



Deep Sky

Patrick Lee

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The anomaly called the Breach is the governments most carefully guarded secret.

But there is another secret even less known . . . and far more terrifying.

As the U.S. President addresses the nation from the Oval Office, a missile screams toward the White House. In a lightning flash, the Chief Executive is dead, his mansion in ruins, and two cryptic words are the only clue to the assassins

Now Travis Chase of the covert agency Tangent is calling the total destructive might of a shadow government down upon them. For Travis Chase has a dark destiny he cannot be allowed to fulfill . . .

Deep Sky Details

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From Reader Review Deep Sky for online ebook

Randy says

Concluding volume of a trilogy begun with *The Breach* and followed by *Ghost Country*.

Here's the set-up.

An accident in 1978 when a new Ion Collider was turned on created the Breach, a sort of wormhole. Several times a day, pieces of technology, dubbed Entities, come through, a technology far in advance of our own. It was all kept secret by the government and Border Town, a subsurface research facility grew up around it. No Entity could be taken off-site.

Tangent was the name of the covert organization that guarded the Breach. Travis Chase and Paige Campbell, his partner and lover, run Tangent.

The story:

The President is giving a speech when a missile hits the White House, killing him. It turns out that the missile was an American one, housed in the basement of an ordinary looking home just a few miles away. A message, See Scalar, comes through as an explanation.

Travis and Paige start an investigation of Scalar and find all files referencing it are gone.

Next when Air Force One is headed toward Border Town, the facility was receiving a false signal. A B-52 bomber instead, it dropped a bunker buster before it could be shot down, destroying most of the facility. Only Travis, Paige, and a half dozen others got out, fleeing before the inevitable ground troops got there.

Someone in the government was taking out everyone who knew about The Breach.

Our heroes are on the run trying to figure out who and why.

A number of twists and turns, an ending I didn't see coming, and it makes me want to read the first two, Other reviews say the first two were better.

We'll see.

Dixie Conley says

Well, I understand why some people hate this book now. It ends on a serious cliffhanger. And it's not so much that I'm unsure which option the hero chooses, it's that I want to see that future play out. Being thwarted of that irks me.

The story's about a long hidden plot. Years ago, a guy got a message from outer space and did something with it. Figuring out what that is is the whole plot of the book. I'm still not entirely clear on what that was. Or why such organized resistance could have or did form against it.

Aside from a cool time travel device that I think could have been used a lot more creatively, there weren't many nifty gadgets in this story. And while the fate of many turns out to be at stake, that's unclear until the end. So they're playing for relatively low stakes here. The characters also haven't grown since the last book.

So I'd say it's got an all right amount of action in it and some interesting tech, but it just isn't as good as the second one in the series, Ghost Country.

Scotto Moore says

In "Deep Sky," our hero Jack Bauer - excuse me, Travis Chase - and his allies in Fringe Division - excuse me, Tangent - face their most dangerous foes yet as they seek an answer to what's on the other side of The Breach, a mysterious hole into another dimension. President Harrison Ford - excuse me, Richard Garner - is [SPOILER OMITTED] and it's up to the thoroughly bland but incredibly murderous John McClane - excuse me, Travis Chase - to rescue ALL OF HUMANITY. I mean look, this series is at once both intricately plotted and lazily executed; the best ideas in the series happened in book one, the 2nd book was a total paperweight, and the saving grace of the conclusion here is that Lee totally commits to some creative insanity to wrap it all up. Timey wimey abuse of the heroes' timeline; Inception level abuse of the characters' memories; and Chase's willingness to slit absolutely anyone's throat ear to ear at any moment - it all adds up to ... well, it gets in the vicinity of adding up to something anyway, but it still gets 4 stars from me because of its commitment to Sparkle Motion. "Deep Sky" never lets up on its commitment to breathless weirdass sci-fi technothriller absurdity and for that, I gotta give props.

Daniel says

YES.

I. Am. Thrilled. Discombobulated. Agog. Awestruck. Floored. Sky-high. Fucking freaked out.

Gimme a second.

Ok: in "Deep Sky," the third and final book featuring Travis Chase and Tangent and a host of tantalizing scientific mysteries, Patrick Lee brings his entire story to a resounding finish with a deft act of closure that has left me a little winded and very, very pleased. My mind is blown.

