

William Huynh

Professor Warner

English 121B

11 May 2019

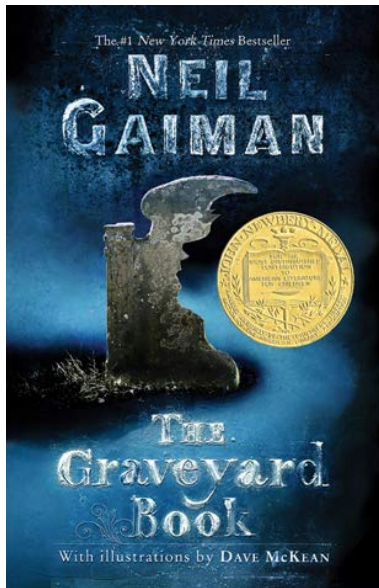
Annotated Bibliography:

Fantasy in relation to Young Adult Lit

The genre of epic fantasy would seem most disparate to that of young adult literature. But in actuality the two share many similarities. Often the protagonists of epic fantasy are young adults. They are young men or women who are about to embark on the most daunting journey of their lives. Young Adult literature also contains men and women facing the most daunting task in their lives: growing up. I've found that the epic quest featured in so many fantasy novels are a metaphor for the journey one takes from adolescents into adulthood. There are tropes that pop up in fantasy I've found that also pop up in young adult literature. These tropes are: the call to adventure, a mentor figure, transformation, finding a community, the inability to return to the way things were. These tropes can be easily found in almost all fantasy novels and most young adult novels. The call to adventure is the moment the hero is given a sword to avenge his or her family. The mentor is a wise wizard who aids our hero. The transformation is our hero changing from a farm boy to a hero of legend. The finding of a community is our hero being accepted into a school or society of some sort. And the inability to return is when our hero goes back to their humble village and find they no longer belong there. They resemble things we all go through when we grow up. The call to adventure is perhaps a college acceptance letter. The mentor is a professor or friend who gives us some much-needed

advice. The transformation is that of adolescents to adulthood. The finding of a community is the meeting of people who share the same interests as us and accepts us. And the inability to return is when we go back home and find our house to be smaller than we remember, and that our hometown no longer feels like home. Fantasy can be a tool for us to contextualize the quests we all must go through in our own personal lives, in addition to being just an escape from reality. It can be a better way for us to understand our reality. After all fantasy is not about telling us dragons are real, but that dragons can be slain.

Annotated Bibliography



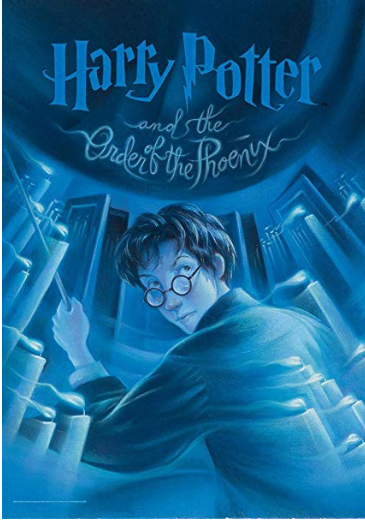
Gaiman, Neil. *The Graveyard Book*.
(Read)

SUMMARY

Nobody Owens is a boy who is raised in a graveyard. His parents are ghosts and his guardian a vampire. To Bod (his nickname) nothing is out of the ordinary, he goes about his life as any other boy does. Little does he know there are those who seek to do him harm.

ANALYSIS

Silas is Bod's mentor in this novel. He watches over him, protects him, and advises him. He is a perfect example of the mentor trope. Many people have a Silas in their lives. A role model who they can depend on. And many fantasy heroes have a Silas as well, as Bod does. Silas is a character that shows us just how important having great mentors is. Silas saves Bod's life many times throughout the book but also guides him to being a better person than, he Silas, could ever be.



Rowling, J.K.

*Harry Potter and
the Order of the
Phoenix.*

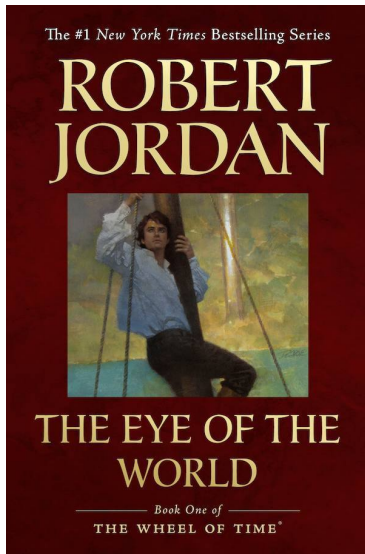
(Read)

SUMMARY

Harry Potter is entering into his fifth year at Hogwarts but he has never been in more danger. After witnessing the death of Cedric Diggory, and pronouncing the return of He Who Must Not Be Named, Harry is also feeling more alone, as the Ministry of Magic is calling him a liar. And worst of all, Hogwarts, Harry's only true home is taken over by the heinous Dolores Umbridge.

