



# Inheritors

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End game

The battle lines are drawn. Queen Death is mustering her fleet. But who will stand against her?

As conflicts and betrayal threaten to shatter Atlantis's fragile alliances with Guide's Wraith and the Genii, humanity's only hope of survival rests on the fate of an Ancient device — a weapon too terrible to use but too powerful to cast aside. A weapon capable of exterminating every Wraith in the galaxy, and with them every human carrying Wraith DNA...

With Queen Death's fleet fast approaching, Colonel Sheppard and his team must make their final choice. In the sixth and concluding installment of the STARGATE ATLANTIS Legacy series, the future of Atlantis will be decided — and more than one of her crew will be called upon to sacrifice everything in the fight for her survival...

## Inheritors Details

Date : Published February 2013 by Fandemonium

ISBN :

Author : Jo Graham , Melissa Scott , Amy Griswold

Format : Mass Market Paperback 299 pages

Genre : Science Fiction, Fiction

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## **From Reader Review Inheritors for online ebook**

### **Kathleen says**

This is the satisfying conclusion to this Legacy series, which is an offshoot of the television series, Stargate Atlantis. I liked this one. Many ongoing plot threads were finally woven through, if not tied off, leaving the potential for some sequels, building further on the Wraith retrovirus, Sateda, etc.

I have some quibbles, but they are fairly minor: a few plot contrivances (Teyla would have been too wise to tell Ronan about the device), and the epic celestial battle between Queen Death's hive ships and the Allied space ships went on too long.

But happy endings all around. Nice!

Update: there's another new sequel, called STARGATE ATLANTIS: Unascended.

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### **J says**

Inheritors does what great tie-in fiction does best: expands the depth of the existing story without trampling it. Our heroes have gathered for a final showdown with Queen Death. Gathering allies, but unable to get Todd/Guide's faction to engage until they destroy a terrible weapon that they've misplaced.

I liked the threads of showing the Wraith, humans, and other species all as "Inheritors" of the Ancients. The fact that children can squabble and the idea that they should not be held for the sins of their parents. Also well shown was Ronon's struggle, the idea that someone can suffer so much that genocide can seem reasonable but that a person can still make a choice at that precipice.

Unfortunatley, like others in this series, the technology is just a little off. In the name of the story ships that can travel faster than light, evolve maneuvering problems that mean they can't avoid a single derelict in a pitched battle. Being what seems like was then thought to be an end, everything is wrapped in a neat little bow with only a single, small thread for the future.

A fun book, but only if a fan of the series.

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### **Ann Marie says**

Not the ending I was expecting, but not bad. Would be nice if they made movie that covered all books.

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### **Daniel Gaul says**

A solid finish to the war with Queen Death! A fascinating story with many twists and turns; never a dull moment, as it should be in the Stargate universe!!

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### **Ana Gutierrez says**

Wow! Just wow! That was a phenomenal emotional rollercoaster ride. I know I keep saying that but it's true for every single one of these books and THAT is what I love about them. I love that the writing is so true to the SGA characters that I can get even more invested in their fictional lives.

Rodney does a lot of growing in this series; they all do in their own special ways. I think Teyla settles into herself - is more confident and accepting of her genetic inheritance and what she wants out of life. I think Ronon and Jennifer have the hardest growth out of all of them, being confronted with personal flaws that they have to learn to live with. Although I think Ronon still has a way to go, or maybe he's gone as far as he can - I've got two books left in this series so I'm hopeful. John's probably got the happiest ending of all of them! I like the fumbling and genuine path his story has taken.

And the Wraith! I positively adore the cultural nuances being set up in this series. The Wraith are more fleshed out, more real and less like a nightmare boogeyman.

Also, Ember is my favorite! ?

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### **DALLAS MARSHALL says**

Don't start reading this book if you have to be somewhere in the next 12 hours. I couldn't put it down. Three words: Big, honkin' space battle. Okay, that's four words. Atlantis, the Wraith (allies and enemies), the Genii, the George Hammond (starship), and SG-1 shows up, too! It's great. I am really enjoying this Legacy series and have been blowing through each book at a rate of one every two days. Although book 6 seemed like it wrapped things up nicely. I have no idea what they'll do in books 7 & 8. But, I'm about to find out right now.

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### **Jeanette says**

As an end to the 6 book Legacy series this was great. Wrapped up loads of story lines in an appropriate way, as in not always completely obviously happily and perfectly which to be honest is a good thing.

