressured Andoran to respond. Wary of war, Supreme Elect Andira Marusek took the suggestion of her council that since the Hellknights aren't a state-run force, the similarly "independent" Eagle Knights could step in without causing too much incident. Eagle Knights of the Steel Falcons were "advised" to travel to Isgar, where they battled the

THE INNER SEA WAR

The war between Andoran and Cheliox begins in Isgar, where this Adventure Path takes place. Rather than focusing on the larger war itself, *Hellbreakers* narrows in on the fight for the nation of Isgar and its people, who have long suffered under Cheliox's neglectful rule. The Hellbreakers, with help from Andoran's Eagle Knights, seek liberation from Cheliox while the devilish patron nation attempts to keep hold of its territory.

Hellknights and eventually reclaimed it from Chelaxian occupation. Her Infernal Majestrix Abrogail Thrune declared Andoran's incursion into Isgar as an act of war and began preparing in kind. With the war officially started and the Hellknights scrambling to regroup, the Hellbreakers League is taking charge to pave the path to a free Isgar.

NAMES AND PLACES

The following are important people and places mentioned in this guide.

Alceo & Phoebe Demetrias: The founders of the Hellbreakers League, this couple met in the aftermath of the Goblinblood Wars and quickly became united in both mission and matrimony.

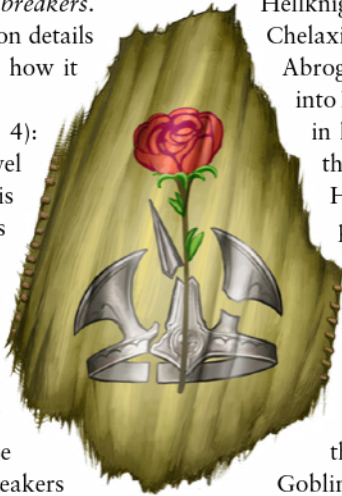
Breachill: This small town at the foot of the Five Kings Mountains is where the war's first sparks occur.

Chitterwood: The Chitterwood is a large forest in southern Isgar mostly occupied by goblins. It was partially razed during the Goblinblood Wars, but has grown back as both land and people have healed.

Citadel Altaerein: This citadel is the abandoned former headquarters of the Order of the Nail, which the Order of the Rack occupied when they came to "bring order" to Breachill. It has been retaken by Andoren forces.

The Hellbreakers League

The Hellbreakers League is an anti-Chelaxian faction dedicated to the foundation of an autonomous Isgar. Led by Phoebe and Alceo Demetrias, the Hellbreakers seek to free Isgar from Chelaxian rule and encourage other nations to throw off the chains of oppression.



Player's Guide

HELLBREAKERS LEAGUE

SMALL

Freedom fighters

Scope and Influence national (Isger; moderate)

Goals free all nations from Chelaxian rule

Headquarters Saringallow, Isger

Key Members Alceo Demetrias, Phoebe Demetrias, Rhokrag, Maire Phelan, Xerra Bluebottle

Allies Eagle Knights

Enemies Isgeri government, Cheliox, Hell

Assets contacts (Chelaxian rebels, Eagle Knights, Firebrands), magic items, training

Membership Requirements renounce Abrogail Thrune and her sovereignty over Isger

Values fight oppressors, reject tyranny, protect the innocent

Anathema condoning oppression, serving tyrants, harming civilians, seeking power for self-gain

Character Suggestions

Though you're free to make any kind of character you like, taking the following suggestions into consideration will help you get the most out of this campaign.

ANCESTRIES

Any common ancestry in the Player Core can be found in Isger, though humans are the most common among the

population. There are gnome and halfling settlements in the nation as well, and a large goblin population that mostly resides in the Chitterwood. However, if you want to play a goblin or hobgoblin, make sure to talk to your GM about how comfortable you are with themes of generational trauma and discrimination, as there are still lingering tensions from the aftermath of the Goblinwood Wars.

Goblin: For the human population of Isger, the scars of the war are still fresh, as only one generation has passed since that bloody conflict. But for goblins, it's been six generations, and there are few alive who remember those grim days. Relations with Isger's other inhabitants have improved in the last decade, with goblins visiting towns to trade and grumble about a shared enemy: Cheliox, which subjugates all Isgerians. You might be an aging veteran of the Goblinwood Wars ready to come out of retirement, an emissary from one of the goblin communities, or an entrepreneur eager to make a fortune in a free Isger.

