



JLA: The Deluxe Edition, Vol. 2

Grant Morrison , Howard Porter (Illustrator) , John Dell (Illustrator) , Gary Frank (Illustrator) , Greg Land (Illustrator) , Val Semeiks (Illustrator)

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Comics legend Grant Morrison (ALL STAR SUPERMAN, FINAL CRISIS) delivers his unique take on the adventures of the World's Greatest Super-Heroes in this second oversized hardcover volume in the series starring Superman, Batman, Wonder Woman, Aquaman, the Flash, Green Lantern and Martian Manhunter.

This volume features a cosmic adventure on a grand scale as the Justice League faces off against Lex Luthor's newly assembled Injustice Gang while the fate of the Earth itself hangs in the balance. Plus, the heroes must race through time to stop a threat to all eternity: the evil god Darkseid.

JLA: The Deluxe Edition, Vol. 2 Details

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Author : Grant Morrison , Howard Porter (Illustrator) , John Dell (Illustrator) , Gary Frank (Illustrator) , Greg Land (Illustrator) , Val Semeiks (Illustrator)

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From Reader Review JLA: The Deluxe Edition, Vol. 2 for online ebook

Charles says

I gotta say, I'm a bit disappointed considering how much I've heard people talk up Rock of Ages. It's ok and all, but for a fan like me who really enjoys the cosmic/crisis angle, there are certainly better stories out there. I'll re-read at some point in the future, but I don't think it'll move up in the order of cosmic events I really dig in DC.

I was delightfully surprised by the middle sections involving Prometheus. Having read Justice League a Cry for Justice a few years back, I was always keen to learn a bit more about him. In this, we get his origin and what would appear to be his first attempt at taking out the JLA or any heroes. Sure, you could say he's a simple villain, but I liked how cold and calculating he was in the issue that had his origin and what he was up to at the moment in time hoping to meet the JLA.

The last bits? Dear Lord. Ok, at first, I thought it was far too 90s for my modern-day sensibilities, but it just further evolved into crap. I'm specifically talking about the issues with the JLA and WILDC.A.T.S.. This simply wasn't my cup of tea and felt like a weird time travel crisis shoehorned in all of this. Like I said, started too 90s, then evolved into some Grant Morrison "too clever for his own good BS", and was topped off with what I would call Frank Miller-style "visual garbage". There's no way I'm re-reading this stuff, and the dialogue is complete bonkers with attempts at techno-jargon that comes off as completely ridiculous..."Holographic projectors on a 21st century Virtual-Manga Emperor activate Infra-Laser Tracking Systems."

Elinor Master of Gifs says

Sympa ! Par contre j'ai hâte que Superman redevienne normal, sans pouvoirs électriques et sans mulet bizarre ^^

Du4 says

This volume contains the JLA stories where Morrison really kicks his insane-o madness into high gear. "Rock of Ages" in particular presents some of Morrison's stabs at stories and ideas he would later fully flesh out in FINAL CRISIS, ALL-STAR SUPERMAN and BATMAN R.I.P. There's still a lot of unfortunate jumping around in DC continuity that's never really addressed directly-- this was the time period when Wonder Woman was replaced by her mother, for example, and Superman was this weird blue thing for a while.

I actually enjoyed this more on second read, which I'm finding to be the case with a lot of Morrison's work. This is enhanced by Porter's increasing skill with the art chores. While still not totally skillful, Porter's composition and detail ratchets up quite a few degrees.

Amund says

The second volume of Morrison's JLA kicks off with the Rock of Ages storyline, a tale which starts off as standard superhero fare with the Justice League fighting Lex Luthor's Injustice Gang, but quickly moves in bizarre directions. I don't know if I love or hate when Morrison gets bananas like this, but even for people who've disliked it before I think it's a bit easier to swallow here since this is still a fun superhero comic with a lot of humor to it. I do however know that I think it goes a couple issues too long, and when I was about halfway through I was ready for it to start wrapping up.

The second half of the volume is dedicated to a new villain, Prometheus. He works as a sort of reverse Batman, and this was probably my favorite storyline of the bunch. It's fairly simple and straightforward, but I really dug this new character and the way he takes on the League. All our heroes get some time to shine, which is especially great since Morrison has introduced new members to the Justice League, including Huntress, Steel, and so on. Don't have too much to say on the last storyline which includes the Wildcats. I have seen some negative comments on this one, and while it feels somewhat non-essential, I still found to be an enjoyable ride. I think that's probably the greatest strength of this run so far. Morrison goes in some weird places, but he still manages to write a fun team-book around it. All the stories feel grand, all the battles feel big, and at the heart of it we have a group of heroes who work well together.

Derek says

It's really difficult to assess this. Everything featuring Prometheus is terrific. On the surface it's your standard mysterious new supervillain story --somebody comes out of nowhere and quickly becomes a more credible threat to the heroes of the DCU than their established rogues galleries that have been around for decades. It's been done to death but Morrison makes it seem fresh and vital and right around the time Batman is easily dismantled by the aforementioned Prometheus you begin to feel genuinely nervous for our heroes. It all works and you're left with the feeling that only Morrison could have pulled it off.

However, that's only about three issues of this sizable collection. The rest is ... less exciting. The majority is late 90s insanity (see: Electric Blue Superman) and, although Morrison has some interesting ideas, the story goes all over the place and it's difficult to keep the thread(or the interest).

The WildC.A.T.S./JLA crossover found at the end of the book is phoned in by Morrison and is collected, I guess, only for the completists. I don't think DC owned the Wildstorm characters outright in 1997 so perhaps it was a big deal when it was published but the crossover reads literally as the best of no worlds.

