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From New York Times best-selling writer Matt Kindt (*The Valiant, MIND MGMT*) and blockbuster artist Trevor Hairsine (*X-Men: Deadly Genesis*) comes a shocking new vision of 21st century science fiction!

At the height of the Cold War, the Soviet Union – determined to win the Space Race at any cost – green lit a dangerously advanced mission. They sent a man farther into the cosmos than anyone has gone before or since. Lost in the stars, he encountered something unknown. Something that...changed him. Long thought lost and erased from the history books, he has suddenly returned, crash-landing in the Australian Outback. The few that have been able to reach him believe him to be a deity – one who turned the scorched desert into a lush oasis. They say he can bend matter, space, and even time to his will. Now the rest of the world's powers must decide for themselves – will the enigmatic Divinity offer his hand in friendship, or will Earth's heroes find themselves helpless against the wrath of the divine?

Collecting: *Divinity* 1–4

Divinity Details

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Download and Read Free Online Divinity Matt Kindt (Writer) , Trevor Hairsine (Artist) , Ryan Winn (Inker) , Dave Baron (Colourist) , Jelena Kevic-Djurdjevic (Cover Artist)

From Reader Review Divinity for online ebook

Sud666 says

Divinity is an excellent sci-fi comic. Set in the Valiant worldverse (same one with Ninja-K) it tells the story of Abram Adams, one of three Cosmonauts who were sent on a top secret mission during the Cold War. Their mission was to travel out into space to find the unknown.

3 decades later they reach their destination and thanks to an unknown phenomena, Adams is turned into a Godlike entity. Leaving his comrades behind he returns to a very changed Earth. The rest of it is the story of how governments deal with his return.

This was a well told sci-fi tale. Interesting and well written. The artwork is also of good quality. The underlying idea that the godlike entity who returns is not a product of the American way but rather the Soviet mindset was a nice twist. I won't spoil the story but this brings up some great points about how to deal with a Godlike being molded by Communist ideology.

This is only the first volume, but if the quality keeps up-this is a fine series. I look forwards to it and any sci-fi fan ought to feel the same.

Perry Gough says

Never been a fan of Valiant apart from Faith and this kind of illustrates why I'm not a fan. Not great characters, kind of poor plot but has decent action scenes.

There is so much better stuff out there

David Schaafsma says

Valiant hired Kindt, a comics rock star (imo) to help them beef up their attempt to make it on the Marvel/DC stage (like McDonald's/Burger King and . . . Wendy's?). The idea is to bring some depth of character and emotion to this world through this comic, Divinity. I read it two days ago and already forgot what it was about. And I am a Kindt fan, so am always willing to give him some slack. The art is standard superhero stuff. I thought it was okay, but not enough okay that I would read the next volume.

47Time says

The story seems to end too soon with some threads left unexplained, but it's still a fun read about a man dedicated to his nation, but never forgetting the family he could have had. His acquired powers are strange and little detail is put into them as we only see the effect. This might be one of the most powerful beings in the universe, so I'm curious what comes next.

Abram Adams was a orphan. After his adoptive parents died, the Soviet state took care of him and trained him to the greatest heights of human physical and mental conditions. He is offered the chance to travel to the edge of the galaxy on a 30-year mission, but this means leaving his secret (view spoiler)girlfriend behind. He returns to Earth 30 years later, but without having aged a day and with godlike powers he aquired on the fringes of the galaxy. He is code named Divinity. He starts offering people their deepest desires, but the nations of the world don't want one man wielding this power.

(view spoiler)

Donovan says

"Abram Adams was an astronaut."

My second Valiant comic ever and it was great. Matt Kindt's story is ethereal, alinear, and mind-bending. It's adventurous but smart and philosophical in an Arthur C. Clarke kind of way.

Abram Adams is a black orphan Soviet astronaut rocketed to the edge of the galaxy in 1960. "Things happen" and he returns to Earth a half century later with incredible omnipotent powers.

