Blizzard - Diablo 1

Must take		
Abandoned Shrine	Adds 2 to dexterity	The hands of men may be guided by fate
Creepy Shrine	Adds 2 to strength	Strength is bolstered by heavenly faith
Eerie Shrine	Adds 2 to magic	Knowledge and wisdom come at the cost of self
Quiet Shrine	Adds 2 to vitality	The essence of life flows from within
Can be considered		
Cryptic Shrine	Fully restores mana and casts Nova from the player	Arcane power brings destruction
Divine Shrine	Restores health and mana. Cathedral 1-3: Drops one Potion of Full Health and 1 Potion of Full Mana. All other levels: Drops 2 Potion of Full Rejuvenation.	Drink and be refreshed
Eldritch Shrine	Potions become rejuvenation potions. Full healing potions become full rejuvenation potions.	Crimson and azure become as the sun
Glimmering Shrine	All items in the player's inventory are identified	Mysteries revealed in the light of reason
Magical Shrine	Casts Mana Shield on the player	While the spirit is vigilant the body thrives
Religious Shrine	Restores all weapon's durability to their maximum	Time cannot diminish the power of steel
Shimmering Shrine	Refills mana	Spiritual energy has been restored
Spiritual Shrine	Fills your remaining inventory with random amounts of gold	Riches abound when least expected
Stone Shrine	Recharges all Staves in the player's inventory	The power of mana refocused renews
Multi-player only.		
Spooky Shrine	User is unaffected, but for other players, they receive a restoration effect on their hp and mana pool equal to a level up or a Full Rejuvenation Potion.	You: Where avarice falls, patience gains it's own reward. Others: Blessed by a benevolent companion
Single-player only.		
Thaumaturgic Shrine	All chests on the level close and can be searched again	What once was open now is closed
Current game only. Single-player.		
Weird Shrine	Adds 1 to all weapons maximum damage. Effects is temporary until a new game is started.	The sword of justice is swift and sharp

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Last update: **2026/02/08 03:46**