



## Justice League, Volume 6: Injustice League

*Geoff Johns (Writer) , Doug Mahnke (Penciler) , Jason Fabok (Artist) , Ivan Reis (Penciler) , Scott Kolins (Artist) , Keith Champagne (Inker) , Scott Hanna (Inker) , Christian Alamy (Inker) , more... Mark Irwin (Inker) , Joe Prado (Inker) , Andrew Dalhouse (Colourist) , Brad Anderson (Colourist) , Rod Reis (Colourist) , Ray McCarthy (Inker) , Dezi Sienty (Letterer) , Nick J. Napolitano (Letterer) , Carlos M. Mangual (Letterer) ...less*

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Heroes quit, villains join and the Justice League roster you've never seen before emerges, led by the world's greatest hero: Lex Luthor! The violent consequences of **Forever Evil** must be dealt with as a new and deadly force sets its target on the Justice league. And with the appearance of the new Power Ring, who knows how her presence will affect the team.

**Collecting:** *Justice League* 30-39

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Geoff Johns (Writer) , Doug Mahnke (Penciler) , Jason Fabok (Artist) , Ivan Reis (Penciler) , Scott Kolins (Artist) , Keith Champagne (Inker) , Scott Hanna (Inker) , Christian Alamy (Inker) , Author : more... Mark Irwin (Inker) , Joe Prado (Inker) , Andrew Dalhouse (Colourist) , Brad Anderson (Colourist) , Rod Reis (Colourist) , Ray McCarthy (Inker) , Dezi Sienty (Letterer) , Nick J. Napolitano (Letterer) , Carlos M. Mangual (Letterer) ...less

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**Download and Read Free Online Justice League, Volume 6: Injustice League** Geoff Johns (Writer) , Doug Mahnke (Penciler) , Jason Fabok (Artist) , Ivan Reis (Penciler) , Scott Kolins (Artist) , Keith Champagne (Inker) , Scott Hanna (Inker) , Christian Alamy (Inker) , more... Mark Irwin (Inker) , Joe Prado (Inker) , Andrew Dalhouse (Colourist) , Brad Anderson (Colourist) , Rod Reis (Colourist) , Ray McCarthy (Inker) , Dezi Sienty (Letterer) , Nick J. Napolitano (Letterer) , Carlos M. Mangual (Letterer) ...less

## From Reader Review Justice League, Volume 6: Injustice League for online ebook

**Anne says**

4.5 stars

*Fuck it.*

**Not everyone is going to agree with me, but I just loved this!**

I'm sure I'm going to look back and find plot holes, or inconsistencies in the ways characters acted during the story. But my initial impression is that I had a great time reading this sucker. I can tell because I have a giant grin plastered on my face right now. And to me, the most important thing in a comic book is that it makes me smile.

Ok. So, let me just hit a few of the plot points for **Injustice League**. I'm going to try my best not to give major spoilers, but I've seen people bitch about the weirdest stuff. So if you *are* one of those weird people? Now is a good time to turn back.

**You will be missed. Goodbye!**

You wanna know what I really loved the most?

*Well, I'm going to tell you anyway.*

A lot of the complaints about DC center around their lack of levity. It's like everything seems to be set in *Gotham* these days. Or at least, that's the *feel* of a lot of DC's stuff these past few years.

**No jokes, people! Comics are not a laughing matter!**

Except, they *are*. Especially superhero comics. It's what turned me on to them to start with. You know what making fun of yourself when you realize you're more than a little ridiculous is called?

**A sense of humor.**

And Justice League has one this time around!

I'm not saying that volume 6 is a laugh-a-minute, but Johns managed to squeeze in some pretty decent one-liners throughout the story.

Shazam...well, *Captain Marvel*, but who the hell knows he's called Captain Marvel, amirite? You say **Captain Marvel** to anyone, and their mind immediately goes to this:

Where was I?

Oh, yes. **Shazam!**

So Billy Batson gets to play a role in this one, thanks to Lex Luthor giving him an invite to the *New Watchtower*. He's a kid in a grown-up body, but instead of making him angsty, Johns played it up for comedic effect. Were they all winners? No. But I give him an A for effort.