Halfling: Halflings are the largest population after humans thanks to Cheliox's vile history of enslaving their people. Though now all halflings are nominally free, they still chafe under the iron rule of Cheliox and long for true liberation. You might be a rebellious runaway from Cheliox or someone who found a peaceful existence in a small town taking up arms to defend your home.

SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills
Strongly Recommended	Gnome, Halfling, Human	Champion ^{PC2} , Commander ^{BI} , Fighter, Guardian ^{BI} , Ranger, Rogue	Goblin, Diabolic	Athletics, Diplomacy, Deception, Religion, Stealth, Survival
Recommended	Elf	Alchemist, Barbarian ^{PC2} , Cleric, Thaumaturge ^{DA}	Necril	Acrobatics, Crafting, Intimidation, Medicine, Thievery
Appropriate	Dwarf, Goblin, Hobgoblin ^{PC2} , Kobold ^{PC2} , Leshy, Orc, other living ancestries	Bard, Druid, Exemplar, Gunslinger ^{G&G} , Inventor ^{G&G} , Investigator ^{PC2} , Kineticist ^{RoE} , Magus ^{SoM} , Monk ^{PC2} , Oracle ^{PC2} , Psychic ^{DA} , Sorcerer ^{PC2} , Summoner ^{SoM} , Swashbuckler ^{PC2} , Witch, Wizard	Gnomish, Halfling	Arcana, Nature, Occultism, Performance, Society
Not Recommended	Any undead ancestries	—	—	—

^{BI} See *Pathfinder Battlecry!*

^{DA} See *Pathfinder Dark Archive*.

^{G&G} See *Pathfinder Guns & Gears*.

^{PC2} See *Pathfinder Player Core 2*.

^{RoE} See *Pathfinder Rage of Elements*.

^{SoM} See *Pathfinder Secrets of Magic*.

Player's Guide

Human: Humans are the most common ancestry found in Isgar. Many of the “original” Isgeri residents are descendants of Taldan occupants and the original Kellid tribes, while “newer” citizens are immigrants from Cheliox (or their descendants).

CLASSES

Most classes are appropriate for Hellbreakers, though some will be more thematically relevant than others.

Clergy: The forces of the heavenly and divine are powerful allies against the devilish forces of Cheliox. **Champions** and **clerics** will have many fiendish enemies to focus their divine wrath upon, as well as the occasional undead foe creeping in the countryside.

Explorers: The missions of the Hellbreakers will take the PCs across Isgar to the neglected countryside to aid those who need it most. **Druids** and **rangers** can use their survival skills to help their comrades trek the wilds of the country as they move to aid those in need.

Soldiers: The tactics of a violent enemy require stalwart warriors to defend the rebel ranks. **Commanders**, **fighters**, and **guardians** can all find a place among the Hellbreakers, using their combat experience to benefit the cause. **Barbarians** among the Hellbreakers, while perhaps not formally trained in the same manner as some of their comrades, find they have many opportunities to direct their rage against their oppressors.

Spies: Wars are not won only through weapons, but also via whispers and words. **Rogues** are especially useful in urban environments where the Hellbreakers must operate with subtlety, while **bards** can use their charm and knowledge to win over allies and mislead enemies.

ARCHETYPES

As all the PCs will be playing Hellbreakers, it's strongly encouraged to use the optional **free archetype** rule (*GM Core* 84) starting at level 2. The Hellbreaker archetype included in this guide (page 7) is the most obvious choice for a PC to take as their free archetype, but other thematically appropriate archetypes from *Player Core 2* include Assassin, Bastion, Marshal, Mauler, Medic, Scout, and Sentinel. With the exceptions of Aldori Duelist and Iridian Choirmaster, most archetypes from *Battlecry!* are also appropriate.

While a few portions of this campaign have the PCs engaging in vigilante actions, the Vigilante archetype is a poor fit overall for the campaign and should be avoided. Cavalier is thematically appropriate, but not all locations in the adventure will be accommodating to mounts. A PC who has an animal companion will get

a new option in the Hellbreakers Adventure Path: the Isgeri Boarhound.

