

Oath of the Crown

The Sacrifice: Offer yourself in exchange for hostages	Banner Bearer: Fight with your kingdom's banner/standard	Divine Allegiance: Divine Smite while invoking your sovereign	Sacred Ground: Defend a temple keep or landmark of the realm	Oath of Fealty: Convince a surrendered enemy to swear to your sovereign instead of execution
Crown's Justice: Capture not kill a major enemy for trial	Take the Hit: Use Shield of Faith or body to protect an ally	Royal Decree: Deliver/carry out an official order	Champion's Challenge: Call out an enemy to single combat for honor Turn the Tide: Use class feature to save 2 allies	Swear Fealty: Publicly swear/renew oath to your sovereign
Uphold Order: Cast Command to stop a riot/brawl	Corruption Exposed: Uncover a noble/official breaking the law	Law Over Mercy: Enforce a harsh but lawful sentence	Loyalty Test: Put duty above personal desire	State Secret: Learn and keep a secret for the Crown
Martyr Play: Take blame for your lord's mistake	Royal Tax: Collect taxes/tithe for the Crown without starting a riot	Enforce the Law: Stop a crime in progress	Pay the Price: Accept punishment for someone under your care	Courtroom Duty: Testify judge or keep order in a trial
Stand Guard: Take watch to protect VIP/nobles for a full night	Defend the Weak: Protect civilians during a fight	Usurper's Offer: Refuse power/treason for the good of the realm	Diplomatic Immunity: Negotiate peace/treaty under your liege's name	Hold the Line: Don't retreat while allies are behind you

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