



Aetheria's Daemon

Will Weisser

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Aetheria, where no one ages and a thought can summon any object into existence. Paradise. But for Meli, a crafter of intelligent plants, life in Aetheria means hollow despair. Together with Karis, an ancient woman trapped in a fourteen-year-old's body, and Ariden, a legendary fighter turned vagabond, Meli sets off on a journey amid warring sky-pirates and giant monsters, seeking an otherworldly entity with the power to give her a child. Because for all their powers of creation, Aetherians cannot conceive the one miracle we take for granted: Life.

Aetheria's Daemon Details

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From Reader Review Aetheria's Daemon for online ebook

Madelon says

Here we have a work of speculative fiction that starts out building a new, fantastic, world with what appears to be an interesting cast of characters that pretty much falls flat. Sure, it would be nice to live in a world where thinking makes it so, but it has a downside. What happens when you stop thinking about that thing you thought into existence?

There is much about this book that is deserving of praise. It is well written and well-constructed. The plot is based on the divergence of two characters and then getting them back together again, for good or for naught. The amount of time spent convoking (the word used over and over again to indicate something is being thought into existence) becomes somewhat boring. Once the point is made, a reference here or there might work better for moving the actual action forward.

Yes, there is action. Sometimes too much action, in the same way there is too much convoking. It's a question of too much of a good thing. To say that this kind of writing is not my favorite would be an understatement. I did read it to the very end - good writing and all - but overall I was really disappointed in what could have been a standout piece of fantasy.

I've read books of more than a thousand pages, some of them more than once, but none were as exhausting as this one.

Susan says

Loved the characters and the world-building, especially the grooming of professional fighters, sort of futuristic Ancient Roman gladiators. Action-packed, but a really good love story too.

Hazel says

Interesting book.

Tena says

I won a kindle version #GoodreadsGiveaway

Catherine Griffin says

Adventure set in a world very different from our own.

While there's plenty of action at the start and throughout, I found this book a bit slow to get going. Neither the characters or the plot were grabbing my attention. I kept reading because the world was really unusual

but also well thought out.

On Aetheria, matter obeys human whim. There are no possessions, since anything can be made when needed and falls apart when its creator stops paying attention to it. Food and shelter can be made from thin air, so no need to work. In addition, humans are practically immortal, unaging, and able to quickly heal from all but fatal injuries.

It should be a paradise. But while many people are happy to devote themselves to art or pleasure, there's always some who get their kicks from violence or less pleasant activities.

Given all this, I was anticipating the world turning out to be some kind of virtual reality or an afterlife. Thankfully the mystery is left mostly unexplained.

Overall, an enjoyable immersive fantasy trip through an intriguing world. Decently written and well edited throughout.

Lukasz says

My rating: 2.5/5 stars

Aetheria's Deamon is another one of my SPFBO 2017 reads.

The story happens in Aetheria, where no one ages and a thought can summon any object into existence. People aren't born. They just appear suddenly and randomly. People spend their time in many ways, some of them become masters of convoking. One of our protagonists – Meli is a crafter of intelligent plants and animals. After she has a dream in which she is golding a baby, she starts to feel the urge to find the truth behind her vision. . Together with Karis, an ancient woman trapped in a fourteen-year-old's body, and Ariden, a legendary fighter turned vagabond, Meli sets off on a perilous journey amid warring sky-pirates and giant monsters, seeking an otherworldly entity with the power to give her a child.

The story sounds pretty cool and the descriptions of convoking things from the aether are pretty cool. Some of the are very imaginative (solid walls that can turn into jelly are pretty fun). The world is quite interesting. Meli, Karis and Aridan all have some interesting traits of character but, the truth is, nor the story neither them managed to engage me. At times I struggled to continue reading the book and at times I was really close to doing it.

The book is long (close to 500 pages) and I feel that at least 30 % of it's content does nothing to advance the plot. Huge chunks of this book were very slow. Internal monologues of Karis were annoying, some parts of the book had strane logic (needed, I guess, to drive us to the scenes author felt were interesting). Many of the conversations feel unnatural and just a bit didactic and, perhaps because of this, I wasn't sold on the development of "love" between (view spoiler)

Don't misunderstand me – a lot of things happens, we're thrown into new places, new fights and new discoveries. The way they're described though lacks firmness. Things just drag at times and unless you're fully immersed in the world (I wasn't) they're just tiring.

Looking back over the story, I feel like it has a good premise (which is revealed by the blurb) and an ok ending (that I didn't particularly like but I can appreciate it in a way) but the **middle chunk that we must read lets it down.**