ANALYSIS

In this book Harry forms the DA. A group of students who take it upon themselves to teach students true defense against the dark arts. In Hogwarts he has found a home, but in the DA Harry creates a community he can trust and rely on. This is proven true when he and other members of the DA break into the ministry to save Sirius Black. And while we may not all be able to join Dumbledore's Army we each can find our individual support systems.



Jordan, Robert.

*The Wheel of
Time.*

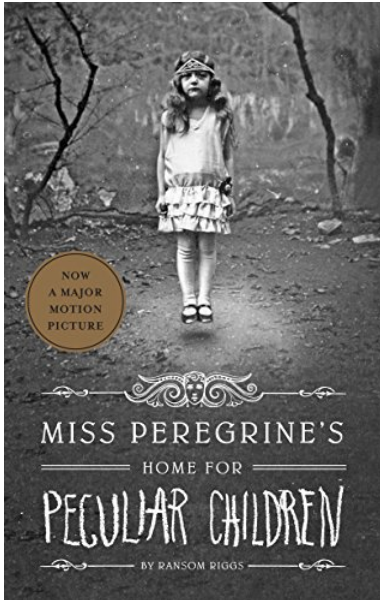
(Read)

SUMMARY

The town of Two Rivers is forever changed when a member of the Aes Sedai, a group of witches, comes to their small village. Young Rand'Al, Perrin, and Mat are whisked away when monsters attack them in the night. They learn that one of them is the Dragon Reborn, the chosen one who is to save the realm. They are led on a journey that will forever change their young lives.

ANALYSIS

The 13 book-spanning Wheel of Time series has a theme of transformation. Some of the characters literally change their bodies. But they also change in non-tangible ways. They start the novels as simple farm boys but by the end of the series they've become kings, fathers, and heroes. The book shows us how each of us are capable of great change in our lives.



Riggs, Ransom.

Miss Peregrine's

Home for Peculiar

Children.

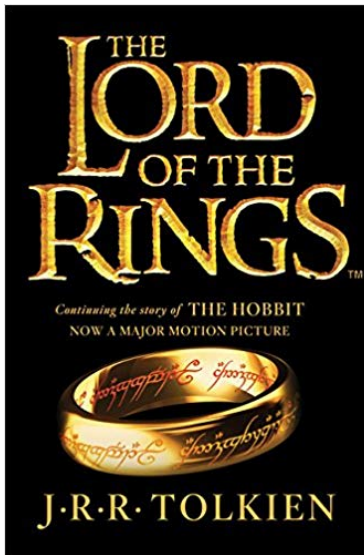
(Read)

SUMMARY

The person Jacob Portman is closest to in this world is his grandfather, Abraham. But when he witnesses his grandfather being eaten by a monster, Jacob has to embark on a journey to discover more about his grandfather's past and about himself. He will discover a world of peculiar children and find he has more in common with them than he thinks.

ANALYSIS

This book is about how sometimes it takes terrible things to push us to venture out into the world. Jacob leaves his suburban Florida life to go out and learn more about the peculiar children his grandfather often told him stories about. *Miss Peregrine's Home for Peculiar Children* can teach us that sometimes the call to adventure can be truly horrifying but it is up to us whether or not to answer.



Tolkien, J.R.R.

*The Lord of the
Rings.*

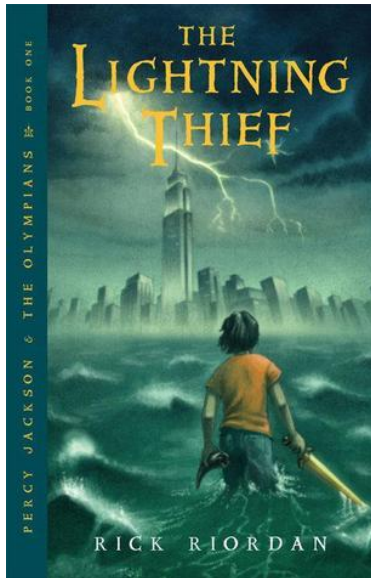
(Not Read)

SUMMARY

The forefather of all modern fantasy. *The Lord of the Rings* is about the very battle against good versus evil. It is the task of Frodo Baggins, a hobbit from Bag's End, to destroy the One Ring, and Sauron with it. With the help of his fellowship, Frodo must venture across of Middle Earth to vanquish evil from the realm once and for all. It is strange that so small a thing could cause so much fear and doubt. Stranger still that so much depends on so small a creature.

ANALYSIS

Perhaps the most famous of all fantasy novels, *The Lord of Rings* teaches us we can never truly go home again. After Frodo has destroyed the one ring and returned to his home in the Shire, he cannot rest. His injuries will not heal fully, and the Shire itself has been changed, ravaged by war. When we venture out into the world and return home we often find that the places we knew have changed and we have changed as well.



Riordan, Rick.