By the way, I take back everything I said about Johns hating Wonder Woman in Justice League, Vol. 1: Origin .

**She. Is. Badass!**

My only complaint is that I didn't feel like this one had very much of my favorite guy, Aquaman, in it. He was *there*, but I don't think he even spoke. Or if he did, I certainly can't remember what he said.

**Come on, he's so cool! Give the guy some lines!**

Flash got to play more of a role than usual, and I thought he was showcased pretty well. Sure, his connection to the Speed Force is a big plus, but that *isn't* what makes him such a great character.

**It's his humor & heart that makes him great.**

And, in this title at least, he's done right.

He uses his super speed to go get ice cream cones for little kids who were in the middle of the Justice League's battle zone. He makes fun of Batman when he's too serious. And he's the guy who's entrusted with the care of an emotionally damaged woman, who was taken over by the Crime Syndicate's Power Ring. Cuz he's sweet. And good with the loonies.

If the writers of the Flash title would stop fucking with the Speed Force & tossing him through time, they could come up with a pretty incredible comic book for this guy. He's like Superman in that way. Once you forget the core of what makes him awesome and just focus on the powers?

**It turns into the shittiest reading experience ever.**

*WhereTheFuck do you find an awesome cat like that?!*

Mine just poops in the box, then hisses at me till I clean her shit up. Whoever said rescue animals were grateful, hasn't met Selina.

Look at her...plotting against me. Waiting to dirty up her litter box.

Bitch.

Off track again...

Oh! Ok. I was wrong, the lack of Aquaman wasn't my only complaint.

**Cyborg. Poor, poor Cyborg!**

Does anyone else notice that every fucking time he uses his super-special computer brain to hack into something, he ends up getting totally fried?!

**EVERY TIME.**

They need to stop him the next time he says he's going to hijack an evil entity's circuits, intervention style!

*Look, Victor, we know you want to help. But, apparently, your programming isn't All That, buddy. We love you, and just want the best for you. Now...go back to the Watchtower and monitor the shit out of that place.*

**Or.**

He could come through a story without having to go get completely rebuilt & rewired by his dad. Just a

suggestion, DC. Just a suggestion...

You already know from the cover that Lex Luthor becomes a member of the Justice League in this. **Unless you're stupid.** And if you are, then you should have heeded my warning at the beginning of this review. So, shut your freak mouth, and sit back down.

Now *how* he manages to blackmail worm his way on to the team is a whole different mess of spoilers. And I'm not going into it. However, I *will* say that I thought it was pretty cool. I mean, why would they *ever* let him on the team? Well, I thought this gave a convincing reason.

Plus, none of them trust him, so it made for some fun reading.

Guess who makes an appearance?!

### **The Doom Patrol!**

Yeah, I didn't really know who they were, either.

But that's ok! I'm willing to learn. And it looks like they may play a bigger role in some future stories. I'm kind of intrigued to see what's in store for this team. I'm also hoping they get more mileage out of these guys than they did when they tried to revive the Metal Men.

Anyway, this was total movie popcorn. If you're looking for a comic with all of the *Meaning Of Life* shit, go somewhere else. Justice League is just good fun with capes and tights. Those of you who have loved the previous volumes will probably enjoy this one as much as I did.

*Thank you to NetGalley & DC for a digital copy to review.*

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### **Calista says**

I have to say, I'm surprised how much I enjoyed this. I feel like DC has been limping along and then they come out with this.

Lex Luthor wants to join the justice league. He saved the world and he wants to continue that. At first, I felt like this was crazy. It seemed like a really bad idea, but you know something. It's a fantastic idea and it works so well. There is a virus that is released that affects people and meta humans. We didn't see much of Flash or Aquaman, but they were here.

It's not perfect, of course, but this is one of the better issues I've read of DC lately for the big super heroes and I want to acknowledge that. It was very good. It makes me want to read the other comics of some of the

members and then I remember how terrible some of them are. Superman and Wonder Woman are almost different and new characters and they are simply terrible. Still, I'm wondering what I'm missing. Who knew DC still had anything left.

