

Civilization V:

Gods and Kings Beliefs Chart

Pantheon Beliefs	
Ancestor Worship	+1 Culture for every Shrine in your civilization
Dance of the Aurora	+1 Faith from Tundra tiles without Forest
Desert Folklore	+1 Faith from Desert tiles
Faith Healers	+30 HP healed per turn if adjacent to a friendly city
Fertility Rites	10% faster Growth Rate
God of Craftsmen	+1 Production in cities with population of 3+
God of the Open Sky	+1 Culture from Pastures
God of the Sea	+1 Production from Fishing Boats
God of War	Gain Faith if you win a battle within 4 tiles if your city
Goddess of Festivals	+1 Culture and +1 Faith for each Wine and Incense
Goddess of Love	+1 Happiness from cities with population of 6+
Goddess of Protection	+30% increase in city Ranged Combat Strength
Goddess of the Hunt	+1 Food from Hunting Camps
Messenger of the Gods	+2 Science in cities with a Trade Route
Monument to the Gods	+15% Production of Ancient/Classical Wonders
Mother Goddess	increased food production
One with Nature	+2 Faith from Natural Wonders
Oral Tradition	+1 Culture from Plantations
Religious Idols	+1 Culture and +1 Faith for each Gold and Silver
Religious Settlements	+15% faster border growth
Sacred Path	+1 Culture from Jungle tiles
Sacred Waters	+1 Happiness from cities on rivers
Stone Circles	+2 Faith from Quarries

Founder Beliefs	
Ceremonial Burial	+1 Happiness for each City following Religion
Church Property	+2 Gold for each City following Religion
Initiation Rites	+100 Gold when each City first converts to this Religion
Interfaith Dialogue	Gain Science when a Missionary spreads this religion to cities of other religions
Papal Primacy	+15 to Influence resting point with City-States following this religion
Peace Loving	+1 Happiness for every 5 followers of this religion in non-enemy foreign cities
Pilgrimage	+1 Faith for each foreign city following this religion
Tithe	+1 Gold for every 4 followers of this religion
World Church	+1 Culture for every 5 followers of this religion in other civilizations

Follower Beliefs	
Asceticism	Shrines provide +1 Happiness in Cities with 3 followers
Cathedrals	Use Faith to purchase Cathedrals (+1 Faith, +3 Culture, +1 Happiness, Artist Specialist slot)
Choral Music	Temples provide +2 Culture in Cities with 5 followers
Divine Inspiration	Each World Wonder provides +2 Faith in city
Feed the World	Shrines and Temples provide +1 Food each in city
Guruship	+2 Production if city has a Specialist
Holy Warriors	Use Faith to purchase pre-Industrial land units
Liturgical Drama	Amphitheaters provide +1 Faith in cities with 3 followers
Monasteries	Use Faith to purchase Monasteries (+2 Faith, +2 Culture, more with Wine or Incense)
Mosques	Use Faith to purchase Mosques (+3 Faith, +2 Culture, +1 Happiness)
Pagodas	Use Faith to purchase Pagodas (+2 Faith, +2 Culture, +2 Happiness)
Peace Gardens	Gardens provide +2 Happiness in city
Religious Art	Hermitage provides +5 Culture in city
Religious Center	Temples provide +2 Happiness in cities with 5 followers
Religious Community	+1% Production for each follower (max +15%)
Swords into Plowshares	15% faster Growth rate for city if not at war

Enhancer Beliefs	
Defender of the Faith	+20% Combat near friendly Cities that follow this Religion
Holy Order	Missionaries and Inquisitors cost 30% less Faith
Itinerant Preachers	Religion spreads to cities 30% further away
Just War	+20% Combat near enemy Cities that follow this Religion
Messiah	Prophets 25% stronger and earned with 25% less Faith
Missionary Zeal	Missionary conversion strength +25%
Religious Texts	Religion spreads 34% faster (68% with Printing Press)
Religious Unity	Religion spreads to friendly city-states at double rate
Reliquary	Gain 50 Faith each time a Great Person is expended