

| Shrine Name | Message | Effect |
|----------------------------|---|---|
| Abandoned Shrine | The hands of men may be guided by fate | +2 Dexterity |
| Blood Fountain | - | Each click heals 1 HP (can be used infinitely). |
| Cauldron† | Random | Any random shrine effect (expansion and player count appropriate) |
| Creepy Shrine | Strength is bolstered by heavenly faith | +2 Strength |
| Cryptic Shrine | Arcane power brings destruction | Restores mana and casts Nova |
| Divine Shrine | Drink and be Refreshed | Fully restores health and mana (dlvl 1-3) Drops a potion of full healing and a potion of full mana (dlvl 4+) Drops two full rejuvenation potions. |
| Eerie Shrine | Knowledge and wisdom at the cost of self | +2 Magic (attribute) |
| Eldritch Shrine | Crimson and azure become as the sun | Changes "potions" into "rejuvenation potion". Changes "full potion" into "full rejuvenation potion" |
| Enchanted Shrine | Magic is not always what it seems to be | +1 to all learned spells, but -1 to one random spell |
| Fascinating Shrine↑ | Intensity comes at the cost of wisdom | - 10% of total Mana, +2 lvl to firebolt |
| Fountain of Tears | - | -1 to a random attribute, +1 to an other |
| Glimmering Shrine | Mysteries are revealed in the light of reason | Identifies all items in inventory |
| Goat Shrine† | Random | Any random shrine effect (expansion and player count appropriate) |

| Shrine Name | Message | Effect |
|--|---|---|
| Gloomy Shrine ²³ | Those who defend seldom attack | +2 AC to all armor, helms and shields in inventory. -1 to max damage to all weapons in inventory. |
| Glowing Shrine (Hellfire only) | Knowledge is power | Increases Magic attribute by 5 at the expense of 5% experience. |
| Hidden Shrine | New strength is forged through destruction | -10 current and max durability to a random equipped item +10 current and max durability to all others |
| Holy Shrine | Wherever you go, there you are | Casts Phasing |
| Magical Shrine | While the spirit is vigilant the body thrives | Casts Mana Shield |
| Mendicant's Shrine (Hellfire only) | Give and you shall receive | Takes half of your gold and converts to experience |
| Murky Pool | - | Casts Infravision |
| Murphy's Shrine ↑ (Hellfire only) | That which can break, will | Causes a randomly chosen equipped item to lose 50% durability, or else takes away 1/3 of the gold in inventory |
| Mysterious Shrine | Some are weakened as one grows strong | +5 to a random attribute. -1 to all other |
| Ornate Shrine ↑ | Salvation comes at the cost of Wisdom | -10% of Max Mana +2 lvl to Holy Bolt |
| Oily Shrine (Hellfire only) | That which does not kill you... | +2 Strength (Warrior) / +2 Dexterity (Rogue) / +2 Magic (Sorcerer) / +1 Strength and +1 Dexterity (Monk) / +1 Dexterity and +1 Magic (Bard) / +2 Vitality (Barbarian). Casts a single square Fire Wall on the shrine. |

SHRINES (DIABLO I)

| Shrine Name | Message | Effect |
|---|---|--|
| Purifying Spring | - | Each click regenerates 1 Mana point (can be used infinitely). |
| Quiet Shrine | The essence of life flows from within | +2 to Vitality |
| Religious Shrine | Time cannot diminish the power of steel | Repairs all items |
| Sacred Shrine ↑ | Energy comes at the cost of wisdom | - 10% of total Mana +2 lvl to Charged Bolt |
| Secluded Shrine | The way is made clear when viewed from above | Shows complete map of the current level |
| Shimmering Shrine (Hellfire only) | Spiritual energy is restored | Restores mana to full |
| Solar Shrine (Hellfire only) | You feel stronger | (12:00 - 18:00) +2 Strength |
| | You feel wiser | (18:00 - 20:00) +2 Magic |
| | | |
| | You feel refreshed | (20:00 - 04:00) +2 Vitality |
| | You feel more agile | (04:00 - 12:00) +2 Dexterity |
| Sparkling Shrine (Hellfire only) | Some experience is gained by touch | Gives 1000 x (dungeon level) experience points, casts a Flash spell |
| Spiritual Shrine | Riches abound when least expected | Fill empty slots in inventory with level-appropriate gold |
| Spooky Shrine ¹ | Where avarice fails, patience brings reward(user) | (user) No effect |
| | Blessed by a benevolent companion (others) | (others) Health and Mana are restored to full |

SHRINES (DIABLO I)

| Shrine Name | Message | Effect |
|---|---|---|
| Stone Shrine | The powers of mana refocused renews | Recharges all staves |
| Tainted shrine ^{†1} | Those who are last may yet be first (user) Generosity brings its own reward (others) | (user) No effect (others) +1 to a random attribute; -1 to all other attributes |
| Thaumaturgic Shrine ² | What was once opened now is closed | Closes and refills all opened chests on current level |
| Town Shrine (Hellfire only) | There's no place like home | Casts a Town Portal |
| Weird Shrine ²³ | The sword of justice is swift and sharp | +1 to max damage of all weapons in inventory |



COPYRIGHT © 1996-2001 BLIZZARD ENTERTAINMENT

SMACKER VIDEO TECHNOLOGY. COPYRIGHT © 1994-1996 INVISIBLE, INC. D.B.A. RAD SOFTWARE