Don't get me wrong, I grew up on DC and I really liked them better until they forgot who their characters really well and Marvel began telling amazing stories. Marvel earned my trust while DC kept messing up. Maybe I'll give the single character threads another chance. Who knows, I guess it comes down to time. I would love for DC to start getting things right again. I do think they have some great characters if they can only remember who they are. It's ok to not make every character dark.

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### **Brian Poole says**

The stories in the *Injustice League* collection do something important for the *Justice League* series that launched DC's New 52 era.

They make the book interesting.

The problem with *Justice League* over much of the past few years was that it just wasn't that memorable. The series featured most of DC's heavy hitter characters. Key writer Geoff Johns helmed it. A-list artists like Jim Lee and Ivan Reis kept the book looking great. But other than the *Trinity War* and *Throne of Atlantis* crossovers, most fans would be hard-pressed to tell you what actually happened in those first couple years.

The team was mostly absent from its own series for months during the *Forever Evil* event. But that series planted the seeds that made the arcs collected in *Injustice League* the best of the current series to date. And it was such a simple idea: after saving the world, Lex Luthor joins the Justice League.

Luthor has always been one of the comic book world's most complex villains. Concluding that the potential threats facing Earth are more important than his personal antipathy toward super-powered beings, Luthor systematically goes about convincing the skeptical League to induct him. *Injustice League* also brings aboard several other new cast members who add some welcome spark to the mix. Shazam finally joins after several appearances as a back-up feature. Captain Cold, another quasi-reformed villain, doesn't quite join the League, but as Luthor's new right hand gets involved in their adventures.

The first arc in *Injustice League* introduces another important new addition. The ring that belonged to the villainous Power Ring seeks out the fear-crippled Jessica Cruz and forces itself on her. The League intervenes when Jessica can't control the ring, coming into conflict with the Doom Patrol (the original line-up plus erstwhile Leaguer Element Woman). Jessica becomes a League associate by arc's end, working with the team to contain the ring's power.

That flows into the next arc, "The Amazo Virus." The press conference announcing Luthor's League membership is interrupted by an assassination attempt that unleashes a virus Lex had created and shelved a few years earlier. The Amazo Virus shuts down the powers of most super beings (except Superman and Wonder Woman), but also gives normal humans temporary powers (before killing them). With most of the League stricken, Luthor, Superman, Wonder Woman and Captain Cold wind up in an uneasy alliance to stop a deadly pandemic.

Freed from the macro-concerns of DC's publishing initiatives, Johns finally gets to focus on the personalities

of the team in *Injustice League*. Bringing Luthor and Captain Cold aboard adds a lot to the book's dynamic and Johns uses both characters quite effectively. While Superman and Lex get a good spotlight, Johns also explores fascinating interactions between Luthor and other members, especially Batman. That clash of intellects is one of the arc's chief attractions. The new Power Ring is also a great creation and adds some interesting drama to the character mix. Shazam is still developing as a League member, but Johns zeroes in on a Shazam/Cyborg friendship that shows real potential. And Captain Cold is a great wild card.

The "Amazo Virus" arc mixes things up quite nicely. It spotlights Luthor's strengths and weaknesses in dramatic fashion (and Johns makes sure fans know that Luthor is no Boy Scout). Cold gets some great moments in this arc, especially an interaction with Wonder Woman that could have been a throwaway, but instead winds up revealing a lot about both characters in only a couple panels. *Injustice League* is the best work Johns has done on the series since its re-launch and is a nice reminder of what the writer can do when not burdened by extraneous concerns.

Veteran artist Doug Mahnke handles most of the first few issues collected in *Injustice League* (with assists from Ivan Reis and Scott Kolins). He does his usual widescreen, classic work. Mahnke makes the most of the large canvas that a book like Justice League provides and his style is clean and reader-friendly. He's been a "go to" artist for DC for years for good reason. But more exciting is the emergence of Jason Fabok as the title's regular artist in the "Amazo Virus" arc. Fabok had developed a good rep on several *Batman* family projects before landing on *Justice League*. His detailed, dynamic pages recall some of the best of star artists like Lee, Byrne and Perez. He does some really nice character work and is deft at some of the arc's more complex action sequences. It's a strong step forward for Fabok that is cementing his place on the comic book creator A-list.

