



Royals Vol. 1: Beyond Inhuman

Al Ewing , Ryan Sook (Illustrator) , Jonboy Meyers (Illustrator)

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Collects Royals (2017) #1-5, Inhumans Prime #1.

A myth from the future. A quest to the stars. A legend written across galaxies. Guided by the other-dimensional Kree warrior called Marvel Boy, the Inhuman Royal Family departs on an odyssey across all creation! Their mission: to search for lost secrets - and the last hope of their people! The knowledge the Royals seek could change the course of Inhuman destiny, but it cannot be attained without cost...for at the end of days, the Last Inhuman tells the tale of how seven left Earth for the stars, but only six returned! And sure enough, as the Royal Family exit the solar system, they head straight into trouble - an oncoming Chitauri invasion of Earth! Plus, Black Bolt reveals something that could end their mission before it even starts. The Inhuman "ResurrXion" begins here!

Royals Vol. 1: Beyond Inhuman Details

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From Reader Review Royals Vol. 1: Beyond Inhuman for online ebook

James DeSantis says

So I actually enjoyed a Inhuman comic. This is also the first Al Ewing series I truly enjoyed. Go figure huh?

Madusa decides it's time to leave earth. After the events of Inhumans vs X-men (Which I guess gotta read to understand it all) the Inhumans are not going to be made anymore. They destroyed the mist that was killing mutants and they decide it's time to head into space to find a new human. Just the main core though, Madusa, Black Bolt, and a few others. However, once they get to space, twist and turns begin to happen. People aren't who they appear to be, a old villain comes to say Hi, and people begin to figure out just what everyone else is up to.

Good: I really enjoyed the character interaction here. The best parts are when they are just sitting around shooting the shit. Watching the past reveal itself about black bolt and his "family" was great. I also enjoyed the ending as it sets up so many fun possibilities.

Bad: I didn't love the art direction. Sometimes it looked badass, and I loved designs at times, but the fights are hard to follow at points and the flashback art was pretty bad. I also thought the Chitari were a joke here and kind of wasted a issue just to show a character pull off a new power.

Overall though this was a blast. From start to finish I had a good time reading it. A few bumps here and there and art that could be better aside, the story is there, and I'll keep reading. A 3.5 out of 5.

Paul E. Morph says

I'm really not a fan of how Marvel's been trying to shove the Inhumans down our throats for the last couple of years but I have to say that I quite enjoyed this particular Inhumans book and am interested to see where it's going.

It helps that the Inhumans are off in space; it makes this feel like one of Marvel's old 'cosmic' books, in a good way. I've really enjoyed Al Ewings 'cosmic' shenanigans on The Ultimates books, so I'm hoping there'll be some crossover elements between these two books.

It also gets points from me for being a quest-type adventure; I can't resist a good quest!

The one thing I'm not so enamoured with is the artwork; it's not terrible, but it's not really to my tastes. I've seen in the solicits for the next volume that an artist I really like is replacing the art team who drew this volume, so I'm pleased about that. I'm hoping the next volume knocks it up a notch and really takes this book to the next level.

Shannon Appelcline says

Soule has some success early in his *Inhumans* run, when he was able to tell a compelling political tale. But, he never managed to evoke Kirby's sense of cosmic wonder, and Ewing does, bringing this title up to the next level.

First thing to love? The core plots of the story. That the Inhumans are looking for the secret of terrigenesis and that something spectacular is happening 5000 years in the future. There's our cosmic wonder!

Second thing to love? A great respect for continuity. The *Inhumans Prime* special picks up (and quickly divests itself of) the final plot threads from Soule's run, while later on we get a return to *War of King* era plots that have been too long ignored.

Third thing to love? Ewing gets these characters. Mind you, they haven't all gotten strong attention so far, but the ones who do are great. I especially love Ewing's take on "Marvel Boy", which really seems to get his pulpish powers in a way that most post-Morrison authors haven't.

Fourth thing to love? Issue #3. A rather magnificent look at the relationship between Black Bolt and Maximus that may literally be one of the best inhuman issues ever.

The volume also improves the further that Ewing gets into it. The early issues are just good, but from issue #3 onward, we move to great.

Joana Veríssimo says

After reading *Black Bolt* and absolutely loving it, I decided to read this parallel series, and honestly it wasn't as good... The story wasn't what I was expecting and wanting, and I'm still not sold on Inhumans that aren't Medusa or Black Bolt (even Medusa, I don't like her as much as in other comics...)

