

7. Shrines

Shrines are found on levels 1-8 (church and catacombs), cauldrons on levels 13-15 (hell), fountains, pools and springs on levels 1-8 and also on levels 13-16. Rarely you will also see fountains, pools and springs on level 9-12 (caves). Goat shrines are possible on any level that has Goat Men or Goat Archers (level 4-9).

Shrines in both Diablo and Hellfire		
Name of Shrine	Shrine Message	Effects
Abandoned Shrine	<i>"The hands of men may be guided by fate"</i>	+2 dexterity.
Creepy Shrine	<i>"Strength is bolstered by heavenly faith"</i>	+2 strength.
Cryptic Shrine	<i>"Arcane power brings destruction"</i>	Casts a Nova spell and restores mana ⁵ .
Divine Shrine	<i>"Drink and be refreshed"</i>	Restores health and mana. On dlv 1-3 it gives one Potion of Full Mana and one Potion of Full Life. On other dlv it gives two Potions of Full Rejuvenation.
Eerie Shrine	<i>"Knowledge and wisdom at the cost of self"</i>	+2 magic.
Eldritch Shrine	<i>"Crimson and Azure become as the sun"</i>	All potions become rejuvenation potions.
Enchanted Shrine ¹	<i>"Magic is not always what it seems to be"</i>	Lose 1 slvl for one spell (2 if it is at level 15). All other known spells gain 1 slvl.
Fascinating Shrine	<i>"Intensity comes at the cost of wisdom"</i>	Lose 10% of base mana and increases Firebolt 2 slvl.
Glimmering Shrine	<i>"Mysteries are revealed in the light of reason"</i>	Identifies all items in your inventory.
Gloomy Shrine ^{2,3}	<i>"Those who defend seldom attack"</i>	+2 AC to all armor and -1 max damage to all weapons.
Hidden Shrine	<i>"New strength is forged through destruction"</i>	-10 durability to one item equipped. +10 durability to all others equipped (never destroys an item).
Holy Shrine	<i>"Wherever you go, there you are"</i>	Casts a Phasing spell ⁵ .
Magical Shrine	<i>"While the spirit is vigilant the body thrives"</i>	Casts a Mana Shield spell ⁵ .
Mysterious Shrine	<i>"Some are weakened as one grows strong"</i>	+5 to one attribute, -1 to all others.
Ornate Shrine	<i>"Salvation comes at the cost of wisdom"</i>	Lose 10% of base mana and increases Holy Bolt 2 slvl.
Quiet Shrine	<i>"The essence of life flows from within"</i>	+2 vitality.
Religious Shrine	<i>"Time cannot diminish the power of steel"</i>	Restores all items to full durability.
Sacred Shrine	<i>"Energy comes at the cost of wisdom"</i>	Lose 10% of base mana and increases Charged Bolt 2 slvl.
Secluded Shrine	<i>"The way is made clear when viewed from above"</i>	Gives complete map of current level.
Spiritual Shrine	<i>"Riches abound when least expected"</i>	Gives a small amount of gold to each empty slot in your inventory. The amount given is: Church: Rnd[10] + 5 (5 - 14) Catacombs: Rnd[20] + 10 (10 - 29) Caves: Rnd[30] + 15 (15 - 44) Hell: Rnd[40] + 20 (20 - 59)
Spooky Shrine ⁴	<i>"Where avarice fails, patience gains reward"</i> (user), <i>"Blessed by a benevolent companion!"</i> (others)	All other players get life and mana restored.
Stone Shrine	<i>"The powers of mana refocused renews"</i>	Restores charges in all staves.
Tainted ⁴	<i>"Those who are last may yet be first"</i> (user), <i>"Generosity brings its own reward"</i> (others)	Does not affect user but other players get +1 to one attribute and -1 to all other attributes.
Thaumaturgic Shrine ^{3,5}	<i>"What once was opened now is closed"</i>	Refills chests on current level.
Weird Shrine ^{2,3}	<i>"The sword of justice is swift and sharp"</i>	+1 max damage to all weapons in inventory.

¹ Enchanted shrines will never appear in Caves or Hell, not even as a Cauldron or Goat Shrine.

² Effect only lasts for current game.

³ Only available in single player.

⁴ Only available in multi player.

⁵ All spells cast from a shrine will have an slvl of 2 in church, 4 in catacombs, 6 in caves and 8 in hell.

Fountains, Pools, Cauldrons and other similar objects in both Diablo and Hellfire		
Name of Object	Message	Effects
Blood Fountain ¹	[No message]	Restores 1 life each time it is used.
Cauldron	[Message related to the effect]	Random effect (of true Shrines only) ² .
Fountain of Tears ¹	[No message]	+1 to one attribute, -1 to another attribute
Goat Shrine	[Message related to the effect]	Random effect (of true Shrines only) ² .
Murky Pool ¹	[No message]	Casts an Infravision spell ³ .
Purifying Spring ¹	[No message]	Restores 1 mana each time it is used.