*Injustice League* is a good jumping on point for new readers. The creators provide all the info necessary to pick up the action fairly easily. As the most consistently entertaining stretch this volume of the series has produced, it's worth your time and money.

A version of this review originally appeared on [www.thunderalleybcp.com](http://www.thunderalleybcp.com)

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### **Chris says**

The re-invigorated Justice League series continues with an exciting, ten issue volume. *Injustice League* contains all the cinematic action you'd expect, but also delivers both strong character moments and some major developments for the League.

The titular arc focuses on the fallout from Forever Evil, with Lex Luthor (now a hero to the public) worming his way onto the team. I wrote in my review of DC's villain-centric event that Batman was downplayed a bit too much for the sake of other characters, including Lex. There are no such concerns here, as Johns writes a *fantastic* game of back-and-forth one-upmanship between Lex and the Dark Knight. As you'd expect, neither Batman nor the other members of the League are happy about Lex's new position, which makes for some tense confrontations as they race to find an urgent cure in the second arc, The Amazo Virus.

The first half of the book looks good, if somewhat unspectacular considering the talent involved. It was cool to see personal favourite Andrew Dalhouse colour three issues, but even his bright palette couldn't redeem

the artwork by Scott Kolins. While his art isn't the worst i've seen, it fell far short of the quality you'd expect from a flagship title like Justice League.

Fortunately, this volume marks the arrival of Jason Fabok and Brad Anderson as new series artists. Anyone who's read my reviews of their previous work on other books will know that i'm a huge fan of the duo and their move to Justice League is thoroughly deserved. Every page of The Amazo Virus looks incredible, with Fabok creating a striking atmosphere for the virus-ravaged Metropolis. As always, his characters leap off the page and he gives Wonder Woman a fantastic redesign. Fitting, as she also takes centre stage against the threat of the virus.

Despite hitting a few bumps in the road during the first arc, Injustice League provides an abundance of great moments that make up for the shortcomings. A mix of humour and action serves the book well and the increased page count means we spend more time with key characters. Factor in the ongoing machinations of Lex Luthor and the various subplots Johns teases and there's potential for the series to improve even further. I'm really impressed with Justice League at the moment and with Fabok and Anderson onboard it looks like we can expect even greater things to come.

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### **Shannon says**

I tend to like the Justice League but the focus on Luthor kind of killed this for me. And why only a short mention of Owlman and Superwoman's baby—that storyline wasn't resolved and honestly I'm wondering if they were forgotten ... Nevermind, I just spoiled myself because I don't care about them. The answer is here if anyone is curious.

This whole volume just felt like an epilogue to Forever Evil with a wacky virus thrown in. And seriously ... *Amazo*? And I thought Bizarro was bad ... ?

Then finally, surprise! My favorite superhero, Green Lantern is back! -said nobody

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### **David Church says**

Geoff Johns was born to write Lex Luthor stories, loved this vol of the Justice League!

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### **Sam Quixote says**

Spoilsies ahead!

Remember how the last volume ended? The Justice League were gone, the Crime Syndicate ruled the world, and Cyborg and the Metal Men were about to take the fight to the villains.

Cut to the opening of this volume: the Crime Syndicate have been defeated, the Justice League are back, and Lex Luthor is a hero. Wha happen? If you just read this series' volumes, you wouldn't know. You have to

have read Forever Evil in between Justice League Volumes 5 and 6. I think most readers of Justice League would've read Forever Evil anyway but still... Justice League remains this weird dumping ground for extraneous issues making it very inconsistent.

So Lex is a hero and for some reason he wants to join the Justice League who are rightly suspicious. This storyline occupies a large segment of the book. The Justice League know Lex is working a subversive angle, Lex knows he's faking being a hero, the reader knows Lex is faking - so why is there so much space dedicated to this pointless story?! It's not interesting to read!

