

Shrine Descriptions

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Abandoned Shrine "Hands of men may be guided by fate."

Increases dexterity by 1-2

Creepy Shrine "Strength is bolstered by heavy faith."

Increases strength by 1-2.

Cryptic Shrine "Arcane power brings destruction."

The shrine fires off a nova spell that does affect you.

Divine Shrine "Drink and be refreshed"

Refills health and mana and drops out 2 potions of full rejuvenation.

Eldritch Shrine "Crimson and azure become as the sun."

All of your potions, whether healing or mana, turn into a rejuvenation potion of the same type.

Enchanted Shrine "Magic is not always what it seems"

Decreases one of your spells by 1 level and may raise the rest by 1.

Errie Shrine "Knowledge and wisdom cost of self"

+2 to Magic and -3 to Vitality (or Hit Points, I forget) There is also a plus to mana even if your magic is peaked.

Facinating Shrine "Intensity comes at the price of Wisdom"

Permenant mana loss. -4 to Warriors. -7 to Rogues. -10 to Sorcerers. You also gain 2 levels to your Firebolt spell, even if you don't have it.

Glimmering Shrine "Mysteries are revealed in the light of reason"

All unidentified items in your inventory are identified for you.

Gloomy Shrine "Those who defend seldom attack."

It takes one or two points of attack damage from your weapon equiped and gives it to a non-unique armor peice. This change is permenant.

Hidden Shrine "New strength is forged through destruction."

It takes 10 durability from one item equiped and gives it to another item. This effect is permenant.

Holy Shrine "Where ever you go, there you are."

Works like a phasing spell. Boom! You're there.

Magical Shrine "While the spirit is vigilant, the body strifes"

Gives you the mana shield spell for it's duration.

Mysterious Shrine "Some are weakened as others grow strong."

Three stats are lowered and one is raised.

Ornate Shrine "Salvation comes at the price of Wisdom"

Same affect as Facinating Shrine except that you gain 2 levels to your charged bolt spell.

Quiet Shrine "The essence of life flows from within."

Increases vitality by 1-2.

Religious Shrine "Time cannot diminish the powers of steel"

Restores the durability of all your items to the maximum.

Sacred Shrine ?

Possibly the same affect as the Ornate Shrine...

Secluded Shrine "The way is made clear when viewed from above."

The entire map is viewable.

Spiritual Shrine "Untold wealth!"

This shrine fills what ever you have left of your inventory with gold. It depends on what level you are to figure out how much you will get per box open.

Spooky Shrine "Where avarice fails patience gains a reward"

All others that are playing with you, get their hitpoints back.

Stone Shrine "The powers of mana refocused renews."

Recharges your staves with your mana.

Tainted Shrine "Those who are last may yet be first."

Takes attribute points from players not using the shrine and gives them to the player using the shrine.

Thaumaturgic Shrine "What once was open, is now closed."

It closes and refills all chests.

Weird Shrine "The sword of justice is swift and sharp"

Adds one point of damage to all your weapons.

Blood Pool Nothing

Restores 1 HP per drink. Drinking is unlimited.

Caldron (Depends upon the affect.)

Random of one of the shrines above.

Fountain of Tears Nothing

Vitality: -1 Magic: +1

Goat Shrine (Depends upon the affect.)

Random of one of the shrines above.

Murky Pool Nothing

Gives you infravision.

Purifying Spring Nothing

Restores 1 Mana point per drink. Drinking is unlimited.