1 There will never be more than one of this type on any dungeon level.

2 Thaumaturgic Shrine will never appear as a Cauldron or Goat Shrine.

3 All spells cast from a shrine will have an slvl of 2 in church, 4 in catacombs, 6 in caves and 8 in hell.

New Shrines in Hellfire		
Name of Shrine	Shrine Message	Effects
Glowing Shrine	<i>"Knowledge is power"</i>	If current experience is equal to or below 5000, set it to 0 and you get +[exp/1000] Magic. If current experience is above 5000 you get +5 Magic and -5% experience
Mendicant's Shrine	<i>"Give and you shall receive"</i>	Half of money turns into experience.
Murphy's Shrine	<i>"That which can break will"</i>	For each non indestructible item you have equipped, there is a 1/3 chance it will lose 50% of its durability. It will always start with the helm and then proceed with left weapon slot, right weapon slot and finally the armor. As soon as an item has lost durability it will exit. If no item lost durability or no non indestructible items are equipped it takes 1/3 of your gold instead.
Oily Shrine	<i>"That which does not kill you..."</i>	Warrior: +2 Strength Rogue: +1 Magic, +1 Dexterity Sorcerer: +2 Magic Monk: +1 Strength, +1 Dexterity Bard: +1 Magic, +1 Dexterity Barbarian: +2 Vitality It also casts a Fire Wall like spell.
Shimmering Shrine	<i>"Spiritual energy is restored"</i>	Restore mana.
Solar Shrine	<i>"You feel stronger"</i> <i>"You feel wiser"</i> <i>"You feel refreshed"</i> <i>"You feel more agile"</i>	12.00 to 18.00: +2 Strength 18.00 to 20.00: +2 Magic 20.00 to 04.00: +2 Vitality 04.00 to 12.00: +2 Dexterity
Sparkling Shrine	<i>"Some experience is gained by touch"</i>	+1000-dlvl experience points and casts a Flash spell (part 1 only).
Town Shrine	<i>"There's no place like home"</i>	Casts Town Portal.

All shrines can occur on any dungeon level with the exception of the Enchanted shrine which will only occur on level 1-8. All shrines also have the same probability to occur on any dungeon level. Similarly all shrines have the same probability to be selected when you hit a Goat Shrine or a Cauldron (with the exception of Enchanted shrine mentioned above and the fact that Thaumaturgic Shrines will never appear as a Goat Shrine or a Cauldron).

To make it easier finding out what shrine you have hit when you try your luck at a goat shrine or a cauldron, the table below lists the messages (in alphabetical order) as well as what shrine they correspond to.

Shrine Message	Name of Shrine	Shrine Message	Name of Shrine
"Arcane power brings.."	Cryptic Shrine	"That which can break will"	Murphy's Shrine ²
"Blessed by a benevolent.."	Spooky Shrine ¹	"That which does not kill you..."	Oily Shrine ²
"Crimson and Azure become.."	Eldritch Shrine	"The essence of life flows from.."	Quiet Shrine
"Drink and be refreshed"	Divine Shrine	"The hands of men may be.."	Abandoned Shrine
"Energy comes at the cost of.."	Sacred Shrine	"The powers of mana.."	Stone Shrine
"Generosity brings its own.."	Tainted Shrine ¹	"The sword of justice is swift.."	Weird Shrine
"Give and you shall receive"	Mendicant's Shrine ²	"The way is made clear when.."	Secluded Shrine
"Intensity comes at the cost of.."	Fascinating Shrine	"There's no place like home"	Town Shrine ²
"Knowledge and wisdom at.."	Eerie Shrine	"Those who are last may yet.."	Tainted Shrine
"Knowledge is power"	Glowing Shrine ²	"Those who defend seldom.."	Gloomy Shrine
"Magic is not always what it.."	Enchanted Shrine	"Time cannot diminish the.."	Religious Shrine
"Mysteries are revealed in the.."	Glimmering Shrine	"What once was opened now.."	Thaumaturgic Shrine
"New strength is forged.."	Hidden Shrine	"Where avarice fails, patience.."	Spooky Shrine
"Riches abound when least.."	Spiritual Shrine	"Wherever you go, there you.."	Holy Shrine
"Salvation comes at the cost of.."	Ornate Shrine	"While the spirit is vigilant the.."	Magical Shrine
"Some are weakened as one.."	Mysterious Shrine	"You feel more agile"	Solar Shrine ²
"Some experience is gained by.."	Sparkling Shrine	"You feel refreshed"	Solar Shrine ²
"Spiritual energy is restored"	Shimmering Shrine ²	"You feel stronger"	Solar Shrine ²
"Strength is bolstered by.."	Creepy Shrine	"You feel wiser"	Solar Shrine ²

1 Message got when someone else uses the shrine.

2 Only available in Hellfire.

There exist a bug that will cause any shrine with a random effect to at times not be random and instead have a specific result. This bug is most noticeable in the first games you play without exiting Diablo completely (decreasing in probability for each dungeon level you enter, including reentering of a level). For the most time, the shrines *will* be random however. The end effect of the bug is that the randomness of those shrines favor a certain result. The favored results are summarized in the table below.

Name of shrine	Favored result	Name of shrine	Favored result
Enchanted Shrine	Chain Lightning losing slvl	Spiritual Shrine	Irrelevant ¹
Hidden Shrine	Shield losing durability	Tainted Shrine	Dexterity increased
Mysterious Shrine	Dexterity increased	Murphy's Shrine ²	Second item lose durability

1 As the shrine typically fills many slots with gold, the end effect will still be quite random depending on number of free slots.

2 Only available in Hellfire.

Due to the way the game work, it may also have some slight impact on random events that are not pre determined by the game (example of pre determined effects are item drops and result of shrines) occurring after the shrine is used. Cauldrons and Goat shrines are *not* affected by this bug.