

Selection Chamber Artefact Template

Design an artefact whose appearance, power and limits reveal its ideal bearer

Book connection

The Selection Chamber is a vast circular room of dark polished stone. Extraordinary objects float above stone podiums: a flame-wreathed sword, a water-like shield, a lightning staff, starlight armour and the golden-silver bow that becomes Jamie's. Design an original artefact that could appear there.

1. Core concept

Artefact name	
Type / form	weapon, tool, clothing, jewellery, instrument, book, device or other
Main material	
Visual signature	What makes it instantly recognisable?
Quality it represents	courage, patience, loyalty, curiosity, restraint, compassion...
Ideal bearer	Who would the artefact choose, and why?

2. Power needs a price

Give the artefact useful abilities, but prevent it from solving every problem. Limits create choices and tension.

Power / ability	What it can do	Limit, cost or condition

3. Selection logic

The artefact chooses someone who...

It refuses someone who...

Activation gesture / phrase / condition

Symbol or inscription on the artefact

Illustrate Your Artefact

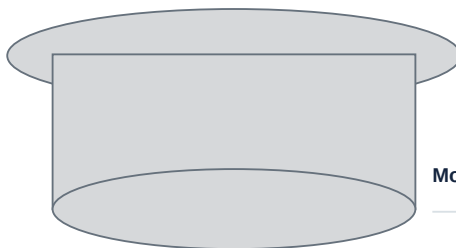
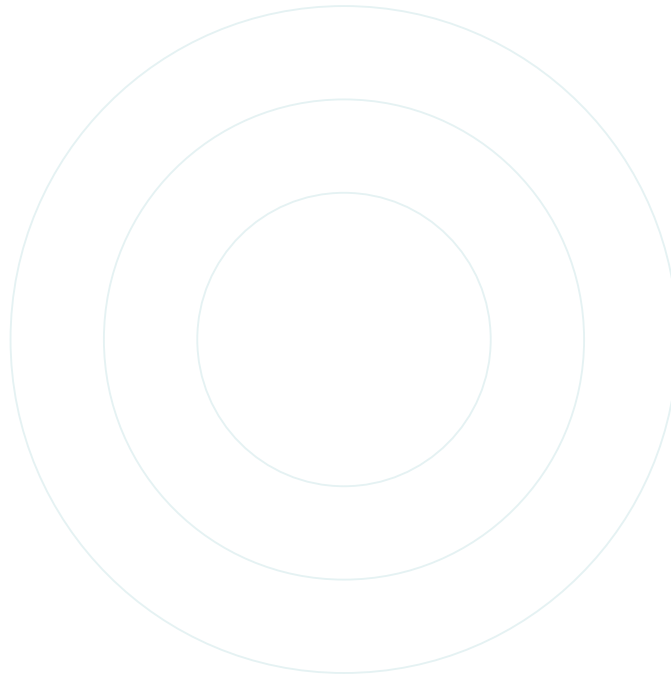
Show the object as if it is floating above a stone podium in the Selection Chamber

Use labels to explain materials, light, movement, symbols and any unusual visual effect.

DRAW THE ARTEFACT FLOATING HERE

Material / texture

Glow / energy effect



Symbols / markings

Movement / transformation

Artefact name

One-sentence museum label

Why does this design fit its bearer?