Besides Lex, Captain Cold and Shazam are now part of the League but there's no discussion over their joining - they just seemingly show up at the Watchtower (which is miraculously rebuilt in no time) and everyone's fine with it. Captain Cold - seriously? Nobody thinks he's not up to something either?

Most of the Crime Syndicate were wiped out but some are still hanging around and the mysterious threat that wiped out their world in Earth-3 is still coming for this Earth - though that's only background noise in this book. Superwoman's in jail but preggers and crazy and Power Ring goes looking for a new host - a scared (and boring) woman called Jessica Cruz. Forever Evil's stink is not going away just yet!

Geoff Johns gives the Doom Patrol some more pages in this book but writes them pretty poorly so they don't come off as a very fun group. We do however see one of the rare occasions where the Justice League are actually saving people instead of fighting each other.

The second and final storyline in this book sees Neutron unleash the Amazo virus from Lex's lab turning every Tom, Dick and Harry into a superhero zombie. Except most of the Justice League are taken out and it's up to the trinity - Superman, Batman and Wonder Woman - along with Lex, to save the day. So it's yet another Justice League story where only part of the Justice League are involved.

Amazo's able to manipulate the powers of the superheroes he encounters so when he fights Superman, he can fly, use heat vision, etc. When he fights Batman he... sprouts giant bat wings?! Batman isn't an actual bat, man! The superhero zombie crap also gives us page after page of bad clichéd dialogue, "You cannot stop us", etc.

Captain Cold's character design shifts with the rotating roster of artists, Doug Mahnke, Jason Fabok and Ivan Reis. In one issue Cold looks like a skinny teen, in the next he looks like Duke Nukem with lamer shades. Also, Power Ring's logo looks like a four leaf clover for some reason!

I didn't totally hate the book - Power Ring runs on fear and seeing Batman, who models his look on that emotion, talking Jessica into controlling her fear was good. Wonder Woman vs the zombie league was cool. And while I felt the book was overlong at 10 issues (the volume collects Justice League #30-39), I'm sure fans will appreciate getting two complete story arcs in one volume rather than just one or one and a bit (to be concluded in some other volume).

Despite specific problems with the book, my biggest was just a lack of interest. I didn't care about seeing Lex joining the League or seeing a few of them fighting Amazo. Some fans might love it though - it just wasn't for me. And this series has had worse volumes like Volume 3, which replicated a lot of Aquaman Volume 3, and Volume 4, which was a collection of random storylines.

In the end, Justice League, Volume 6: Injustice League is a bit too dull for my taste. Geoff Johns is running low on ideas and energy at this point and it's probably best if somebody else steps in to give the title a shot in

the arm.

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### **Jesse A says**

I wasn't quite as in love with this as some on here. It was ok. Nothing more

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### **Steve says**

4.5 stars

This collection tells the story of Lex Luthor joining the Justice League and the friction that causes between him, Superman, and Bruce Wayne.

The art is solid, storytelling is solid, overall a high-quality volume.

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### **Chad says**

Lex Luthor tries to force himself into the Justice League! This volume mainly deals with the fallout from Forever Evil. It's nice to see some subplots in the Justice League. It's usually just a bunch of punching the universe's biggest threats. I loved the reintroduction of the Doom Patrol. Maybe we can get Geoff Johns to write a spinoff book for them. The Amazo virus story was exceptionally good. You get to see a lot of Lex Luthor's machinations. Doug Mahnke and Jason Fabok handle most of the art and you can see why they are 2 of DC's top artists.

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### **James DeSantis says**

Loved the first half. Second half is okay.

So let's discuss what was good and bad. Lex putting himself on the Justice League is gold. He has Batman by the balls, he spits truth at every corner, and the whole team really hates him. It's just such a joy to watch and then see him basically bitch slap them all. Tears of joy throughout my years. So much fun.

THen we get to the...you guessed it, zombie like outbreak (Cause we need more zombies right?) everyone but Lex, Superman, and Wonder Women are effected. So now they must find a cure! DUM DUM DUM!

It has good moments (especially the whole "Fuck you assholes, you all created issues too" but it's by the numbers and the end results in "everyone is okay" because it's superhero comics. I never felt, for a moment, anyone would die. So it seemed bit meh, they could have done way better ideas to build Lex up.