Aildiin says

The JLA stories are some of the best JLA stories I have read so far. The crossover with Wildcats is however terrible and should be skipped.

Amanda says

A lot of people are blown away by Grant Morrison.. personally I can't think of a book by him that has really interested me. This story was ok but the star of this book was the colorist, that was my favorite part.

Joni says

Segundo tomo que recopila JLA del 10 al 17 más Prometheus, Secret Files 2 y JLA Wildcats. 336 páginas en gran parte ocupadas por uno de los arcos más nombrados de los últimos años, Rock of Ages. Ya cuando lo había leído por los 90s me resultó confuso y me volvió a pasar lo mismo. Es una historia clásica de viaje en el tiempo para impedir un futuro probable. En este caso lo que vuelve confusa la historia es el arte de Porter que es despampanante para mal, parecen ser dibujos muy buenos pero que en cada pagina pierde sentido lineal de narración mención aparte que uno de sus peores defectos es una característica determinante de calidad en cómic y son los rostros, el tipo dibuja todos los rostros idénticos sin diferencia de género ni para los alienígenas. El coloreado en cambio es de los mejores que se encuentran en los cómics de superheroes de entonces. La presentación de Prometheus y los 16 y 17 que le siguen en cambio es una historia mucho más compacta y clara que divierte más que todo el choclo anterior. Y para cerrar la historia con los Wildc.a.t.s. que recuerda a lo peor de Image, coloreado feo, personajes de musculaturas atrofiadas y toda una página entera para mostrar una bruta piña. Un dispositivo temporal dividido en ocho partes en distintas partes del tiempo y el universo manda a la JLA de viaje para así cruzarse con el grupo de Image que siempre por si acaso lo primero es repartirse tortazos. Me gusta Morrison, la JLA y tenía mejor recuerdo de este tomo.

David says

Long, drawn-out, detailed, technically-advanced plot points with plenty of deviation of other plot points. Sure, its action-packed, the ending is epic, and the art is extremely well done, but sometimes the characters grow to too many and the villains too few. It takes an advanced comic-reader to fully grasp exactly what happens in this collection. Also, at some points I ask myself (Is this plot ever going to end?) and I found myself dreading picking this book up again to read more.

Jake says

Morrison, as always, has a good hold on what's necessary for a good story, but its his extras that are nothing but curveballs. It's less so here than later Morrison outings, but it's always a matter of aaaaalmost connecting the dots for the reader. I dug this collection a whole lot. There were just times it seemed to get a bit too far ahead for me with what's happening. But maybe that's why Morrison's exceptional and kind of a bogus challenge.

Rory Wilding says

With this second volume, you read what many would consider as the one of the greatest JLA stores "Rock of

Ages" in which a fight between the Justice League between Lex Luthor's Injustice Gang could result Darkseid's apocalyptic conquest of the Earth. Afterwards, the Justice League are reassembled to fight a new villain known as Prometheus.

As with the previous volume, writer Grant Morrison isn't interested in telling the personal lives of these superheroes who are depicted here as the modern day equivalent of the Greek Gods. Morrison is interested in telling grand adventures that travel through space and time and otherworldly matters. Collaborating with numerous artists on the book, its lead artist Howard Porter draws beautifully detailed panels which can provide many story beats in a single page.

Although Morrison's ideas can be head-scrambling and will confuse some readers, while the appearance of Electric Blue Superman is still unappealing, the Scot's run of JLA is certainly one of the greatest superhero team-ups ever.

James DeSantis says

Another okay volume from my most disliked famous author, Grant Morrison! So let's get the good and bad.

Good - Enjoyed Rock of Ages story despite it being too long for it's own good. However some bad writing we will address later it contained some fun moments and a look into the terrible future that COULD be. I always enjoy those type of stories. Prometheus storyline is really good. Especially finding out his origins, how he tricks the entire JL, and how they eventually stop him all worked well. Felt like a well made story.

Then we get that last piece of shit story. Whatever it was it was terrible. Also Morrison doesn't intend to give our heroes any real character development. Like most of his stories it's all over the place, he can hardly write dialog worth a damn, and we're stuck with generic character's from Saturday cartoons instead of making us feel like we can learn and like these characters.

Bonus - Priest little side story was excellent and makes me wish he wrote this entire volume instead. Well done pacing (better than the rest of the stories) and FUN and WELL DONE dialog.

Check it out, it's fun, but expect a lot of bad traits from Morrison you've learned to expect.

TJ Shelby says

You know, just because you write for DC doesn't mean that you MUST include a generically written story arc about quantum leaping through time and alternate universes to fight a not-so-convincing-evil-doer.

Sigh...it was the over-rated Grant Morrison, should I have expected anything different. Even with my low expectations he still managed to underachieve.

Henry Bemis says

Rock of Ages is a good cosmic tale featuring characters created by the legendary Jack Kirby in the early 70's.

This is the kind of story Grant Morrison does fairly well even though his typical scattered storytelling style with you having to fill in the blanks did make this a bit difficult for me to figure out exactly what was going on. The Prometheus 3 issue arc is the usual B grade filler that has permeated a lot of DC books through the years. The last crossover story with Wildcats is just a piece of typical 90's garbage. The story has been done before and the art looks like not much effort has been done with it.

Germancho says

Damn you, Kevin Smith! I bought this book entirely based on your raving review of it during your conversation with Grant Morrison in "Fat Man on Batman". This book reminds me of the fact that for every great Morrison comic there's dozens of shitty ones full of nonsensical plots and zero characterization.