I tell you, I am so often disappointed by the endings of books that I now have low expectations for every one that I approach. When a book does wrap up well--as it does in rare works like "The Bachelors" or "Zone"--I can get very excited--overjoyed, even, especially if a writer really closes her or his book with a master stroke.

What Lee accomplishes at the end of "Deep Sky" is astounding--especially in light of the fact that these are his first published works--and walking away from that experience, I am without question overjoyed. Lightweight as these books may be in terms of thickness and depth of character/story/setting, etc, the Chase books are nonetheless directed by a sure sense of storytelling that I only wish I could find more often in adventurous, entertaining fiction. Speaking of wishes: I wish that I could forget these books entirely and pick them up fresh, just to experience it all again. What a ride.

And now: time to sit back and enjoy this reading high.

Michael says

Not as good as "The Breach", but on par with the second book in the series. The end was interesting and neatly tied together the trilogy, but it felt a bit like Lee didn't know how to explain everything in an interesting way so he simply had one of the characters talk at the reader for about twenty pages. Nevertheless, I enjoyed the book.

Jj Kwashnak says

Deep Sky is Patrick Lee's third and final book in his Breach Trilogy, detailing the adventures of Travis Chase and Paige Campbell. Travis and Paige are involved with "The Breach" - a mysterious opening in the fabric of reality deep below the ground in Wyoming which is known, to a select few, as an opening that spews forth mysterious pieces of advanced technology known as "entities". With Deep Sky, Lee brings his story of the Breach to a close, including an explanation of what the Breach is, why it came into being and how various players from the past two books come into play with the Breach itself. In his books, Lee has woven a world of engaging science-fiction stories that have felt to have an overall arc to them, which he pays off here. The book begins with a missile strike upon the White House during a televised presidential address and the power machinations of the former Vice-President and newly promoted President Hold. From there, Chase and Campbell are in a race against the clock to unravel the meaning of a note left behind at the missile launch site - "See Scalar" - and have 24 hours to unravel the note's meaning and how it relates to Paige's father and the leadership of Tangent, which oversees the Breach. Utilizing Breach technology, especially an entity called the Tap which allows the user to go back in time to a memory and interact with not only the memory but the entire world of that time period and can be used to reconstruct long forgotten or lost information.

The end result is a mixed bag. On one level the story pulls the reader in and hums along at a breakneck pace where things are not always what they seem. But the ultimate payoff of the book, and the trilogy, can be somewhat unsatisfying, and leave the reader with more questions than answers. A good part of the first half of the book involves unraveling the secret that lies below a mining community in northern California. Yet this secret is really more of a MacGuffin and the importance or even meaning of its existence is never really explored and in fact conveniently dropped as the action shifts in new directions. The purpose of the Breach makes sense overall, but leaves a number of questions, especially about the Entities, up in the air or dismissed with a hand wave. In fact the book works best as a stand-alone entry - those without having read the first two books will not notice some of these problems and in fact may find the answers more satisfying.

A hard part of Lee's stories is his wholesale distrust/disdain for those in political power. A common thread of his stories has his villains being wide sweeps of the federal government, with his villains in Ghost Country being essentially the President, his entire cabinet and some business leaders, and in this book features an ambitious Vice-President engaging in assassination and work with others in the government to take over something powerful that they do not understand or know a lot about. While power and control are considered by many to be the ultimate aphrodisiac, the motives of his villains never really goes much deeper than mustache twirling power hungry and ambitious men.

When I heard Lee was ending his Breach series, I was disappointed. The concept gave a lot of potential for

stories, with unlimited possibilities of the sometimes God like entities. In this book he ties the package up into a somewhat neat (if incomplete) bow. I hope that he finds a new rich vein which to mine for a new series of page-turners.

Steven McInain says

After finding "The Breach" on accident while bored on vacation, I became an instant fan of Patrick Lee and his Travis Chase/Tangent series. Each book is intense, fast paced and riddled by mysteries and techno-babble sci-fi. The mysteries and techno-babble remain in "Deep Sky," as well as the quick tempo and a ticking-clock, end-of-the-world consequence if they all fail. Yet, this novel fails in several specific instances; namely, that he intersperses his fast action sequences with over-wrought info-dumps. His previous novels had a steep learning curve, but he was able to inform the reader during moments of action. "Deep Sky" tries to mimic the earlier success and mostly succeeds. Where it fails, however, the change in pace is glaring and disjointed. Furthermore, the conclusion to the novel itself felt rushed so that Mr. Lee could adequately conclude the trilogy. That conclusion would have merited its own novel, and in this context seems tacked on to this novel making both less than they might have been. Nonetheless I enjoyed this novel. I read it in a single evening and was left satisfied.

