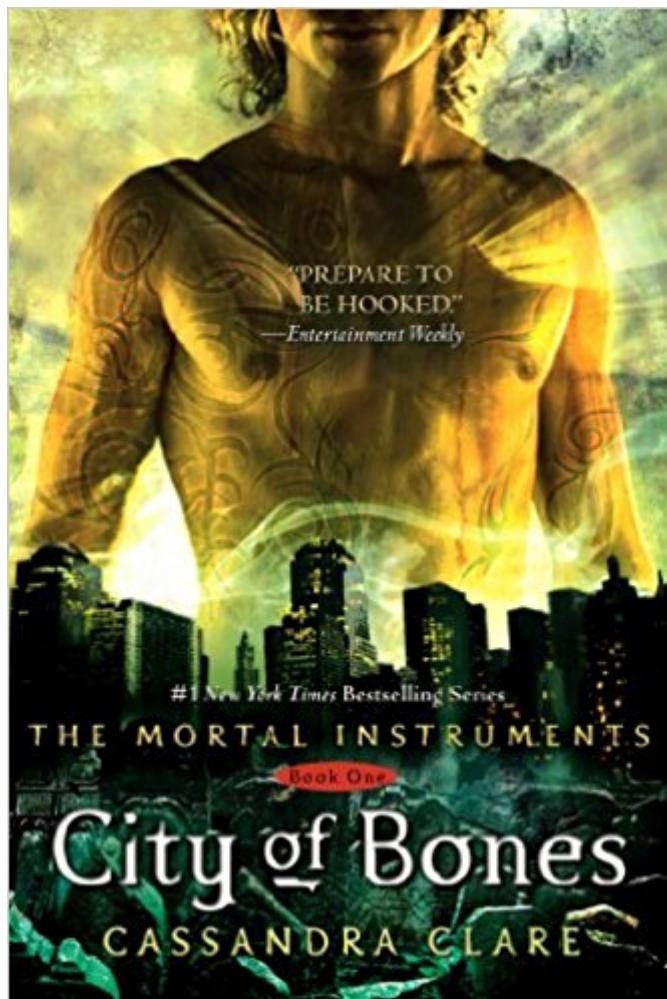


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# City Of Bones (Mortal Instruments)



## Synopsis

Discover this first installment of the internationally bestselling Mortal Instruments series and “prepare to be hooked” (Entertainment Weekly). When fifteen-year-old Clary Fray heads out to the Pandemonium Club in New York City, she hardly expects to witness a murder—much less a murder committed by three teenagers covered with strange tattoos and brandishing bizarre weapons. Then the body disappears into thin air. It’s hard to call the police when the murderers are invisible to everyone else and when there is nothing—not even a smear of blood—to show that a boy has died. Or was he a boy? This is Clary’s first meeting with the Shadowhunters, warriors dedicated to ridding the earth of demons. It’s also her first encounter with Jace, a Shadowhunter who looks a little like an angel and acts a lot like a jerk. Within twenty-four hours Clary is pulled into Jace’s world with a vengeance, when her mother disappears and Clary herself is attacked by a demon. But why would demons be interested in ordinary mundanes like Clary and her mother? And how did Clary suddenly get the Sight? The Shadowhunters would like to know... Exotic and gritty, exhilarating and utterly gripping, Cassandra Clare’s ferociously entertaining fantasy takes readers on a wild ride that they will never want to end.

## Book Information

Series: Mortal Instruments (Book 1)

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## Customer Reviews

This Buffy-esque YA novel does not translate well to the audio medium, and part of the problem lies in the story's pacing. Teenager Clary discovers she can see supernatural beings that no one else

can, gets drawn into the world of the Shadowhunters (teens who kill demons and monsters) and learns that her mother is somehow mysteriously connected to all the strange happenings around her. As a result, a good chunk of the novel consists of long explanatory passages, as various characters fill Clary in on supernatural creatures, the history and rules of the Shadowhunters and her mother's entanglements— all of which come across as tedious lectures. In addition, narrator Graynor makes almost no attempt to differentiate the various teen characters' voices. Only the minor character Dorothea, played as a faux witch with a gravelly New York accent, is memorable. Graynor also frequently ignores the author's explicit textual directives, such as [Simon] came back, sounding worried or The tone of arrogant superiority was back in [Jace's] voice, for her performance, making this a program with an intriguing premise and cast but disappointing execution. Ages 14-up. (May) Copyright © Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. --This text refers to an out of print or unavailable edition of this title.

