**Agent Of Fate**

Some see death as a force of nature, but it has its own agents that act on its behalf. The rangers of this conclave are said to be able to see those who have been chosen by death and bring their fate to fruition. Some of these agents spend their lives training to see the strings of fate that predict one’s death, believing they are helping right the wrongs that mortals and other fiends have used to try to subvert fate. Others of these conclaves seem to believe it is destiny, having at some point in their life begun to see the delicate strings that connect all life and also these strings needs to be cut. It is unclear whether this change in perspective was caused by a near-death experience or initiated by some God of death; all that is known is that when death marks its quarry, its hunters will find them.

**Starting at 3rd level**, you learn an additional spell when you reach certain levels in this class, as shown in the Agent of Fate Spells table. The spell counts as a ranger spell for you, but it doesn’t count against the number of ranger spells you know.

**Spells**

**Ranger Level Spells**

**3rd** Detect Evil and Good

**5th** Augury

**9th** Clairvoyance

**13th** Divination

**17th** Scrying

**Marked of the End.**

At 3rd level your Favored Foe becomes even more potent, as it becomes an omen of death, it gains the following benefits.

- gain additional number of uses of Favored Foe each day equal to your Wisdom modifier (minimum of once).

- Any attack roll you make against the Favored Foe is a critical hit on a roll of 19 or 20 on the d20.

- When you hit the Favored Foe, you may have your Favored Foe feature deal to additional two dice damage to the creature, if you do the creature is no longer marked.

**Hunter's quarry**

Starting at 7th level no quarry escapes fate, when you cast a divination spell of first level or higher, you may have the casting time of the spell become 10 seconds. If do this, for the duration of the spell, you may choose one creature targeted with the spell (Such as Scrying, Locate Creature or Hunters mark,) a creature that you mentioned in a question for the spell (Such as Augury or Divination), or a creature you sensed with the spell, (Such as Clairvoyance or Detect Evil and Good), you gain special use of Favored Foe that you may only use on that creature, you can only gain one use of Favored Foe per casting of a spell. Once you use this feature again, you lose all other uses of Favored Foe you gained from this feature.

**Eyes of the Veil**

At 11th level, You can see the weavings of fate as naturally as you can the material world. When you cast a spell Divination spell, you can cast it without any somatic, verbal or Material components,

In addition, You may also cast True Sight spell with this feature, without expending a spell slot.

Once you cast True Sight this way, you can’t use it again until you finish a long rest.

**Echoes of Death**

At 3rd level, your mark reverberates death, You learn Tool of the Dead you cantrip if you don't already know it and it counts as ranger spells for you, and Wisdom is your spellcasting ability for it.

In addition, when your Favored Foe is reduced to 0 hit points or end Favored Foe with the **Marked of the End** feature, you may use your reaction to cast tool of the dead on another creature within range, You may also choose to transfer over your Favored Foe to the creature you cast tool of the dead on.

You can use this feature once per use of Favored Foe.

**Shadow of Death**

At 15th level, like death you are around every corner and an inescapable, While you are within 60 feet of your Favored Foe, you can use you action to Teleport to any area with in 30 of your Favored Foe, you can make one weapon attack against you Favored Foe before or after teleporting this way as part of the action,