I definitely felt a few characters were a bit underwritten, always stopping short of really getting to a place I could get a complete grasp of and believe. Ronon and Keller being two of these characters. Keller seemed to find some determination and concept of her place in the Pegasus galaxy in the last few chapters of this book. However we are given so little insight into her thoughts and feelings in the earlier legacy book series (and in the TV series) beyond the odd reference to her being an awkward misfit, that she was quite a poorly rounded, vague, often cold character, her relationship with McKay never written to be particularly substantial. This was a shame as it there were so many ways it could have been made more real whilst subtle and giving us readers more of a punch in the gut when things don't work out, maybe I'm a glutton for punishment but it didn't feel like they lost much. This may just have been the result of so many plot lines and relationships

going on but it rather undermined what could have been quite tender sentiments of her departure in the final chapter.

There were also so many odd little bits of plot thrown in here and there that didn't seem relevant overall and were a little confusing with the fast pace in general. Things like the crew member trying to undermine Sheppard's reputation. I like that the ending keeps it open for continuation and I would happily read more books set after the legacy series as there are definitely unfinished plot lines. As others have said it was definitely too Teyla-centric and as a result repetitive as Teyla really doesn't tend to bring anything new other than her role as female muscle and wraith connection which has been exploited over and over again.

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## **John Keegan says**

It's shocking how this mini-series of novels has existed (and been released) under the radar. Enough fans were dissatisfied with the series finale, and the subsequent cancellation of plans for direct-to-DVD titles, for me to think that they would be clamoring for an in-depth, highly consistent "Season 6" in book form. After all, how often do fans say that if a show is canceled, the writers should finish out the storylines in novels?

And in this case, anyone who hasn't checked out the Stargate Atlantis: Legacy series should be kicking themselves, because this is easily one of the best examples of how this can be done "right". Just about every lingering plot thread from Stargate Atlantis is covered and explored to a natural conclusion, and the scope of the mini-series allows the authors to delve into character far more than the series' writers ever did.

On the television series, the Wraith were never given much of a culture. They were defined by their actions; little time was spent delving into the reasons for their creation or what it actually means for humans and Wraith to be inter-related. There was Todd/Guide, but even his character wasn't given much in the way of depth, beyond his willingness to act outside of the norm now and then.

By far, that has been the benefit of the novels. The Wraith have an actual culture, one that explains their actions throughout Stargate Atlantis, and it is remarkably cool. In particular, this is explored through Teyla and her "Gift", and everything that happened in the earlier novels culminates in moments that fully affirm her command. Teyla's strength as a character was never really in doubt, but in this novel, it's very clear that she is one of the best written female characters in the Stargate universe. Even Sam Carter, for all her backbone, doesn't come close.

One very nice touch is how the tensions with erstwhile allies, such as Guide and the Genii, play out in conjunction with the decisions of the IOA and Stargate Command personnel on Earth. Bringing in characters from Stargate SG-1 makes perfect sense, and they never upstage the Atlantis personnel; more often than not, they support Atlantis in such a way that their own stories intersect into the larger context of Stargate as a whole.

The authors (who have been sharing the writing duties throughout the mini-series) also provide a fitting resolution to the overall Stargate Atlantis saga without closing all the doors and wrapping everything with a shiny bow. There is plenty of room for future books to continue the story forward as the new state of play in the Pegasus Galaxy unfolds. I have no idea if the sales of these books would justify it, but considering that the Stargate SG-1 novels continue to this day, there's at least a fair shot.

If there is one caveat to my pleasure with how this book ended the overall story, it's how the first half of the book handles the prelude to the climactic battle. Much of it is dedicated to delicate negotiations between all

the different players, and one major sticking point is the doomsday weapon discovered in the previous volume. One character chooses to hide the weapon, a choice that makes sense for the character under the circumstances. But as the weapon's destruction is the price for one ally's entry into the final confrontation, it leads to a ridiculous number of scenes where the Atlantis crew tries to wiggle out the commitment, and the party in question repeats practically the same line of dialogue while standing absolutely firm.

Not only does the repetition get irritating, since the story feels like it can't move forward until the issue is resolved, but it seems designed to force a few plot threads in the direction the authors desired. It's right on the edge of making characters so stubborn as to defy belief. It takes a little bit of the shine off of what is otherwise a solid conclusion to a great mini-series.