When I think about the story at its most basic, it isn't all that revolutionary. Man goes on quest, gains power and returns. Man goes in space and finds something unexplainable. Alien lands on Earth and humankind tries to destroy it. Orphan ascends to greatness.

However, the meta-fiction and Kindt's less than subtle use of the metaphor of a book for time adds a much needed layer of complexity. He uses the idea of two points in time being separate pages in a book (similar to the explanation for a wormhole in the TV show Stranger Things). Now imagine if you can bend the book, dog ear it, or bookmark it. I know, I said it wasn't subtle. But that's exactly what Abram Adams, aka Divinity, is now able to do: explore time as a book, turning and skipping and destroying pages, or lingering upon and revisiting pages.

Another transcendent element to this book is Divinity himself. As his nickname suggests, Divinity is divine in his power. Superman inspired this line of thinking with his omnipotence and near-omnipresence, but he, in my localized reading, has never been outright religiously worshipped, nor can he control time, space, nor manifest a person's innermost desires. Divinity takes this to a whole different level, and apart from Dr. Manhattan, Captain Atom, or Professor X, I've never seen this kind of power in a super hero.

The cover is deceiving, because like many books the cover pages are superior and totally different. But the artwork is solid. Not groundbreaking, but very good. It has that clean but sketchy Quiteley / Van Sciver look. Well inked and richly colored.

I won't say it's breathtaking, but there's great potential. I love anything space adventure / time travel / mind fuck, so the premise already had me hooked. Volume 1 is a solid start. 3.5 stars rounded up. I love that the hero is a black Soviet (yay diversity) who volunteers for an experimental, off-the-record space program. That's just cool. And the Valiant Universe is different and fascinating. So if any of that sounds appealing, check this out.

Chad says

A vague origin story where not much happens. A black baby is left on a doorstep in Russia. He grows up and is sent on a space mission to another galaxy. He encounters some bright lights and now can manipulate reality. Fifty years later he returns to earth. The Unity team is scared of him and puts him in a cage.

Jan Philipzig says

Cerebral, Intriguing, Alienating

One thing I like about the comics by Matt Kindt is that there is generally *more* to them than meets the eye—rather than *less*, as you almost take for granted in our age of promotional hype. Kindt's story details are always part of a mysterious bigger whole that I can never completely figure out but usually enjoy exploring. I also love how the sense of mystery and complexity is usually supported by Kindt's idiosyncratic, slightly vague and abstract drawing style.

In the case of *Divinity*, though, Kindt's ambitious writing is illustrated by Trevor Hairsine in much more realistic and conventional fashion, and the result is an odd combination of high-concept science fiction and superhero-type challenges: “It’s taken me years of wandering to figure it out... but I think we can counter his attack... We’ve got to pool our minds’ resources... slow our breaths... and control our thoughts... It’s the only way out of here... I’ll show you how...” Not your typical superhero fight.

With its cerebral approach and its themes of loss and alienation, *Divinity* is Valiant’s attempt to create a more sophisticated and profound superhero title in the tradition of the Silver Surfer. *Interstellar*-style time travel and family drama are thrown in for good measure and maybe it just all gets a bit much, as by the end of this first volume I still don’t really have a good sense of the basics: the main characters and their world. Which, admittedly, could have something to do with the fact that I am largely unfamiliar with the Valiant Universe. 2.5 stars, from an outsider’s perspective.

Andrew says

The first issue was awesome, but the book descends into a typical superhero beat-em up. Parts reminded me of *Interstellar*.

Richard says

Writer Matt Kindt digs deeper and explores Valiant's cosmic side with this popular graphic novel that introduces the first fully original character to the rebooted Valiant Universe. Abram Adams was a black orphan raised by the state in the Soviet Union. During the heated space race, he is chosen to embark on a mission to be the USSR's attempt to beat the States not only into space but beyond our solar system. He is never heard from again until he arrives back on Earth 30 years later not having aged a day and sporting

immense reality altering powers.

