



Imperium Vol. 1: Collecting Monsters

Joshua Dysart (Writer) , Doug Braithwaite (Artist)

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A psychic dictator, an inhuman robot, a mad scientist, a murderous alien, and a superpowered terrorist are about to try and take over the world...and you're going to be rooting for them every step of the way!

Toyo Harada is the most dangerous human being on the planet. Imbued with incredible powers of the mind, he has spent his life guiding humanity from the shadows. But today he is a wanted man. His powers are public knowledge, his allies have turned to enemies, and he is hunted by every government on the planet. Instead of surrendering, Harada has one last unthinkable gambit to play: to achieve more, faster, and with less, he will build a coalition of the powerful, the unscrupulous, and the insane. No longer content to demand a better future, he will recruit a violent legion from the darkest corners of the Earth to fight for it. The battle for utopia begins now!

Start reading here as *New York Times* best-selling creator Joshua Dysart – writer of the Harvey Award-nominated series *Harbinger* – and superstar artist Doug Braithwaite (*Unity*, *Justice*) begin the daring new superhero saga of the year.

Collecting: *Imperium* 1–4.

Imperium Vol. 1: Collecting Monsters Details

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From Reader Review Imperium Vol. 1: Collecting Monsters for online ebook

Grant Flynn says

Decent start to the series which sets out all the major players and the series' status quo. Some good art by doug braithwaite (as normal)

Hope the series builds on this foundation

John Shaw says

Imagine a world with gifted people
Powers
Some good some bad
All feared or used by the government
Now imagine instead of the
Greatest of them being a sweet good hearted
Man who only wanted peace
Replace him with a complete
Sociopath who will
Kill or use anyone he has to
In order to accomplish his goals
That's Imperium by Valiant

Nicole Westen says

Harada is an extremely interesting character. I've never come across a character in literature before where I'm like 'I like you ideals and I agree with you, but as a person I just don't like you'. It's pretty darn interesting to say the least.

Culgan says

Que bien llevado todo el cómic, quiero más!!

Drown Hollum says

I've said it before, but my favorite Valiant character is by far Toyo Harada. Imperium is more-or-less Harada's own ongoing. Needless to say, I *love* Imperium.

Valiant brings out big-gun, Doug Braithwaite, for the next leg of the Harbinger journey. The Renegades are

out of the picture, as Harada fights the entire world, tooth and claw, to ring in a better future. The gruesome, *ends justify the means* that has always defined Harada is on full display here, with Toyo collecting an assortment of powerful beings to utilize in his fight against the psiot-aware world.

The entire Valiant universe takes a old new direction, while Dysart presses onward with the same genius, character-driven story-telling that made Harbinger such a successful book. Imperium proves that Valiant is still one of the hardest hitting publishers on the market, un-afraid to challenge their own status-quo with powerful re-inventions of their own core universe.

RIP Harbinger. Long live Imperium.

Chris Lemmerman says

Joshua Dysart continues chronicling the rise and fall (maybe?) of Toyo Harada in this new series spinning out of the events of Harbinger, and Harbinger: Omegas. With a small country under his control, Harada is ready to make the world a better place, even if he has to do it the hard way. But even someone as powerful as he is can't do this alone. He's going to need a team. Enter: Imperium.

Considering this is Harada's first headlining series, he seems more of a shadowy figure in the background for much of these four issues. Instead, we're given origins of the characters he is going to pull into his inner circle (whether they like it or not) such as Sunlight On Snow/Mech Major, an empathetic robot with a soul, LV-99, a Vine assassin that Harada has forced into his service, Gravedog, a rogue HARD Corps member, and Broken Angel, a Project Rising Spirit doctor corrupted by an extra dimensional intelligence.

It's a very eclectic group, and there's no doubt that they're going to be very interesting to watch going forward. None of them are particularly heroic characters, so their motivations are completely hidden from each other at this point. Most of them don't even want to help Harada, and yet have no choice in the matter, which is going to lead to some explosive confrontations I expect.

This is kind of the calm before the storm story, assembling Imperium (who aren't even named that yet) and setting up Project Rising Spirit as their main adversary (since the Harbingers have disbanded at this point). That said, the tension in the book is palpable; Dysart keeps the story boiling to fever pitch, and you just know from the final page cliffhanger that the proverbial shit is about to hit the fan.

