



City of Bones

Mike Raicht (Adapter) , Nicole Virella (Illustrator) , Cassandra Clare

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Continuing Th3rd World Studio's adaptation of Cassandra Clare's NY Times bestselling The Mortal Instruments series. Soon to be a major motion picture! Clary and Simon enter the mysterious Shadowhunter world of The Institute! Clary's connection to this mysterious new world is revealed! And who is the mysterious man known as Valentine and what does he, and his Circle, have to do with the disappearance of Clary's mother?

City of Bones Details

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Author : Mike Raicht (Adapter) , Nicole Virella (Illustrator) , Cassandra Clare

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From Reader Review City of Bones for online ebook

✿Kate says

There were a few grammar mistakes but these are so good that I don't even mind it. Seeing the story come to life in this art style is really fantastic.

Lucy Farrin says

I really enjoy reading the graphic novels for the Mortal instruments, but I struggle to find information on when the next one is due to come out. On Comixology it said issue #5 would come out in January 2013, I keep checking on the site for the this issue but it still hasn't been Released? It's now April?

Dora says

I'm giving this one 3 stars because I found one inconsistency, or what I think is one - Hodge tells Clary that Shadowhunters have protected mundanes for *thousands* of years, when it is in fact only 1000 years.

Second thing (even though it might be a spelling error), I think it's unacceptable to find a mistake such as "They've worn out THERE welcome"? Unless it's a form I don't know, I'm assuming that was supposed to be THEIR. I always hate when I see Americans misuse words like "hear" and "here", "would of" instead of "would have/would've", "there" and "their", "your" and "you're", and so on, but to see such a mistake in a book/comic? **Unacceptable.**

Evelyn Swift (Featherbrained Books) says

As I have pointed out in my previous reviews I just love the style. It is very pretty but simple and it fits the novel well. I really enjoy seeing the mortal instruments translated into graphic novel form. It just works because the artist has so much freedom to draw outside of our reality. I think this is why the movie and TV series is not very good...unless they can invest millions of dollars into the production, costumes, CGI (like Harry Potter) this story is just too outside of our world to be accurately displayed without a lot of work and vision. But it works perfectly for a graphic novel, artists can draw whatever they want and we finally get a great visual for things that just didn't translate well into the movie or TV show. For example when Clary goes to the silent brothers and they pull the name Magnus Bane from her, as shown here (view spoiler)I thought it looked really cool and a lot of little things like this just work so well in graphic novel format.

Again, the only issue is how goddamn short these are. Cassandra Clare really needed to put them all into one volume.

Chris Bernard says

The Gap in times the books come out are very unstable, But none the less the graphic novels themselves are great, I love Nicole's art and she makes it into a great graphic novel.