Grade 8 Up *When Clary Fray witnesses three tattoo-covered teenagers murder another teen, she is unable to prove the crime because the victim disappears right in front of her eyes, and no one else can see the killers. She learns that the teens are Shadowhunters (humans who hunt and kill demons), and Clary, a mundie (i.e., mundane human), should not be able to see them either. Shortly after this discovery, her mother, Jocelyn, an erstwhile Shadowhunter, is kidnapped. Jocelyn is the only person who knows the whereabouts of The Mortal Cup, a dangerous magical item that turns humans into Shadowhunters. Clary must find the cup and keep it from a renegade sector of Shadowhunters bent on eliminating all nonhumans, including benevolent werewolves and friendly vampires. Amid motorcycles powered by demon energies, a telepathic brotherhood of archivists, and other moments of great urban fantasy, the story gets sidetracked by cutesy touches, like the toasted bat sandwich on the menu of an otherworldly restaurant. The characters are sporadically characterized and tend toward behavior that is both predictable and slightly repellent*— Clary finds out who her real father is about 200 pages after readers will have it figured out. Despite the narrative flaws, this version of New York, full of Buffyesque teens who are trying to save the world, is entertaining and will have fantasy readers anxiously awaiting the next book in the series.

Heather M. Campbell, Philip S. Miller Library, Castle Rock, CO  
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I wasn't sure that I was going to like this book. Honestly, when I did pick it up I was just trying it in expectation of unhauling it. By the end of the first chapter, however, I was hooked. The world

building was strong. Although there was a lot of it at times, occasionally bordering on feeling like an info dump, it never fully crossed that border. A first book in a fantasy series is expected to be heavy on the world building anyway. The characters were also well-developed and three-dimensional. The plot, although slowed down at times due to filling in backstory, remained fast-paced enough to maintain interest throughout. This isn't to say that there weren't problems. The writing wasn't always as smooth as it could have been and I'm not sure how I feel about the Jace/Clary bit (I don't want to say more because of spoilers). At this time, it seems like this plot point was unnecessary and the author would have been better off avoiding it. Despite a few shortcomings, however, I was pleasantly surprised by this book and am definitely interested in seeing where Cassandra Clare takes this story next.

I know these die hard fans of TMI are going to KILL ME for my rating of this book, but let me explain! LOL I really enjoyed this book! The way that some of the things played out just wasn't what I was wanting or expected and it actually made me so mad I didn't want to read any more of the series. Thus the star rating. But I WILL be continuing on with the series, no worries. I've actually already bought the rest of the series except for City of Lost Souls. Of course with my spoiler free policy I won't be able to go into details about what I didn't like, but feel free to DM me on Twitter and we can talk! I also want to say that I read this book back when I was in middle school and really loved it, but I did not remember a thing about it when I picked it up this time. Thus my very violent reaction. LOL I really did enjoy the world building and the magic system that was in place. It was also fun to be learning about it at the same time as Clary. I also really liked that Clary didn't drop Simon, her mundane best friend, once she found out about this new world she was supposed to be apart of. Jace was very entertaining and I thoroughly enjoyed his snarky comments. I'm glad he was apart of the book because most of the times I laughed it was because of the things he said. At first I really disliked Alec. He just came off like a major douche bag, but by the end he definitely grew on me and I was a major wreck wondering if he was going to make it into the next book. Isabelle seemed like she could've been interesting, but she wasn't at all very present in the story. She did kind of come off as a stuck up princess, especially where Simon was concerned. So I'm definitely indifferent to her character. If you read my Goodreads progress that I always post at the end of my reviews, you will see where I became irate with Hodge. How DARE he do what he did! I just couldn't believe what I was reading and that started my dislike of the story.

