

A genre is a unique style of text. A vastly popular book genre is fantasy, a unique style that encompasses a range of texts containing fantastical elements, characters, plots, settings, and themes. This essay will greatly clarify how *Nevermoor*, *Ready Player One*, *Sabriel*, and *The Hobbit* extensively represent the fantasy genre. The first main aspect is fantastical characters, who have magical abilities, are preternatural and part of royalty. The second main aspect of fantasy is a fantastical plot, a plot that involves another world, and the protagonist of the story must defeat the magical antagonist in order to save the world. The third main aspect is a fantastical setting. Fantasy settings are different from the real world, contain magic and are unrealistic. The last main aspect of fantasy is fantastical themes. Fantasy themes are magnificent, such as good versus evil and a heroic quest.

*Nevermoor* by Jessica Townsend excellently displays a variety of special and unique fantastical characters such as half-bull and half-human hybrids, and 'Witnesses' that can read people's minds. The main character is Morrigan Crow, a 'Wundersmith' who possesses powerful magical ability to levitate and modify objects. Morrigan Crow's magical talent helped her pass four difficult and dangerous trials, allowing her into the royal society called the 'Wondrous' society. Morrigan Crow represents the fantasy convention of character as she is magical and part of royalty. "It was big – a very big promise. The promise of family, and belonging, and friendship." The author uses subtle repetition in this line to highlight Morrigan's promised prize for making it into the society. The other-worldly characters that are part of royalty are why *Nevermoor* represents the fantasy character convention.

*Ready Player One* by Ernest Cline is a special fantasy and science fiction hybrid with a grand fantasy plot. *Ready Player One* is set in the year 2045 where the world is a dystopia from overpopulation and pollution. The popular invention of advanced and realistic virtual reality called the OASIS is an escape from the polluted world. The rich inventor died and left an Easter Egg inside the OASIS. Whoever finds the Easter Egg inherits the ownership of the OASIS and a fortune of money. The main character Wade is on a race to collect the Easter Egg against the villainous Sixers, who intend to abuse their power of ownership and expensively charge users of the OASIS money. *Ready Player One* has a common fantasy plot; the world is in danger from an evil force, there is a fantasy world that is an escape from the real dystopian world and the fantasy world is in danger of falling into the hands of evil. The line "This was my hideout.", sets a scene that in 2045 the world is a dark place. Ernest Cline cleverly uses a short and truncated sentence to make this quote linger in the reader's mind,

making the plot evermore intriguing. This is why *Ready Player One* contributes to the representation of a fantasy plot.

*Sabriel*, by Garth Nix, is a fantasy book like no other that reflects the setting aspect of fantasy using detailed imagery. Garth Nix creates a unique fantasy world called the Death Realm, the world where people proceed when they die. Necromancers can transport in and out of the Death Realm. They can take people who are in the Death Realm out from the realm and back into the Living world, thus bringing them back to life. *Sabriel's* Death Realm represents fantasy setting convention as the fantasy world is a unique and different place from the real world. The fantasy world is made real by magic and there is a villain who controls the fantasy world. "The First Gate was a veil of mist, with a single dark opening, where the river poured into the silence beyond." (page 10) Garth Nix's spectacular manipulation of imagery in this line signifies that the Death Realm is an unearthly magical world. That is why *Sabriel* exceedingly advocates the fantasy convention of setting.

*The Hobbit* by J.R.R Tolkien extensively accentuates interesting fantasy themes. The storyline is about a group of fantastical creatures of Hobbits, Dwarves, and Wizards embarking on a very long and perilous journey to reclaim the gold stolen by Smaug the dragon. *The Hobbit* has fantasy themes such as a long a perilous journey, and good versus evil. "Far over the misty mountains cold, To dungeons deep and caverns old, We must away ere break of day, to seek the pale enchanted gold." Together with imagery and rhyme, J.R.R Tolkien brilliantly portrays the long a perilous journey. That is why *The Hobbit* cleverly and extensively represents fantasy themes.

In conclusion, *Nevermoor*, *Ready Player One*, *Sabriel* and *The Hobbit* are all classic fantasy novels that thoroughly represent the four main aspects of fantasy. *Nevermoor* represents fantasy character convention as the characters are unique and have magical abilities. *Ready Player One* represents the fantasy plot convention as it has an unimaginable futuristic plot. *Sabriel* represents the fantasy setting convention with Garth Nix's clever manipulation of imagery to describe the unearthly fantasy world. Lastly, *The Hobbit* represents fantasy theme convention as J.R.R Tolkien adopts a brilliant combination of rhyme and imagery to show fantasy themes. That is why the texts studied thoroughly represent the four main aspects of the fantasy genre.