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The Mirrored Shard: The Iron Codex Book Three



Synopsis

Aoife Grayson must face death to win back Dean—the love who was ripped from the Iron Lands of the living when he was shot in the arctic north. But getting to the Deadlands is something that Aoife can't do on her own. And if she can find a way there, Tremaine would surely never allow it. He has sworn to keep her in the Thorn Lands, the fairie home of her mother, Nerissa. But Aoife is determined to find her way out. And she has no trouble if that means she has to kill Tremaine and his queen to do it.

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Customer Reviews

You know it's not a good sign if you're five pages into a book and you're already tired of it. Gone was the self-sufficient, intelligent, and purposeful protagonist of the first two books. THIS Aoife Grayson isn't planning to stop the old ones or stop the proctors or undo the damage that was done in the previous books. Oh no, the plot of this novel revolves around her . . . drum roll please . . . going and getting her boyfriend back because she feels SO bad and just can't live without him.

That's right, she turned into a backup character from *Twilight*. After deciding to embark on this truly insipid quest, she blunders from one encounter to the next making stupid decisions which generally someone else needs to miraculously show up and get her out of. The steampunk environment that showed so much potential in the first two books was barely even wallpaper in this one, as Aoife almost blindly submits to any deal that anyone offers and makes bad decision after bad decision because . . . well, once again, she just HAS to save her boyfriend. Sigh. Now there are a couple of chapters toward the end where she suddenly seems to remember that she wasn't always quite so pointless and shows the backbone that we had come to expect, but it goes by very quickly and by then it just feels like a drop in a bucket otherwise filled with vapid YA cliché. Some of the other reviewers indicated that this is the last book in the Iron Codex series and, if so, the ending is completely unsatisfying because there is no real resolution to any of the big issues. Even if it isn't the last book, then the ending is only mostly unsatisfying, but for much the same reason.

This is the third and final book in the Iron Codex series by Kittredge. While I absolutely loved the first two books in this series, I found this book to be somewhat disappointing. Not much is resolved and I felt like Kittredge was just going through the motions to finish this series. It is still beautifully written at points. Aoife is determined to take on Death to win Dean back. To do so she must travel to the Deadlands. While there she must not only confront Death but she must also stop the Old Ones from entering the world and destroying it. In order to do all of this she must first leave her mother Nerissa in the Thorn Lands and escape the clutches of Tremaine. This book felt a bit confused to me. You have this epic storyline about the Old Ones breaking into the world. It all suddenly gets pushed to a back story so that Aoife can selfishly obsess about getting Dean back. This action stays true to Aoife's tragic character, she seems to have a fatal flaw that involves saving those she loves at whatever cost...even if it is the destruction of the world. So suddenly Aoife is flitting around with her only goal being to find a way into the Deadlands to save Dean. Then two thirds of the way through the story takes another drastic shift and Aoife is all like...oh hey maybe I am being too selfish...maybe I should deal with these Old Ones. It's a bit confusing because in the end the Dean storyline is resolved...but the Old Ones storyline is left wide open. It almost seems like Kittredge wrote half of the book and then decided...okay I'm all done with this series. The writing is still eerily beautiful, as are the settings. Aoife is still a haunting heroine, and constantly finds herself falling from one horrible tragedy to the next. The world is incredibly creative and the surroundings are dark, eerie, and absolutely breathtaking. This book has less of a steampunk feel to it than the previous ones. Aoife spends a good amount of time in the

Thorn Land and Deadland, so the whole thing has more of a faerie tale bent to it. I just didn't find myself as drawn in to this book as the first two in the series. This installment just felt a bit half baked to me. Overall an okay conclusion to this series. It feels rushed though and doesn't wrap up the entire story. Aoife does grow up some as a character. The settings and world are eerie, creative, and beautiful. But by the end I didn't care that much because I just found the story to be a bit unfocused and I had trouble engaging with the abrupt shifts in plot. I really did love the first two books in this series though. I do recommend reading this series if you are interested in a really creative steampunk YA series, just be prepared to a somewhat disappointing wrap up to the series.

I first off want to say that I hope this is not the end of the Iron Codex books because I have really enjoyed reading about Aoife and her friends and the ending of the Mirrored Shard seemed more like a beginning than an end. I am a big H.P. Lovecraft fan and was excited when I found the Iron Thorn, a story that had Lovecraft themes! I really enjoy how the author uses themes such as: dreams, the universe, the old ones, and Tesla in these books and the Mirrored Shard is no exception. I found the book interesting and imaginative. The Mirrored Shard starts off where the Nightmare Garden left off, with Aoife living with her mother in the Thorn land. Aoife is determined to find a way to save Dean and is pretty desperate to do what she has to. The first part of the book moves a little slowly but once Aoife and her friend Cal start off on their journey to save Dean things move more quickly and the story becomes just as good as the others if not better. The Mirrored shard is shorter, but I feel like the story is told very well and a lot happens in the pages. The only thing I wish was touched on more was about the old ones, since I am a Lovecraft fan, that was the story component I was waiting for and in the ending really left me wanting more...but I would highly recommend this book to fans of steam punk and Lovecraft, I thought it was great!

Loved the story line. Kept me captivated through all three books. Would recommend it to anyone no matter what age.

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