Donna says

The more I read books by this author, the more I become a fan. His books are well paced and he creates great suspense. His plots seem a little complicated at times with all the sci-fi elements, but he doesn't ever let those elements run a muck. They are tightly controlled and never forgotten. I always hate dangling threads at the end. This one had a great twist at the end, that I didn't see coming, so that was fun.

Another thing I like are his characters. They are well drawn and purposeful. It never feels like a parade, which I appreciate.

Gregory says

There's no doubt that Patrick Lee is one of my new favorite authors. I'm already anxiously awaiting his next book. The first two books rank as some of my favorite sci-fi/action books of all time. They're simply fantastic reads.

That being said, I came away fairly disappointed in Deep Sky. Without ruining anything for those who haven't read the series, the build up in the first two was so grand that by the time the big reveal occurred, it felt like all the air was released from my tires. That's not to say that it was a bad ending... In a run-of-the-mill series, it would've been perfectly acceptable. But Lee made me so excited as to what would happen that the end results just felt incredibly anti-climactic by comparison.

Further, there were a lot of moments that felt oddly forced. I wasn't a huge fan of the shift in thinking for the main character. It felt out of place. And, while I can respect the big finish, I didn't like it... though I'll admit it that it's more of a personal preference. There were also some pacing issues that I didn't find in the first two

books, and for some reason I just didn't find the plot as interesting as the first two. There were several times that I started to feel like I did back when I watched X-Files, where you just get tired of not knowing ANYTHING, which is something I never felt with the first two books. It's hard to put my finger on exactly why.

Anyway, it's not a terrible book, and it does finish the trilogy. But I certainly wished for more from a series that had me completely floored with how entertaining they were.

Pamela says

The more I work in libraries and work with children, the more I realize how strongly visual I am in my learning style.

I feel that in order to adequately explain this series, I would need an infographic. To see it, check out my review on my blog.

The idea of a "Breach" that sends through bizarre, mostly useless, but sometimes really, really cool technology is intriguing. And the breach item that Travis Chase and his paramour/head of Tangent, Paige Campbell, use in this book is pretty cool. It's called "The Tap" and it allows you to access a memory and then move around in the world of that memory. It's also heinously painful to use, but such is the price of alien technology.

Anyway, in the beginning of the novel, a military dude fires a missile from a camouflaged silo. It hits the White House while the President is giving an address. The note left for investigators has only two words: "See Scalar."

Well, as it *conveniently* turns out, there was a *super secret* project within the already deep, deep black Tangent community with which (also super conveniently) Paige's father was involved. It was called Scalar. Unfortunately, almost everyone related to Scalar is dead, and all the notes are gone. Paige's protégée, a tech wizard named Bethany (okay, confession: I really like that the author gave a character strong tech skills without turning her into a "hot geek" stereotype) tracks down a former Tangent employee who has assumed a new identity and is living in Ouray, Colorado.

Hey! Ouray! I've been going there on vacation since I was a kid! In the ensuing scuffle over the Tangent operative's life (because obviously someone else found out about her and sent a team in advance), there is a) a snowstorm and b) a chase with guns. Now look. Ouray is gorgeous. But it's specified that the operative has an isolated cabin. I would rate the grade of roads to people's cabins around Ouray as "rollercoaster." Or maybe "San Francisco." The idea of Travis & Co. peeling out of there to escape the bad guys during a snowstorm is totally unbelievable, unless they were going like five miles an hour.

Okay, anyway, so it turns out that then Travis & Co. have to get to a remote lake north of San Francisco. Also, the Vice President is evil and bombed Tangent and destroyed the base. En route to the lake town, where yet another associate of Paige's father lived, Travis has a really weird dream that the President is being held captive (wait, isn't he dead?) and gives Travis a code. Unfortunately, Travis has no idea what the code is for, and chalks it all up to stress.

