




Phule's Errand

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Phule is without a doubt the only captain in the Space Legion with his own butler, but Beeker has stuck with him through thick and thin. Which is why it's incomprehensible to Phule why Beeker has run off-planet without a word—and with Omega Company's lovely new medic. Without his right-hand man, Phule has no idea what his left hand is doing. So he takes off after his errant butler, just as General Blitzkrieg decides to make a surprise visit to Zenobia. And the only thing Blitz would like better than catching Phule off guard is to catch Phule AWOL...

Phule's Errand Details

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Author : Robert Lynn Asprin , Peter J. Heck

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From Reader Review Phule's Errand for online ebook

Anthony Faber says

Similar to the other Phule books. If you like them you'll like this.

Nighteye says

This one felt a bit similar to the myth books in a sense and this is more of a quest and hunting after each other groups, general blitzkrieg was really funny in this one :)

Ross says

I was surprised to find another book in the *Phule's Company* series in the bookstore, as I hadn't heard anything about it. Apparently it was published in 2006, which makes me the latecomer to the party, but I expect I didn't hear much about it because it's a lackluster addition to the Phule series.

The novel itself follows in a similar vein to the others in the *Phule's Company* series, but just doesn't have the same sparkle or life to it. In all the other novels, the whole Omega company of the Space Legion (misfits of the most misfit branch of the military) has to adapt to a new assignment on a new planet, and succeeds, thanks in part to a bit of dumb luck and the willingness of their Captain (Willard Phule) to spread his inestimable wealth to give his company the best operating equipment and facilities in the new location.

This novel focuses less on the Omega Company and more on only a handful of members. Phule has to rush offplanet in attempts to catch his butler, who has gone on vacation but didn't leave his security-code for Phule to access his financial records. A couple of his soldiers surreptitiously follow to aid Phule in his efforts, but always end up a step behind their commander, who in turn is always a step behind his butler Beeker.

The hijinks on their tour to four new planets are tired and leave the reader wishing the novel was over. The parallel plot of General Blitzkrieg performing a surprise inspection while Phule is gone is almost as uninteresting, although it is tempered a bit by a little interaction with various members of the Omega Company.

As (I'm assuming) this is the final book in the *Phule's Company* series, this was a sad way to cap off the stories about Captain Jester and his ragtag band of misfits. I know it may not have been planned to be the last in the series, but it still felt like it was a "straight-to-video" addition to the series tacked on just to take advantage of the name and characters Asprin worked so hard to develop in the early 90's.

Tracey says

Library checked out 30 Jun - started 5 Jul, finished 6 Jul.

The series has definitely dragged on too long - a silly premise drags Phule hither & yon across the universe,

while the rest of the Omega Mob has to deal with General Blitzkrieg up close & personal. Thumper still not living up to potential.

Kevin McKinstry says

not the biggest fan. very dull story

Scott Wozniak says

This was a silly series from the start, with laughable technology for a sci-fi book (literally 1990's tech in space) and 2 dimensional characters. But it was fun and the plots had clever surprises. Then this book took away the plot. I don't know what happened when writing this, but all the characters got thinner and the plot evaporated. The remaining book was terrible. Oh well. I had a few laughs along the way.

David Linker says

Terrible book. No plot. Persevered through sheer stubbornness. A shame as I read the earlier books in the series for their humorous storyline. Comedic Science Fiction is rare. However the series got worse as it went on and would never read another book by this author.

Do not ever bother reading this book

Timothy Boyd says

I started reading Aspin's fantasy comedy series and was surprised to find he had branched out into SiFi. I wasn't disappointed in the least. Still a laugh all the way through the book no matter what area he writes in. Highly recommended

Tim Hicks says

This is a very weak effort in the series - I've read three of them now - and it's lame enough to put me off reading any others.

Flimsy plot, with main premise never really explained. Silly characters, with no sign of any effort at creativity.

I know that Aspin will never be up for a literature award, and I have read the Skeeve series too. I don't expect a masterpiece. But in this case, it's as if the author wasn't even trying (or authors, as suggested elsewhere).

This is a stinker. I wish I had the time back.

Joseph says

Phule's Errand is the last book of the Phule's Company series. If one compares this to other books of the series, it was only okay to poor. The basic plot throughout the book was Beeker and another person go on a vacation only with a short term notice. This leaves Captain Jester/Phule chasing after his butler from place to place. This plot seemed a bit childish and boring because the same thing got repeated over and over. The humor of this book was minimal to almost non-existent compared to older Phule books. Writing style was bland, didn't feel exciting or anything.

Robert Asprin wrote fabulous books in the past but this one felt more like Peter Heck. One also has to remember that this book was written at the end of Robert Asprin's life so one cannot judge this book as suspect other Asprin's books are like this. They are NOT!! Would recommend only to those who want to finish the Phule's company series. Set your expectations low or have no expectations when reading. It's a book for enjoyment.

BridgetT says

I really had fun with this series. Sorry to say 'Bye' to their crazy antics.

Lurple says

The Phule series got off to a great start and I highly recommend reading the first two or three books, although the first is undoubtedly the best. By the time you get to later books in the series, including this one, Asprin has farmed off some of the work to another writer (Peter Heck) and the books are nowhere near as good. Not recommended even to fans of the series because it's just disappointing all around.

Carena Wood beimler says

I thought I liked Asprin as an author... now I'm not so sure. The "puns" and jokes just sort of lay there like "Military Intelligence". Barely worth a polite "heh". So with the humor falling flat you have a plot that is contrived and a solution that was never explained. (And which was whipped out in the last half chapter) Honestly, I won't read any others in this "Phulish" series, and I may reread others to see if it just appealed to young, new, me. The version of me who thought rough plays on words were terribly clever.

Andrew Wilkerson says

Horrible ending to a great series. The first three books of this series are amazingly written. You grow to love all the characters, and there are a lot of them. Book four lost some of its heart, and got a little convoluted. Book five got even more convoluted, and ended with almost none of its heart left. Book six gets a lot more simple, it's just a giant chase.

Phule must go chasing after his Butler who has run off, because if Phule's computer spends too long away from his Butlers, it will kill Phule...yeah this plot is kind of stupid. they try and explain away that the butler didn't know about the death part, but leaving without informing Phule is completely out of character. They only shove in the death angle to give a reason for Phule to follow, but its stupid and makes no sense if you think about it. What heart this series had is gone. the story is so insane and pointless that it ruins the memory of the rest of the series. I sold the entire set after i finished this because i no longer cared about it.

I love Asprin. he is one of my favorite authors and he usually knows how to make a compelling story on a simple idea. he did a similar plot in his Myth Series, where his main character had to go to a strange world looking for his friend. The Myth one, however, had a solid reason for his second to leave his main character, and a good reason to follow him.

I hate to put the blame on Peter Heck, the co-author, but the Phule series when to pot after he got involved. This series should have stayed a trilogy. If you are thinking of reading this series, stop at book three. there is no reason to continue the series, as nothing of note happens. not only that, but it is very boring and confusion. this is sadly another series ruined by the author trying to continue a series that had already ended.

Jeff says

I didn't like this book at all. The series really started out great, but after the first two books, things started going downhill.

I hate to put the blame on the co-author that was introduced on the third book, but when characters start using nicknames for people that they haven't used previously, or just act different in general, you need to wonder.

This book took me way too long to read because I had trouble finding the motivation to keep reading...