LANGUAGES

The primary language in Avistan is Taldane, referred to as Common in this Adventure Path. Any other common languages are helpful to know, with Goblin at the forefront as there are many goblinoids in and around the Chitterwood. Gnomes and halflings make up most of Isgar's population after humans, and while they speak Common, knowing their mother tongue could help build trust. The presence of undead in the countryside and fiends thanks to Chelioxian influence makes Diabolic and Necril strong choices as well.



Alceo Demetrias

Player's Guide

FAITHS

Though worship of Asmodeus is common in Isgar, particularly among the upper class, the rebellious Hellbreakers have little love for the hellish being that empowers their enemies. Hellbreakers are generally attracted to deities that champion the oppressed and empower the downtrodden. Arazni, Cayden Cailean, Iomedae, and Milani are the most likely to be worshipped; Milani is particularly popular among the Hellbreakers, as cofounder Alceo Demetrias is a faithful cleric of the Everbloom.

Unholy faiths have virtually no place among PCs in this adventure, with the possible exception of the halfling god Thamir (though consult with your GM before making such a character). This especially extends to infernal faiths, all of which are associated with the PCs' enemy, Cheliox, to some degree.

SKILLS AND FEATS

While a wide range of skills and feats will be useful for all characters in this campaign, listed below are some skill categories that are particularly thematic or useful in Hellbreakers.

Social: The battle for Isgar's sovereignty lies within the acceptance of society. Will the Hellbreakers be remembered as righteous freedom fighters or violent insurgents? Skills like Diplomacy can help keep up a good image with the locals, as will feats like Good Impression and No Cause for Alarm. Deception is key to avoiding detection from enemies while operating in their midst, while Intimidation ensures that foes maintain a healthy fear of the League.

Exploration: The PCs will move throughout Isgar on various missions, requiring skills like Stealth to avoid enemy patrols and Nature and Survival to avoid trouble while on the road. A feat like Armored Stealth will be especially useful to a PC with noisy protective gear.

Isgar Lore: To free the people, one must know the people. Isgar has a long, tragic history of colonization and oppression, with many of its people suffering in order to fill their oppressors' pockets. Skills like Religion, Society, and Isgar Lore will help you understand the history of the nation you fight to free and the tools necessary to bring hope and empowerment to its people.

BACKGROUNDS

At the start of this campaign, you and your party members are low-ranking members of the

Hellbreakers League. The six custom backgrounds created for this Adventure Path present various reasons your PCs might join this rebel group. While you aren't required to choose one of these backgrounds, your character backstory should give your character a reason to fight for Isgar's freedom, whether you're a local defending your home or a rebel determined to take down Chelaxian oppressors.

Standard Backgrounds

If you prefer to choose a standard background from *Pathfinder Player Core* or *Player Core 2*, appropriately thematic choices for *Hellbreakers* include Bandit,



Phoebe Demetrias

Player's Guide

Field Medic, Martial Disciple, Scout, Warrior, Insurgent, and Saboteur. Several backgrounds from *Battlecry!* are also great choices for this campaign, such as Arcane Revolutionary, Combat Carpenter, Combat Chaplain, Martial Musician, Veteran, and War Orphan, as are the backgrounds found in *Pathfinder Lost Omens Firebrands*.

Hellbreakers Backgrounds

The following new backgrounds are designed specifically for the Hellbreakers Adventure Path. You can use these backgrounds to inspire personality traits and details that tie your character to the battle for Isgar.

ARCHDEVIL APOSTATE

BACKGROUND

UNCOMMON

You once worshipped a powerful archdevil, but have turned away from fiendish practices. Whether you walked away due to moral compunctions or cold pragmatism, you know your soul was once bound for Hell, and you can only pray that your new path erases the sins you've committed.

Choose two attribute boosts. One must be to Charisma or Intelligence, and one is a free attribute boost.

You're trained in the Religion skill and the Devil Lore skill. You gain the Student of the Canon skill feat.

BREACHILL SURVIVOR

BACKGROUND

UNCOMMON

You were an ordinary civilian until one day, Hellknights came to town and changed your world forever. You and your loved ones suffered under their brutality until liberation came, and now you have the chance to pay it forward as a Hellbreaker. As a hero.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Warfare Lore skill. You gain the Battle Medicine skill feat.