Even more unfortunately, the V.P.'s military cronies beat T & Co. to the chase (ha ha pun!) yet again. Once

in town, the gang meets a diner owner who inexplicably agrees to help them, and sends them up past the house being guarded into an old mine shaft with woo-woo stories about it. After once again miraculously evading scores of guys armed with machine guns, T & Co. drop down the mine shaft, where Travis saves them all by entering the code from his dream. Now, having encountered a lot of Breach Entities, Travis and Bethany are really used to weird stuff going down, but this is dang weird. They do ... more stuff in the shaft, and discover that the mysterious man was actually protecting a second Breach.

Miraculously, one of the maybe-dead-President's Secret Service bodyguards shows up and helpfully infodumps the entire Big Secret for Travis and the reader. Part of this Big Secret (which I will discuss later on) is that Travis will enter the Breach. Various other things ensue and just as T & Co. are about to rescue the President (who is, yes, alive, but held captive on Air Force One by the Evil Vice President) ...

Travis wakes up. YES. In true *Dallas* fashion, it has all been a memory constructed using the Tap. Travis is being interrogated along with the President aboard Air Force One, and Paige and Bethany are held captive. Obviously, since they are women, the Evil Vice President doesn't think they can have anything useful to add.

So, obviously Our Hero kills the bad guys and makes it to the Breach just in time to crawl through ... into the future.

Wait, what? So here's the deal: the President has known about this all along. The entire Scalar operation was meant to somehow get Travis into Tangent, except he got himself into Tangent by creating the Whisper some time in the future and sending it back to himself, while a future version of Paige sends a message to kill Travis Chase. So literally the entire setup of this book (who/what is Scalar and what were they doing?) is rendered null and void by Chase's future actions, which affect the past so that he joins Tangent early.

Still with me?

It's okay if you're not. I'm just winging this now.

In the near future, a project funded by the President discovers a cure for aging, which allows him (President Garner) and Travis Chase to stay young forever, get on a spaceship, and fly off to a new world. In the meantime, they set up events so that wormholes created by an unknown race of beings will be activated by Tangent. These wormholes are one-way streets. The whole let's-get-Travis-involved thing is so that future Travis and current Travis can turn the wormholes into two-way streets, allowing the Highly Advanced Super Humans of the Future! to come back in time and kill all the people who will eventually ruin the world. All Travis has to do is recite a string of numbers.

The book ends with him saying that he'd never keep a secret from Paige and that she'd understand. I guess that means he's going to open the wormholes but ... I don't know! Was there some hidden clue that I missed? What is going on here?

Deep Sky is, at least, an entertaining book and a quick read. Just don't think about anything that's actually going on because it will shatter around you like the Matrix.

Let's just say I really just want to read the sequel to *Runner* and forget that *Deep Sky* ever happened. I could use the Tap for that...

Jim Lay says

This one didn't feel quite as inspired or cohesive as the previous two, but a good read with conclusive answers about the breach and who/what was on the other side. 5 stars for the overall trilogy and one of my favorite reads of the summer.

Mike (the Paladin) says

So...we finally get to the end of the trilogy. It's a good trilogy. The writer in this series has set up an interesting and intricate plot. He plays with time and space. You'll have to be willing to accept his view of how time interaction and the explanation he gives about paradox.

All that said if you've enjoyed the rest of the trilogy I think you'll like this one...and we get an explanation of something we saw earlier in the books.

I liked this book and I like the trilogy, thus I moved right to Mr. Lee's next book...which opens a new series.

So, no spoilers here as there is no way I wouldn't ruin something. If you've read the first two then you'll more than likely want to move on to this one. I will say that the ending is...interesting.

I like it, I recommend it. Enjoy.

Jayne Hitchcock says

Dear Patrick Lee,

I listened to your first book as a freebie from Audible.com and I am now hooked on your books. You left me hanging at the end of this one, but in a good way, as it means I will be purchasing the next one!

Keep 'em coming!

Love,

A huge fan

Diane says

I should have followed my own advice before picking up this novel: Don't Read Series Books Too Close Together.

I tend to never finish a series because I grow tired of the template, or the author's writing quirks start to annoy me. I've read four Patrick Lee novels in less than a month, and *Deep Sky*, which is the last book in the Travis Chase trilogy, was so gonzo that I'm glad to have a break from Mr. Lee.

Every book in the Chase series involves time travel, government conspiracy, a looming disaster and alien technology. This last novel was so loopy that I put the book down and rolled my eyes a few times. There was a payoff to a mystery that was introduced in the first book, and there were some fun action sequences, but in the end I thought *Deep Sky* was the weakest of the three.