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### **Denise says**

Queen Death's fleet is headed for Atlantis, and without their allies, they won't stand a chance. But the Genii aren't about to offer up their precious Ancient warship without worthwhile concessions and, even more importantly, Guide has made his price for allowing his fleet to join the battle very clear: Hyperion's weapon must be destroyed, or Guide's alliance will stand by and do nothing as Atlantis is annihilated by Queen Death's forces. There's just one little problem with that: The weapon has gone missing and Atlantis is out of time as Queen Death's ships drop out of hyperspace right on Atlantis's doorstep. Let the battle begin.

And what a battle it was! Can I just say super awesomely epic space battle? Oh boy. The authors neatly tie up their various storythreads, finishing the Queen Death arc in an extremely satisfying manner while leaving open some tantalising possibilities for the next books. I did admittedly want to strangle Ronon there for most of the first half of the book, but that stunt he pulled is in keeping with his character (just the... less likable side of it), so I can live with that. Looking forward to seeing what more the authors have in store!

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### **Apollo Adama says**

Story is good this far. Only thing are the proof reading errors are a bit annoying. No one is perfect I guess. There was one particular sentence I could guess what was being said because percentage was meant to be advantage. Made it sound like autocorrect was being used and the book was being typed up on an ipad or something. Also made it sound like the person who wrote the sentence was some foreigner with an unclear grasp of the English language and "accidentally" use the wrong word when he meant to use a different one. I do that often when I am forced to use my limited Spanish.

In this series Rodney refers to Ronon as Chewbaca. It's hilarious actually but I can't recall an episode where he does this on the show. As funny as the reference is, Ronon is way cuter than Chewbaca. Jason is even hotter in his role on Game of Thrones, but I'm the first two seasons they make him sound like a Neanderthal or ogre. Hopefully he's more articulate in the third season.

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### **Jenette says**

As far as series enders go, this one was quite enjoyable. It wrapped things up nicely while still leaving the

appropriate taste of hope in my mouth. The space battle did get a little tedious and lengthy but it didn't take away from the plot. I did quite like the ending, a new beginning where Wraith and humans are working together, I adored Guide/Todd right to the end. I look forward to reading any books that crop up in the future.

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### **Elaine says**

Almost gave it 5 stars! Quite a conclusion to the series; lots to think about. Good use of the characters, with some other familiar faces happily in the mix. I really wish the TV series hadn't been cancelled.

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### **Lyn Gala says**

I stopped writing individual reviews on these books because 1) they got better and I wanted to read not write reviews and 2) the flaws were the same. It does have too much padding.

However, I finished the last of the series on a down note. The last two books really were page turners. I loved how the action was starting to really heat up. The fluff started to fall by the wayside. Plot threads started to pull together. The writing even got a little more crisp.

And then I got to this book.

The writing is tight. The conflict is exciting.

And I still can't like it.

The team did things that showed that they fundamentally distrusted each other. And other than a quick conversation, there was no resolution to that. Instead, the author did a quick handwave, and suddenly errors that cost pilots their lives, errors that resulted in death, didn't matter because they were team. But they weren't. The team was so fractured, but I couldn't see them pulling together. This was a strong storyline, but the dismount... it just missed.

People died.

And there was no emotional resolution to make up for the fact that the characters I loved acted in a way that was callous and quite frankly unforgivable. I would have kicked one team member off the city for acting like that much of an ass, and considering that teammates damn near died, I'm surprised John didn't. Yeah. I'm not thrilled.

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### **Ida Leter says**

I am conflicted on this series overall. This book is better plotted than most of the ones preceding it, it has a better defined structure and narrative, at least in the back end of it. But still, the only one that gotten me through it is Rodney. I profusely didn't care about any of the random OCs, or a mcguffin of the day, or the problem of our own making, or the wraith lineage, or the random standing around and talking. Rodney, though, there were genuine emotions behind his arc. Which was also, over the course of six books (which

is just an excessive number for the plot involved, they could have easily cut it down to four, or even three if they trimmed the unnecessary stuff), was a bit too drawn out, spread a bit too thin, and yet somehow dragged on too much to the point where my suspension of disbelief started to slip. Still, though. Rodney's great in here.

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### **J.D. Ruskin says**

[Except for Rodney, who lost his job and his girl. I was happy to see Jennifer gone, but I hated that it seem like Rodney would never really gain back pe

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