CHELAXIAN EXILE

BACKGROUND

UNCOMMON

You hail from Chelax but no longer call it home, having rejected its tyranny and hellish oppression. Yet the traces of your old home linger in your place of refuge, tainting it with violence and injustice. Now you must do in Isgar what you couldn't in Chelax—take up arms and cut out all traces of Abrogail Throne's influence.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Society skill and the Underworld Lore skill. You gain the Streetwise skill feat.

FOREIGN AID

BACKGROUND

UNCOMMON

You hail from another nation, fighting a battle that isn't your own. You might be an agent from Andoran with sympathies for the locals or a hired hand from the Druma Mercenary League. Regardless of how or why, you're here now, and your duty is to do what you can to help those you find yourself in league with.

Choose two attribute boosts. One must be to Charisma or Strength, and one is a free attribute boost.

You're trained in the Diplomacy skill and a Lore skill pertaining to your place of origin. You gain the No Cause for Alarm skill feat.

GOBLINBLOOD SURVIVOR

BACKGROUND

UNCOMMON

You lost your family to the chaos of the Goblinblood Wars. Maybe you soothed your grief by creating new bonds, or maybe you never put out the flames of righteous anger in your heart. Now whatever semblance of peace you've found is threatened yet again—but this time, you have the skills to ensure that you won't be the one left to mourn.

Choose two attribute boosts. One must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Survival skill and the Goblin Lore skill. You gain the Forager skill feat.

ISGERI RECLAIMER

BACKGROUND

UNCOMMON

You're descended from the original group of Kellid tribes that made up Isgar, which was driven from its lands by Taldor's Seventh Army of Exploration centuries ago. While your people lost much to their colonizers, they did not lose their determination to keep their heritage alive, and your very existence is proof of this resolve. Though war brings great calamity, it also brings great opportunity for you to right the wrongs that were done and remind the world that you are here, and you haven't forgotten what it owes your people.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Stealth skill and the Isgar Lore skill. You gain the Terrain Stalker skill feat in either rubble or underbrush. You know Hallit as a free additional language.

Hellbreaker Archetype

Founded in Isgar to protest against the injustice and apathy of their faraway rulers in Chelax, the Hellbreakers League is a young but growing rebel organization determined to make its mark. Members of

Player's Guide

the League swear themselves as agents of rebellion to topple the Chelaxian regime and free its vassal states from its oppressive rule, starting with Isger.

The Hellbreakers League knows it's at a heavy disadvantage in its war against Chelax as a still-developing group challenging one of the world's most powerful nations. Hellbreaker tactics rely on wit and daring as well as knowledge of the fiendish forces their enemies might use against them. Through sword, spell, and subterfuge, they work tirelessly to liberate the oppressed and remove tyrants from power.

Additional Feats: **4th** Combat Assessment (*Player Core* 140), Lightning Swap (*Player Core* 141); **10th** Blind-Fight (*Player Core* 145), Felling Strike (*Player Core* 146)



Hellbreaker

HELLBREAKER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Access You are a member of the Hellbreakers League

By joining the League, you have taken on the responsibilities of a Hellbreaker. You gain the Additional Lore general feat for both Devil Lore and Hellknight Lore. If you were already trained in one or both of those Lore skills, you also become trained in a Lore skill of your choice.

When you roll initiative, you can attempt a Devil Lore, Hellknight Lore, or Society check to Recall Knowledge of one enemy you can see as a free action, if that skill would be applicable. The GM is the final arbiter of whether or not one of those skills would be appropriate to Recall Knowledge about the enemy.

DEVIL YOU KNOW

FEAT 4

ARCHETYPE SKILL

Prerequisites Hellbreaker Dedication, expert in Devil Lore or Hellknight Lore

Your knowledge of your enemies grants you an advantage against them. If you know you're fighting against any devils or Hellknights at the beginning of an encounter, you can roll the respective Lore skill for your initiative check.

In addition, whenever you successfully Recall Knowledge about a creature using Devil Lore or Hellknight Lore, you gain a +1 circumstance bonus to your next skill check against that creature before the end of your next turn. If you are a master in Devil Lore or Hellknight Lore, the bonus increases to +2.

