

There are many conventions that form the fantasy genre. This includes the themes, setting, characters and plot. The various extracts studied in class all convey different conventions of the fantasy genre. The extract from *A Wrinkle in Time* by Madeleine L'Engle conveys a fantasy setting in varying levels of detail and *Sabriel* by Garth Nix, embodies fantasy elements through character, plot and themes. It is evident that these texts adhere to the fantasy genre.

In *A Wrinkle in Time*, fantasy is expressed through the different settings that the characters encounter. The characters have travelled to other planets by tessering, a form of magical transportation between planets. All of the planets have had striking resemblance to Earth, but with subtle fantasy elements, such as how L'Engle highlighted the seasonal difference between Earth and Uriel, "Silver glint of a biting autumn evening...the grasses of the field were a tender green with multi-coloured flowers.". The technique of contrast enhances the discrepancy between Earth and Ixchel, "There were plants that might have been flowers, except that they were dull and grey." The colouration of the flowers juxtaposes those of the flowers on Earth, giving the reader the impression of being on another planet. The technique of imagery used by the author emphasises the fantasy elements of the setting, allowing the reader to be transported into another realm. L'Engle's use of setting in the novel, *A Wrinkle in Time*, emphasises the realm of fantasy.

Garth Nix's novel, *Sabriel* conveys fantasy through character. Nix uses characterisation for the novel's protagonist, Sabriel, with her ability to perform necromancy, "...a rabbit now inexplicably lively again..." this shows that Sabriel is able to reanimate the dead. Sabriel's use of magic is a significant theme throughout the novel. Another example of magic is Sabriel's ability to travel between the world of the dead and the living, it is a reoccurring motif throughout the novel. The character Sabriel adds a supernatural element to the novel as she is a magic user. Thus, Nix uses the device of characterisation for Sabriel, who embodies the fantasy genre through her powers of necromancy, as magical abilities are a convention used in fantasy fiction.

*Sabriel's* plot contains another crucial convention of fantasy; a hero's quest. The hero's quest is an important part of the conventions of fantasy and as the daughter of Abhorsen, Sabriel must venture into the Old Kingdom to rescue her father "...but I'll find him... so I swear by the Charter I bear." Nix creates the perfect hero's journey for Sabriel to undertake as she must face trials, venture into the Old Kingdom and undergo hard tasks to save her father. The convention of the hero's journey enhances the fantastical feel to *Sabriel*.

The theme of good versus evil is another standpoint of the fantasy genre. In the prologue of *Sabriel*, the theme of good versus evil is hinted at with Kerrigor introduced as the evil character. When an infant Sabriel is taken from Kerrigor's clutches by Abhorsen, Kerrigor is swept back down the stream and past the gate, into the realm of the dead. Kerrigor states that, "Some fool will soon bring me back and then...". This creates the idea that Abhorsen has banished this evil entity before and that Kerrigor will make another appearance in Sabriel's life later in the novel. As Sabriel shares her father's ability to put the dead back into their realm, it will be a fight between her and Kerrigor, or, between good and evil. When Abhorsen and Sabriel emerge from the realm of the dead, the weather is stormy and

overcast, this foreshadows the evil that is coming with Kerrigor's return. The fight between good and evil is a core convention of fantasy and a theme used by Nix in his fantasy novel.

The texts studied in class all convey the fantasy genre. *A Wrinkle in Time* shows a fantasy setting in varying levels of detail, using imagery to describe the surroundings and creating the mental image of being on another, more magical planet. *Sabriel* embodies the fantasy genre through the characterisation of the main character, Sabriel, being a magic user in the form of necromancy. In addition to this, Nix creates the classic hero's journey for Sabriel to undertake in order to save her father, Abhorsen. The hero's journey is a staple of the fantasy genre and is used by Nix. The theme of good versus evil is also present in *Sabriel*, with Kerrigor threatening Abhorsen by assuring him that he will be back and the fight between good and evil will take place. Through the use of literary devices and the conventions of fantasy, L'Engle and Nix have created fantasy worlds for their novels *A Wrinkle in Time* and *Sabriel*.