There are many big heady ideas in this that I wished were explored more. But maybe the next two books in this trilogy will tackle them. And maybe that's for the better because this first volume already felt a little conceptually dense for it's length, to the point where I really didn't attach to any of the characters. Seeing Abram create a utopia in the Australian outback and gain followers was interesting as was the attempt by the world's governments to understand him. The Unity team is sent to investigate and contain him and the resulting mind battle was fascinating!

Crystal Starr Light says

Bullet Review:

I'm torn between being hugely, dumb-foundedly impressed at the amazing symmetry of the ending to absolutely confused as f\$&@ over what actually transpired and who the f\$&@ these superheroes are.

Also, what a sausage-fest. One woman is the baby momma and the other is the single woman of a superhero team. If you count kids, there's another for ya. At least the comic isn't so white...

James DeSantis says

This was pretty cool! I wish read "Unity" first to get maybe a bigger impact of the 2nd half, but Divinity mostly can read as a standalone a title.

So what's it about? Who is Divinity? Well he's pretty much a all mighty force of nature. He has powers that no one else has, ones that are downright scary, unique, and kind of beautiful at times. He can warp reality, make you feel like living a 100 years within just 5 seconds of your life, bring back the dead, give everybody dreams coming true. Unity (The avengers/JLA of valiant) decide they have to put a stop to him but he won't be letting that happen so easy. Meet the newest villain/hero of the valiant universe who gets his unique origins here.

Good: I like the tone a lot. It's somber, sad, beautiful, and engaging. I really liked Divinity despite being kind of in quiet most of the time. I also thought his powers were interesting, almost reminding me of Mr. Manhattan but maybe even stronger?

Bad: I didn't get too attached to Divinity as a character. I wanted too, they gave him a decent background, but maybe it just moved too fast for me. I also thought the mob at the end was kind of like "Why?" I mean I get the reasoning but again the pacing might have been way to fast for me.

Overall Divinity is a unique superhero book. Deeper than some, darker in ways, yet still interesting. I thought a extra issue or two to flush out everything would have did this wonders but for now I enjoyed what I got and want to read more. A 3.5 out of 5.

Sarah says

I didn't like the art, didn't like the story, and both the art and the story were quite confusing.

Jesse A says

Started a bit slowly but picked up pretty well by the end.

Juanita says

I didn't hate it but it didn't wow me either. The premise is good but there were some holes that may be filled in future volumes. I like the art work. I plan to read vol 2.

Chris Lemmerman says

Abram Adams was sent to the outer reaches of the galaxy by the Soviet Union. There, he found something strange. Something unknown. And now he has returned to Earth, with the power to alter space, time, and reality as we know it, like some kind of god. Can Unity withstand the power of Divinity?

This is...a weird one. The concept is sound, and the idea of a character this powerful is foreign to the Valiant Universe at this point. The strongest character we've met so far is probably Toyo Harada, who has been beaten at least twice, so to get a Doctor Manhattan level character into the action throws things into a very different perspective.

The story is told in chunks, as Abram remembers his past life while dealing with his return to Earth, and the varying degrees of welcome he receives. Once Unity gets involved, all bets are off, and things heat up quite quickly.

I feel like this could have been an opportunity for some really psychedelic panel arrangements, but it's mostly played conservatively by artist Trevor Hairsine. The visuals are solid, but it feels like it's too safe. In fact, the whole story is played that way; Unity's battle with Divinity doesn't seem to affect them as much as you'd think it would, and even Divinity himself feels kind of blank as a character, even by the end. He has one overriding characteristic, which is what makes him human instead of a god, but that's kind of it.

This is one of those stories that I think would have benefited from more issues instead of the usual 4 for a Valiant mini-series. I know there's Divinity II & III to come yet, but this one feels under-developed as a stand alone.