HELLBREAKER'S RESOLVE

FEAT 4

ARCHETYPE

Prerequisites Hellbreaker Dedication

Frequency once per hour

You gird yourself in both mind and body for danger. You gain a number of temporary Hit Points equal to your level that last for 1 minute. While you have those temporary Hit Points, you gain a +1 status bonus to Will saves.

HIGH ALERT

FEAT 6

ARCHETYPE

Prerequisites Hellbreaker Dedication

You're constantly on guard, keeping watch over your allies against fiendish forces—no one can get the jump on your group while you're around. Choose an ally you can see within 30 feet. They gain a +1 circumstance bonus to their AC and Reflex saving throws against devils and creatures allied with the Chelaxian government (as determined by the GM) until the beginning of your next turn. This action gains the visual trait, the auditory trait, or both, depending on how you alert your ally.

Player's Guide

OPPORTUNE TRICKSTER ↻

FEAT 6

ARCHETYPE MENTAL

Prerequisites Hellbreaker Dedication, trained in Deception

Trigger An adjacent ally makes a melee Strike against a creature.

Requirements You are adjacent to both your ally and the creature.

You aren't above using underhanded tactics to gain an advantage, easily routing your opponents when they attack. Attempt a Deception check against the Perception DC of the creature that's the target of the triggering attack. Regardless of the result, the target is temporarily immune to your attempts to use Opportune Trickster for the next 10 minutes.

Critical Success The target is off-guard (including against the triggering attack) until the end of your ally's turn.

Success The target is off-guard against the triggering attack.

Critical Failure You lose your balance in your attempt to assist your ally and fall prone.

Special If you have the Dirty Trick skill feat (*Player Core* 2 229), you can attempt a Thievery check instead of a Deception check; if you do, this action loses the mental trait.

HELL'S BANE

FEAT 8

ARCHETYPE

Prerequisites Devil You Know

Your in-depth knowledge of your foes grants you insight into their weaknesses, granting you an advantage when fighting against them. When you critically succeed at a skill check to Recall Knowledge about a devil or Hellknight, you gain a +4 status bonus to damage against that creature for 1 minute.

REND ARMOR ↻

FEAT 8

ARCHETYPE MANIPULATE

Prerequisites Hellbreaker Dedication

Requirements Your last action was a critical Strike that dealt bludgeoning or piercing damage.

Your enemies' defenses are no match for you, as you wrench your weapon to compromise their armor. The creature takes a -2 circumstance penalty to their AC that lasts until the creature can take 10 minutes to repair their armor. The creature can also Interact to adjust their armor, which removes this penalty for 1 minute.

BATTLE SCARS

FEAT 10

ARCHETYPE

Prerequisites Hellbreaker Dedication

You've faced enough opponents that your experience is written across your skin, toughening you against your fiendish foes. You gain resistance to bludgeoning and slashing damage from devils and creatures allied with the Chelaxian government (as determined by the GM) equal to half your level.

DEFY HELL ⚡

FEAT 10

ARCHETYPE DIVINE STANCE

Prerequisites Hellbreaker Dedication

Requirements You are not unholy.

Your devotion to your cause gives you endless strength. As long as you're in this stance, you gain a +2 status bonus to saves against mental effects and can make Hellbreaker Strikes.

Hellbreaker Strike ⚡ (holy) Make a weapon or unarmed Strike. This counts as two attacks when determining your multiple attack penalty. If your Strike hits, you deal an additional 2d8 spirit damage. At 18th level, this increases to 3d8 spirit damage.

RETURN TO THE PIT!

FEAT 12

ARCHETYPE

Prerequisites Hellbreaker Dedication

You can send the fiends who have vexed you back to their home plane where they belong. You can cast *banishment* once per day as a divine innate spell. When you take this feat, you craft a personal symbol of the Hellbreakers League that is anathema to devils. If you wield this symbol in one hand when you spend an extra action while casting *banishment* on a devil, you don't need to pay the extra cost to give that creature a -2 circumstance penalty to its save.

THORN IN HELL'S SIDE

FEAT 12

ARCHETYPE

Prerequisites Defy Hell

Your devotion to the ideals of justice, freedom, and revolution allow you to truly punish those who stand in your way. When you critically succeed at a Hellbreaker Strike, the target must succeed at a Fortitude save against your class DC or spell DC, whichever is higher, or become stunned 1 (stunned 2 on a critical failure). This effect has the incapacitation trait.

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