

Multiplayer Diablo Shrine & Fountain Effects

(Note: Shrines & Fountains are completely different in Single Player mode)

Shrine Description	Message	Effect
Abandoned	The hands of men may be guided by fate	+2 to Dexterity
Creepy	Strength is bolstered by heavenly faith	+2 to Strength
Cryptic	Arcane power brings destruction	casts Nova spell and restores mana
Divine	Drink and be refreshed	restores health and mana, 2 potions appear
Eerie	Knowledge and wisdom at cost of self	?increase magic, decrease vitality? OR ?increase mana, decrease max. HP? OR ?increase magic, decrease max. mana?
Eldritch	Crimson & azure become as the sun	converts all potions in possession to equivalent size of rejuvenation
Enchanted	Magic is not always what it seems to be	-1 level of one spell, and all other spells +1 level
Fascinating	Intensity comes at cost of wisdom	+2 spell levels to Fire Bolt, permanent loss of maximum mana (W: -4, R: -7, M: -10)
Glimmering	Mysteries are revealed in the light of reason	identifies all unidentified items in possession
Gloomy	Those who defend, seldom attack	all weapons -1 to maximum damage ?and +1 or +2 to AC of all armor items?
Hidden	New strength is forged through destruction	-10 durability to one equipped item, +10 durability to all other equipped items (random)
Holy	Wherever you go, there you are	casts Phasing spell
Magical	When the spirit is vigilant the body thrives	casts Mana Shield spell
Mysterious	Some are weakened as one grows strong	+5 to one stat, -1 to other stats (random)
Ornate	Salvation comes at cost of wisdom	+2 spell levels to Holy Bolt, permanent loss of maximum mana (W: -4, R: -7, M: -10)
Quiet	The essence of life flows from within	+2 Vitality
Religious	Time cannot diminish the power of steel	fully repairs all items in possession
Sacred	Energy comes at cost of wisdom	+2 spell levels to Charged Bolt, permanent loss of maximum mana (W: -4, R: -7, M: -10)
Secluded	The way is made clear when viewed from above	reveals entire map of current level
Spiritual	Riches abound when you least expect it	all empty inventory slots are filled with small amounts of cash
Spooky	Where avarice fails patience gains reward	heals all other players in game
Stone	Power of mana refocused renews	recharges all staffs in inventory
Tainted	Those who are last, may yet be first	+1 to one stat (random) ?and all other players in game -1 to all stats?
Weird	The sword of justice is swift and sharp	all weapons +1 to maximum damage
Cauldron	random	random
Goat Shrine	random	random

Fountain Type	Effect
Blood Fountain	1 HP for each drink - unlimited
Fountain of Tears	-1 to one stat, +1 to another stat (random)
Murky Pool	casts Infravision spell
Purifying Spring	1 Mana for each drink - unlimited