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## Running from the Deity (Adventures of Pip Flinx)

Von Alan Dean Foster

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**Von Alan Dean Foster : Running from the Deity (Adventures of Pip Flinx)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Running from the Deity (Adventures of Pip Flinx):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. FavoritesVon Kindle-KundePip Flinx are allways good for new experiences. I allways enjoy reading about their incredible adventures, but I hope they will find the Menace from Space soon, Otherwise I might decease without finding ouet0 von 0 Kunden fanden die folgende Rezension hilfreich. Running from the DeityVon Claudia ParkerSeit

dem ersten Pip und Flinx Adventure habe ich allefolgenden Bcher gelesen.Erst seit ich bei nach Bchern forsche, gelang es mir endlich, alle noch fehlenden Bcher der Serien zu kaufen.

Kurzbeschreibung From science fiction legend Alan Dean Foster comes a thrilling Pip and Flinx adventure, wherein a certain red-haired, green-eyed young man blessed (or cursed) with strange powers finds himself and his mini-dragon sidekick on a top-secret mission concerning deep space, alien worlds . . . and a primordial horror intent on devouring all of it. In the outer depths of the universe lies the Great Emptiness, where something dreadful lurks, hidden behind a great gravitational lens of dark matter. Something horrific that howls and writhes and rages across three hundred million light-years of space and is now heading straight for the Commonwealth and moving faster all the time. One slim chance exists to avert catastrophe, and only Flinx can take it. Roaming the galaxy is a conscious planet-size weapons system, the legacy of a long-extinct race. As Flinx is the only one who has ever experienced mental contact with the machine, it is his job to find the powerful alien artifact and coax it into joining the battle against the behemoth from beyond. So Pip and Flinx valiantly sail into the unknown aboard their little spaceship, which is immediately forced down for emergency repairs on planet Arrawd, home to less advanced sentients and therefore off-limits to space travelers. But what with Arrawd being very beautiful, and Flinx being Flinx, this particular rule doesn't stand a chance. Now, Flinx is no stranger to murderous attacks and stalking assassins; evading them occupies most of his waking hours but to be besieged by hordes bent on worshipping him as a god? Worse still, escaping this fate is going to be as impossible as fulfilling his dire mission. What's a deity to do? From the Hardcover edition.

From Booklist In his latest adventure, Flinx has landed on a world in the Blight so that his ship can make necessary repairs. Unfortunately, the native Dwarra, whom he is supposed to leave be, spot him, and for the first time he can associate with other sentients without having horrible migraines from the pressure of other minds. When they discover he has nearly magical technology, though, his newfound friends insist he stay and heal the afflicted in their village. Word spreads, and he is swamped by the would-be-healed. The Dwarra begin to view him as a deity, which governments and the religious establishment notice, not entirely with pleasure. The local balance of power is affected, because if one government can get him to work for them, they would have an edge over the others. Trying to leave, Flinx discovers just how much the competing governments want to keep him--under one or another's thumb. As usual, Flinx is well-meaning but prone to not thinking things through. Another entertaining addition to the world of Pip and Flinx. Regina Schroeder Copyright American Library Association. All rights reserved

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