Doug Braithwaite seems to have a thing for launching Valiant's new series; Not content with Unity, he also pencils the first four issues of their "evil" equivalent in his beautifully rendered style. I always thought that the colouring effect was what gave his art the ethereal look, but peeling back the curtain and seeing his pencils in the back of this volume was a real eye opener.

Not a lot of action just yet, but big things are on the horizon for Imperium. Where Toyo Harada is concerned, did you expect anything less?

John says

There is a hell of a lot going on in this "gathering the team" arc, and the density of the story is a bit off-putting and confusing at times. However, there is some very cool stuff here, including unique and interesting characters and a willingness to explore heady philosophical ideas in the midst of everything. Essentially

though, this is really just a series of mini-origin stories for the new team, with very little forwarding of Harada's overall agenda. I did love Doug Braithwaite's art, which kept me reading even when things got a bit heady.

John says

Not a smooth transition. Artwork is terrific, but I am skeptical this is going to engage me. It is a real change of focus and change of dynamic.

Sierra Dean says

Read for TLP

Mark Morabito says

New characters! New Story! The sequel to Harbinger has a lot of cool stuff going for it. Very excited for the future of this series. Valiant's newest team of characters is completely unexpected and fun.

Tomas says

This book focuses on the H.A.R.D corps which is probably the stupidest section of a quite well written evil organization. I do not care about H.A.R.D at all I expected this will be more about Harada himself. He is a very interesting villain and in the Harbinger series, he is portrait quite well but I would like to read more about him.

Richard says

For decades, Toyo Harada has been striving to create a more peaceful world by using his corporation as a front to secretly form an army of psiots to remake the world to his standards. Following right on the heels of Harbinger: Deluxe Edition 2, Toyo Harada's radical true nature has been revealed to the world through the actions of a group of renegade psiots. So now, he decides to jump headfirst into the persona that the world sees and go full supervillain, commandeering a U.S. aircraft carrier and docking it off the coast of Somalia, claiming the country as his headquarters! He will make a better world by any means necessary.

Harada is not only the most fascinating character in the Valiant Universe but also one of the best villains in comic books in general. This book is mostly team member gathering story as we follow Harada's efforts to form a team of fighters who he can use now that the U.S. government is developing anti-psiots technology.

One of the coolest things here is that through a flash forward, we get to see that Harada's efforts will actually

lead to a possible utopian future, so it further deepens the moral quandary about whether or not his bad deeds are worth it for the greater good. It's great to have a Harada-based series!

C. Varn says

Complicated

A successor to Harbingers, Dysart's Imperium is the psiots' black-ops. The action is fast paced and the motivation can be opaque, but this is an intriguing comic focused on a fairly varied motivations of antiheroic competing groups.

Derek says

This is an Amazon series. My expectations were high and I'm glad to say they were met satisfactorily. Dysart is a better scripter than I assumed, though some times the story would do with a little less complexity and exposition. The artwork, though is what carried the series for me. The artwork totally transports you into a far away place. And if you weren't second guessing yourself every five or so pages you'd forever get lost in their fictive dream.

Oh, and that twist with Angela, WHOA! Talk about crazy.

On to the next one. Have to see how far Harada's obsession takes him, and will they finally figure out Grave Dog's secret?

47Time says

The first issue starts off with an incredible bang: a utopian future and an impressive battle between psiots and well-armed humans. There is focus on world politics, something I always welcome because events on a macro scale seem so rare in comics.

We first see a utopia built by followers of Harada, the psiots of the Harbinger Foundation. The focus is on one of them, already old, but greatly respected for the effort he put into recreating the world. The character wakes up in the present, realizing that Harada planted that experience in his mind, like in each mind of the army of psiots on a ship. The vision is meant to inspire them in the mission to reshape the world by force. And the first battle is amazingly visceral. It's won by Harada, creating worldwide turmoil and considerable discomfort in Rising Spirit, a covert military organization opposing Harada with their enhanced human team called H.A.R.D. Corps.

(view spoiler)