Recommended only if you've read the first two Travis Chase novels. Otherwise you'll be up a creek without any alien weapons.

TheBookSmugglers says

Originally Reviewed on The Book Smugglers

In the few years Travis Chase has been free from prison, he's learned of an anomaly called "The Breach" and the alien technologies – or entities – it inexplicably produces. He's joined Tangent, the top secret government agency responsible for protecting, analyzing, and understanding The Breach, and has become one of its top members, next to his girlfriend Paige Campbell. Together, Paige and Travis have stopped a renegade Tangent agent equipped with an entity called The Whisper, and have thwarted a maniacal plan born of the best intentions to stop end of the world. But their work is far from over. When President Garner is assassinated during a television broadcast by an impossible missile, the only clue left by the murderer is a two word phrase – "See Scalar".

The clue leads to a dark secret in Tangent's past, that unlocks the key to The Breach and the entities being sent through. Scalar will reveal the truth of everything, including the terrifying future that The Whisper revealed in The Breach – a future Travis Chase's role in the deaths of 20 million people, and a future Paige Campbell's order to kill Travis before he can.

The third and final book in the Travis Chase trilogy, *Deep Sky* ties all the tantalizing threads from the first two books together in a surprising but ultimately effective and haunting conclusion. While the first two books might have been classified as thrillers with a strong science fiction bend, this final book is a full-fledged, undeniable SF novel that embraces an entity that essentially is applied phlebotinum, more crazy time travel, and paradoxes galore. I mean this in the best possible way, because *Deep Sky* finishes the trilogy with a grand flourish that, in my opinion, makes perfect sense (in a bittersweet kind of way).

The overarching mystery that spans the trilogy is that of Travis Chase's fate – in *The Breach* we learn that he is the creator of The Whisper, an artificial intelligence created with Breach technology, sent back in time through the Breach with the sole purpose of placing Travis Chase in front of the Breach in order to intercept a message from a future version of Paige Campbell. Something happens in a distant future – perhaps in an alternate timeline – that tears Paige and Travis apart, resulting in the deaths of millions at Travis's hands, and causes Paige to give the order to kill him. Everything that has happened in the first two books leads up to this revelation, which is, through twists and turns, unlocked by the Scalar investigation. The investigation unlocks a number of betrayals and secrets, and of course I can't reveal anything because the reason these books are so fantastic is because of the twistiness and unexpectedness of the plot. Suffice to say, Patrick Lee is in top form, weaving action effortlessly with fringe science in a tightly written, expertly paced plot. Also, importantly, from a speculative fiction perspective Mr. Lee does a phenomenal job of allowing audiences to suspend disbelief.

As with the first two books in the series, a new entity is introduced in *Deep Sky* and takes center stage – in *The Breach* it's *The Whisper*, in *Ghost Country* it's the dual cylinders. In this third novel, it's *The Tap* – an entity that allows its wielder to access any memory and relive it, and more. *The Tap* is pretty badass, and probably my favorite entity of the series (and that's all I'll say about it because to say more would be spoiling). Ultimately, I can see how the headlong leap into SF territory, with its many alternate plotlines (courtesy of *The Tap*) might be a little off-putting for some fans, especially those that preferred the thriller aspect of these novels, but in my own opinion, I think Mr. Lee executes the crossover beautifully.

As far as our characters are concerned, we get our closest, most soul-searching look at Travis Chase in this final novel. There's an inevitability to the ending of *Deep Sky* and the series, but I love that readers have come to understand Travis and Paige and the choices they ultimately make. This isn't a series too heavy on the character development, but Lee's characters are human despite their overall level of badassness, genius, and hyper-competency – there are real emotions and moral dilemmas that define Travis and Paige, and though these are seen in fleeting glimpses in books 1 and 2, *Deep Sky* rounds them out nicely.

I finished *Deep Sky* in a single sitting, like the ravenous, greedy reader I am – and while the ending was fulfilling and made of awesome, I'm left with that painful, wistful feeling. You know the one. It's the feeling that follows the conclusion of any truly great series. I'm sad to leave Travis and Paige, but I'm excited to see what Patrick Lee writes next. And who knows? Maybe there will be more of the *Breach* and its entities in the future.
