

# Holy Water

Holy water can be used as a [grenade](#).

## Use in the bless spell

One might wonder: "If *bless* is needed to create holy water, but holy water is needed to cast *bless*, how is there any holy water?" The answer is obvious: the gods can make holy water without needing to cast *bless*.

## Effect on poison and disease

Dragon #81 has an article, "Taking the Sting out of Poisons", which riffs on the DMG glossary entry that says holy water can slow the effects of poison.<sup>1)</sup> We do not use that article because it goes too far by making holy water act as *slow poison*. 25 gp for a spell in a bottle that costs 200 per caster level in town. This author's opinion is that the glossary text was either leftovers from a rule that was never refined or published, or the glossary entry meant to say that it slows disease (which it does, in the case of lycanthropy).

<sup>1)</sup>

DMG 228.

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Last update: **2025-04-13 23:35**

