Path of the ancestors

While other barbarians lose themselves to their fury, the Path of the Ancestors channels the power of the ancient spirits of a tribe through rage. When the rage takes you, the spirits of the ancients flow through your body, granting you their strength and wisdom. Barbarians on the Path of the Ancestors are often leaders, or respected advisors, with the strength to bring greater tempers to heel.

Wisdom of the ancients

Starting when you choose this path at 3rd level, when you rage, the spirits of your ancestors inhabit your body and lend you their might. You have advantage on Wisdom saving throws against spells and other magical effects.

Spiritual leader

Beginning at 6th level, you can cast calm emotions once. You regain the ability to do so when you finish a short or long rest. The save DC for this spell is equal to 8 + your proficiency bonus + your Wisdom modifier.

Wrath of the ancients

Beginning at 10th level, while raging, your melee weapon attacks deal additional psychic damage equal to your Wisdom modifier (minimum of 1).

Unfettered soul

Starting at 14th level, while raging you are under the effect of a freedom of movement spell. You don’t need to concentrate to maintain this effect.

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