line. Everything from that point on what a major disappointment. I'm going to try and explain this the best way I know how without giving any details away. Basically, the writing was wonderful. The events were captivating. The twists were nothing I would have ever expected. My problem is that EXACTLY what I didn't want to happen, did. And I kept praying for the big reveal that none of what was happening was true. But unfortunately, it seems that it was. I know that as I continue to read the series I'm going to be quietly hoping for this huge turn of events where Cassandra Clare is just like "SIKE GUYS, I WAS TOTALLY KIDDING! BUT I HAD YOU GOING THERE FOR A LITTLE WHILE DIDNT I?" One can hope right? I'm currently waiting on the next book in the series to come in the mail so I can get right into the next book

I am not, traditionally, a fan of teen supernatural romances. I find in general they are poorly written, the characters are never fully developed, the characters don't act like normal people should, and the plot holes detract from the overall story. For the best example of what I'm talking about please see: Twilight. However, I gave Mortal Instruments a shot at the suggestion of my sister. The basic premise is clever enough - "all the stories are true" - vampires, werewolves, faeries, warlocks, demons, angels - they all exist. Half-human, half-angel beings known as shadowhunters fight the demons and hold a shaky alliance with the rest. A seemingly normal girl discovers that she is a shadowhunter, something her mother has tried desperately to hide. This sets off a chain of events that forms the basis for the series. The writing is not going to go down as classic literature, but it's also not bad. The characters have some cringe-worthy lines but for the most part their dialogue is believable. The romance that starts to form between the two main characters isn't as unhealthy and dominant/submissive as Twilight which is a relief, although it's still touching upon the obsessive I-can't-survive-without-him vibe that has feminists reeling. That said, the character of Jace is pretty dreamy. He's that aloof romantic hero archetype that women have been fantasizing about since Jane Austen first penned Mr. Darcy 200 years ago. The story is fast-paced and despite myself I really enjoyed it. I liked that she took a fantasy story and wove it into the very real backdrop of New York City. It's a fun, light, read with enough original ideas that you can forgive some of the clichés she throws in there.

This book took some mental effort to keep pushing through the chapters.. Cassandra Clare puts so much detail into describing things, I tend to forget what I am supposed to be focusing on. However, I continued through the book because of the hype that this series receives. It did get interesting

towards the end & I did like some of the characters. Overall, I did purchase the next few books because I want to know more... Hopefully the next book will be faster paced!

Okay...this book had a lot of hype and while I did enjoy it, especially about halfway through until the end, that MAJOR PLOT TWIST has me reeling. I hope there is someway that this isn't really true because I was liking the way it was going before that. I am shocked about that because if that stays true...well...ick. But I will definitely keep reading this series to find out and keep up with the Shadowhunter adventure!

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The Mortal Instruments, the Complete Collection(City of Bones/ City of Ashes/ City of Glass/ City of Fallen Angels/ City of Lost Souls/ City of Heavenly Fire) Cassandra Clare: The Mortal Instruments Series (5 books): City of Bones; City of Ashes; City of Glass; City of Fallen Angels, City of Lost Souls The Official Mortal Instruments Coloring Book (The Mortal Instruments) City of Bones: The Mortal Instruments City of Bones: TV Tie-in (The Mortal Instruments) City of Bones (The Mortal Instruments Book 1) Shadowhunter's Guide: City of Bones (The Mortal Instruments) City of Bones: 10th Anniversary Edition (The Mortal Instruments) City of Bones (Mortal Instruments) City of Bones: 1 (The Mortal Instruments) Bones, Bones, Dinosaur Bones Mortal Engines (Mortal Engines #1) City of Ashes: The Mortal Instruments, Book Two City of Fallen Angels (The Mortal Instruments) City of Fallen Souls (The Mortal Instruments) City of Heavenly Fire (The Mortal Instruments) City of Fallen Angels (Mortal Instruments, Book 4) City of Heavenly Fire: The Mortal Instruments, Book 6 City of Fallen Angels (The Mortal Instruments Book 4) City of Ashes (The Mortal Instruments Book 2)

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