The Ronan the Accuser issues were really good!! Those I LOVED and the emotions in the characters were so beautiful (especially Gorgon, that made me like him a lot). Also having previously only known Ronan from MCU, he's so much bigger and scarier in this comic, so different... (the Piemaker is definitely not scary...)

Definitely not the best, but still with its high moments, and I'll definitely read the next volume :D

Roman Colombo says

Inhumans on a space adventure! I'm really excited to follow the Royal Inhuman family as they search for a way to bring back Terrigenesis. Ewing makes the team really interesting too. The art was also a lot of fun, even if Medusa looked 12.

Malum says

I'm a sucker for cosmic stories, and this one is no exception. The art here seems very anime inspired, with the females all looking like dainty teenagers and a lot of the guys looking like giant muscle-bound monsters. It really works for the story that they are telling here, though. With the over-the-top art, spaceships, lasers, and super powers, it almost feels like it is a Saturday morning cartoon.

Fraser Sherman says

Reading this shows how much "Inhumans" and "Mutants" have become interchangeable the past few years. Still, this was a surprisingly readable space adventure as the Inhumans go hunting for terrigen on the Kree homeworld and run into assorted problems. Clunky in some of the character bits but overall I enjoyed it.

Daniel says

Just a four.

There are some really cool ideas and I liked the funky first artist.

None of the characters really grabbed me (well the character who isn't really there I felt sorry for and Swain has some potential) and duty out weighing love isn't a favourite theme of mine.

Scott Lee says

[Maximus's

Lisa says

This was not exactly what I was expecting, however I really enjoyed it. I didn't quiet get what was going on, but it was an interesting story that I look forward to reading the next installment to see how more of the story unfolds. Where is Black Bolt? What is going to happen to Medusa? How does Ronan fit into this story. After watching the show on ABC I am even more curious than I was before about the Inhumans, especially all going on with Agents Of SHIELD. In this story you think that it is over and there is just a little bit more after that. The only down thing I will say about this story is that I wish that there was more of an intro to kind of explain where were are starting at. Not everyone knows the Inhumans story, or is familiar with it.

Daniel Butcher says

A new direction, very cosmic for the Inhumans. I actually like the change and the focus on a smaller group.

Ramon says

Just let Al Ewing write all the cosmic craziness for Marvel. Still a beginning, an opening volume. Art's inconsistent, though looks to improve with the next volume.

Chris Lemmerman says

[Read as single issues]

No, not the Lorde song, this one's about the Inhuman Royal Family as they head off across the universe to solve the problems that Terrigenesis have inflicted upon the world. Medusa, Black Bolt (but not really), Crystal, Gorgon, Swain, Flint, and Noh-Varr/Marvel Boy are off on an epic quest that will take them to the ruins of Hala and beyond in this opening story.

I make it no secret that I love Al Ewing's writing. It seems to be a British writer thing (I see you Kieron Gillen), but using past continuity to tell a present story without contradicting itself or alienating readers who haven't read said continuity stories is something I really love, and Ewing turns his hand to it masterfully here, as the events of Infinity, Black Vortex, and more all echo through this arc as the Inhumans discover a traitor in their midst, a forboding prophecy, and a big green talking head. Yes, really. It's great fun, and both suitably paced and full of action and speechifying in equal measure.

I also love Jonboy Meyers' artwork, but he seems to have a phobia of sticking around on books. This makes the second book in two years that he's done all the design work for, drawn two issues of, and then disappeared from. Not that Thony Silas isn't a good replacement, but when Meyers is advertised as series artist and then leaves after two issues, it kind of puts me off trying his other books too, which is a shame.

The Inhumans have just gotten off of a solid run by Charles Soule, and now it looks like Ewing is setting up to follow it in style.

B says

You know what? I'll bite.

This is really just more of the same Inhumans story that's been going on. It's not new.

And a few characters (Medusa!) make decisions that they simply would not make. But I like the tone. And I want to see where this goes.

Chad says

Wow, Ewing got me interested in an Inhumans book. First time for everything I guess. He does a great job of bringing in old plot lines and characters dating back to War of Kings and Grant Morrison's Marvel Boy. I can't say a care a lot about the story set 5,000 years from now but I'm sure it'll all tie together at some point.

I thought the art in the book was terrible. Jonboy Meyers designed some ridiculous looking costumes. Just stick with the classic looks, thank you. Meyers jumped ship after an issue and a half and Thony Silas isn't any better. Both of them draw these swirling, busy, chaotic pages that I can't make heads or tails of.

