

## Gauntlets of the Rapture

Generally considered a holy artifact of any church that owns them. Usually only constructed by the most faithful and dedicated champions of good, who are also charismatic enough to convince the material donors of their goodness. These beautiful, glowing handwear are constructed of feathers donated by a willing celestial and sewn together with mane hair donated by a willing unicorn and have a moderate aura of good.

*Gauntlets +2, holy.* Evil aligned creatures that wear them suffer -1 negative level that cannot be dispelled while worn. A neutral or evil aligned creature that wears the gauntlets must make a DC 12 Will save weekly or have his alignment shifted one step toward Neutral Good.

The gauntlets have 50 charges when constructed. As spell-like abilities, they can do the following, at caster level 13.

<i>Cure moderate wounds</i>	1 charge
<i>Magic circle against evil</i>	1 charge
<i>Holy word</i>	4 charges
<i>Plane shift</i>	4 charges
(good-aligned planes only)	

When all charges are expended, they change to *gauntlets +1, holy* and gain a new feature: if the wearer has the *lay on hands* class ability, she can use it as if she were 2 levels higher, increasing the number of points he can heal per day.

Any outsider with the Good subtype and feathers can donate the feature. The unicorn must be of good alignment (essentially, non-corrupted). Construction requires a DC 25 Craft (armorsmithing) check, and the craftsman and spell-caster providing the spells must be of good alignment (the craftsman may also be the spell-caster).

Moderate evocation [good]; CL 13th; Craft Wondrous Item, *cure moderate wounds, holy smite, holy word, magic circle against evil, plane shift*; Price 95,000 gp.

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