

Diablo 1 and Hellfire Shrines

Shrines are environmental objects found throughout the journey within the labyrinth beneath Tristram. Each shrine can only be used once, but they bestow a (semi)permanent effect upon the user.

Not all of these shrines are beneficial. Some have been cursed by the minions of Hell, and permanently debuff the user foolish enough to activate them, in return for trivial gains.

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†¹	Random	Any random shrine effect
Creepy Shrine	Strength is bolstered by heavenly faith	+2 Strength
Cryptic Shrine²	Arcane power brings destruction	Restores mana and casts Nova
Divine Shrine	Drink and be Refreshed	Fully restores health and mana (dlvl 1-3) Gives one potion of full mana and one potion of full life (dlvl 4+) Gives two potions of full rejuvenation
Eerie Shrine	Knowledge and wisdom at the cost of self	+2 Magic (attribute)
Eldritch Shrine	Crimson and azure become as the sun	All potions become rejuvenation potions.
Enchanted Shrine¹	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 base 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†¹	Random	Any random shrine effect

Gloomy Shrine ^{SP,NG-}	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	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% <u>total</u> 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 (never destroys an item)
Holy Shrine	Wherever you go, there you are	Casts Phasing
Magical Shrine ²	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 ²	-	Casts Infravision
Murphy's Shrine ↓ (Hellfire only)	That which can break, will	For each non indestructible item you have equipped, there is a 1/3 chance it will lose 50% of its (current) 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 Base Mana +2 lvl to Holy Bolt

Oily Shrine² (Hellfire only)	That which does not kill you...	+2 Strength (Warrior)/+2 Dexterity (Rogue) +2 Magic (Sorcerer)/+2 Vitality (Barbarian) +1 Strength and +1 Dexterity (Monk) +1 Dexterity and +1 Magic (Bard) Casts a single square Fire Wall on the shrine.
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 Base 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 You feel wiser You feel refreshed You feel more agile	(12:00 - 18:00) +2 Strength (18:00 - 20:00) +2 Magic (20:00 - 04:00) +2 Vitality (04:00 - 12:00) +2 Dexterity
Sparkling Shrine² (Hellfire only)	Some experience is gained by touch	Gives 1000 x (dungeon level) experience points, casts a Flash spell (part 1 only).
Spiritual Shrine	Riches abound when least expected	Fill empty slots in inventory with level-appropriate gold

Spooky Shrine ^{MP}	Where avarice fails, patience brings reward(user) Blessed by a benevolent companion (others)	(user) No effect (others) Health and Mana are restored to full
Stone Shrine	The powers of mana refocused renews	Recharges all staves
Tainted shrine ↓ ^{MP}	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 ^{SP,1}	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 ^{SP,NG-}	The sword of justice is swift and sharp	+1 to max damage of all weapons in inventory

^{MP} Multiplayer games only

^{SP} Singleplayer games only

^{NG-} These effects fade away if the hero who earned them begins a new game (not in DevX).

¹ Enchanted and Thaumaturgic shrines will never appear in Caves or Hell, not even as Cauldrons or Goat Shrines.

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

↓ These shrines are almost purely detrimental, and the rewards do not make up for the losses at all, no matter the character class.

† For the reason listed above, Cauldrons and Goat Shrines should be ignored in Multiplayer games (except for the Barbarian in DevX Diablo only). It is recommended to save beforehand in Singleplayer if one is found, and to reload and avoid it if the effect turns out to be detrimental.