*Percy Jackson and
the Olympians.*

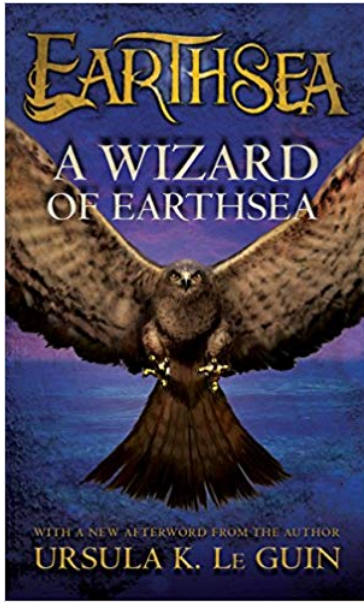
(Read)

SUMMARY

Every thing changes for Percy Jackson when he learns that his long absent father is actually a god. He is taken to a camp with other kids who have a similar parentage as him. There he learns about his strange lineage and befriends fellow demigods. Percy must also go on a quest to save his mom and return the lightning bolt of the king of the gods himself, Zeus.

ANALYSIS

Percy Jackson much like Harry Potter is a character that always felt like an outcast. It is not until he lands in Camp Half-Blood that he finds his people. He finds a place where he belongs and can feel safe from the literal monsters. It is a book about the impact of community and how in life when we find the right people we can find the one thing we were looking for all along. Like Percy Jackson many young people only ever find their real friend group when they leave home and go to college and meet more like-minded individuals.



Le Guin, Ursula K.

A Wizard of

Earthsea.

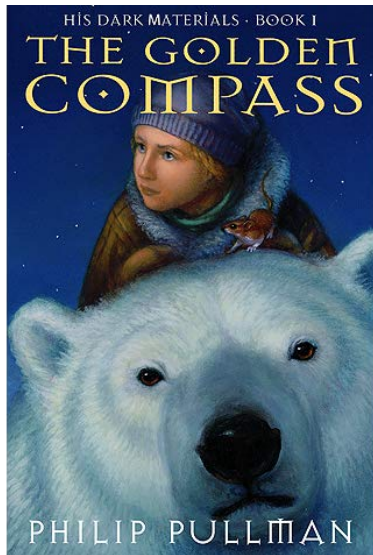
(Not Read)

SUMMARY

A young boy demonstrates great magical ability. A wizard takes notice of the boy's innate skill and takes him on as an apprentice. He dubs the boy "Ged". And after tutoring him for a while and seeing his immense passion for the mystic arts sends him to a school for magic.

ANALYSIS

Le Guin's novel is in many ways a precursor to Harry Potter and other books in this bibliography. But chiefly the novel imparts upon its reader that often the call to adventure is within us. That those with talent or gifts have a duty to do something with their gifts. The call to action doesn't have to be an outside force making us act, sometimes it is aspiring to be more than you are now.



Pullman, Philip.

The Golden

Compass.

(Not Read)

SUMMARY

Lyra lives in a world where human spirits take the form of creatures. Lyra must adventure into the dangerous north to save her friend who has been taken along with many other children. Along the way she will change

ANALYSIS

The Golden Compass has a classic call to adventure. Lyra sees evil in the world and does all she can to stop it, and in doing so leaves everything she knows behind.

Sometimes we do not leave because someone forces us to, or because we have some sort of invitation to leave. We venture out into adventure because we know it is the only way to change things for the better. Sometimes we grow up because we can't stand to see bad things go on without check.



Grossman, Lev.

The Magicians.

(Read)

SUMMARY

When Quentin Coldwater is accepted into a school of magic he is initially delighted. His dreams of fantasy and magic have come to life. But as he gets more indoctrinated into the magical world, he learns the harsh realities of what it means to wield such power. And that his dreams maybe be more sinister than he initially imagined.

ANALYSIS

Quentin starts off in the novel hungry for magic. He wants to learn everything he can about this power and leave his old life behind. But he soon realizes being a magician is not as great as he imagined. Magic makes him listless, and takes away the most important things in his life. The book teaches us that the person we were hoping to become may not actually be the person we should be. That we can transform into something corrupted.



White, T.H. *The
Once and Future
King.*

(Not Read)

SUMMARY

A retelling of the classic myth of King Arthur. It is told in four parts, and ends just before Arthur's death. The story of King Arthur is well-known but T.H. White creates a definitive version of the classic Arthurian tale featuring all the familiar elements from the myth. From the sword in the stone to the formation of Arthur's roundtable.

ANALYSIS

The legend of King Arthur is the earliest form of the Fantasy novel. It contains all the elements and tropes.

Arthur has the call to adventure when Merlin comes and tutors him, as well as the moment he pulls the sword from the stone. He has a mentor figure in Merlin who instills in him all the good qualities of a king. He transforms from a common boy to a king. He finds a community in his loyal knights of the roundtable. And finally he can never return to being the simple boy he once was because of all that he's done, he is destined to die at the hands of his son. So as the book ends we know he will never go home again.