

## Spear Warden

*A spear warden is a spear fighter who focuses on getting into the thick of a crowded melee. While most lancers aim to keep their foes at bay with the reach of their polearms, spear wardens make use of both ends, spinning their spears around to strike at their foes from up close. Their style of combat can be particularly lethal when they jump behind a group of enemies and let loose with a whirlwind of slashes and strikes.*

The spear warden is an archetype of the dragoon class.

**Archetype Main Ability Scores:** The spear warden mainly focuses on Strength/Dexterity for martial combat and Strength/Dexterity for their class features.

**Archetype Feature Replacements:** **1st** – [Strengthened Agility](#), [Deadly Lancer](#). **2nd** – [Pole Fighting](#), [Acrobatic Talent](#). **3rd** – [Steadfast Pike](#). **7th** – [Spinning Lance](#). **9th** – [Sweeping Fend](#). **11th** – [Springing Charge](#). **17th** – [Ranged Set vs. Charge](#).

**Acrobatic Focus (Ex):** Starting at 1st level, the spear warden gains the feat [Skill Focus \(Acrobatics\)](#) as a bonus feat.

This ability replaces strengthened agility.

**Vorpal Thrust (Ex):** If a spear warden can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The spear warden's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the spear warden flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every 3 dragoon levels thereafter. This additional damage is precision damage and is not multiplied on a critical hit. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a vorpal thrust—not even with the usual –4 penalty. The spear warden must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A spear warden cannot vorpal thrust while striking a creature with total concealment.

This ability replaces deadly lancer.

**Spear Dancing Style (Ex):** Starting at 2nd level, the spear warden gains the feat [Spear Dancing Style](#) as a bonus feat. At 7th level he gains [Spear Dancing Spiral](#), and at 9th level he gains [Spear Dancing Reach](#) as bonus feats. The spear warden obtains these feats even if he does not meet the prerequisites.

This ability replaces pole fighting, spinning lance, and sweeping fend.

**Alternative Training (Ex or Su):** Starting at 2nd level, the spear warden gains either a thief talent or an acrobatic talent. He gains an additional talent for every two levels of dragoon attained after 2nd level. Unless specified otherwise, a spear warden cannot select an individual talent more than once. Talents that would require or affect Sneak Attack instead can use Vorpal Thrust.

- A complete list of thief talents can be found here: [Thief Talents](#)

These abilities may replace acrobatic talents.

**Disembowel (Ex):** Starting at 3rd level, when the spear warden would be flanking an opponent the bonus is instead +4.

This ability replaces steadfast pike.

**Raiden Thrust (Ex):** Starting at 11th level, when the spear warden is adjacent to an ally, or sharing a square, and both threatens the same opponent, he is considered to be flanking that opponent, regardless of his actual positioning.

This ability replaces springing charge.

**Greater Raiden Thrust (Ex):** Starting at 17th level, the benefits of Disembowel and Raiden Thrust are shared with all allies that threaten the same creatures as the spear warden.

This ability replaces ranged set vs. charge.