Either way entertaining but not as amazing as I hoped. On to the final two parts!

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### **Aaron says**

Continuing Geoff Johns's epic Justice League saga, Lex Luthor has just assisted with stopping the Crime Syndicate, the evil JL analogue from Earth-3. With extreme reservations (and shrewd maneuvering on Luthor's part), Lex joins the Justice League. The volume also deals with the League's efforts to help the unwilling new host of the evil Power Ring, and the release of the deadly Amazo virus.

This feels like a quintessential Justice League collection, and it was certainly the most fun and satisfying portion of Johns's run yet. Luthor is the showstealer here, alternately appearing to have turned over a new leaf and then showing signs that he might not truly have changed. Captain Cold also gets some nice scenes as he joins LexCorp as head of security and eases into being a "good guy". Most of the League get a chance to shine; interactions between Superman and Batman exude teamwork and trust, and the moments with Cyborg playing straight man to Shazam's teen persona were fun. Every issue with art by Ivan Reis and Doug Mahnke was excellent, and the supporting artists were a nice occasional change of pace.

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### **Roxanne says**

Another solid volume of the justice league, the plot does sound like a cheesy cartoon episode 'lex luthor joins the justice league, whhhhhhaaaaa, and captain cold is his bodyguard, oh boy!' i kinda expected scooby doo style chases but unfortunately there weren't any.

Again my bae aquaman just not a look in, he literally says one thing in the entire volume, either use him or lose him cause it's annoying me they have such an amazing character but they have no clue what to do with him, and i know Johns can write aquaman on point so he has no bloody excuse, we need more arthur get it sorted!

The whole bit with jessica and the ring, i thought that was going somewhere and it doesn't i dunno if that's gonna be dealt with in volume 7 especially with green lantern showing up again (about bloody time son!) but in this volume it just kinda winds down and you forget about it because there's zombie batman and i mean once zombie batman shows up doesn't anything else matter?

Overall it doesn't disappoint and the justice league is still definitely worth your time.

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### **Danielle The Book Huntress (Back to the Books) says**

This is set in the aftermath of discovering that there is a parallel earth where the Justice League is bad. The JL has Superman's arch-nemesis Lex Luthor clamoring to join, and doing good deeds (for his own intentions), and a young woman is claimed by the Dark Green Lantern Power Ring (one that feeds on fear instead of will). The JL steps in to help her before the ring destroys her and those around her, and a virus is released from Lex's lab that causes humans to manifest metahuman power. It also attacks members of the League with disastrous consequences. Obviously, the League has their hands full.

I didn't find much to dislike about this volume. Plenty of action and suspense, and some nice twists.

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## Alejandro says

### **Solid narrative!**

*I got this in its single comic book issues, but I am using this TPB edition to be able of writing a better overall review about the whole story arc.*

### **Creative Team:**

Writer: Geoff Johns

Illustrators: Ivan Reis (chapter one), Doug Mahnke (chapter one to four), Scott Kolins (epilogue).

## **AN UNCERTAIN NEW WORLD**

### ***We need to make a stronger Justice League...***

The whole planet was in control of the Crime Syndicate, a super-team of villains who were parallel Earth's counterparts of the Justice League. In barely seconds they imprisoned the Justice League, and likely in hours, they coordinate most of the criminals to be their enforcers, and then the world was theirs.

With the Justice League out of the picture, the only hope for humanity fell in...  
...Lex Luthor!!!

Lex Luthor got together a strike team made mostly by super-villains with the clear objective of saving the world.

And he did it!

He lead the team who rid of the menace of the Crime Syndicate.

Now, Lex Luthor is the most acclaimed hero of the world.

However, Luthor knows that there is something pending.

The Crime Syndicate escaped from their own dimension due some big menace, bigger than themselves, bigger than Darkseid, something that took Earth-3 to its ruins.

Lex Luthor knows that his Earth needs to be prepared and to accomplish this...

...he needs to be part of the Justice League!

And now, in the aftermath of the interdimensional invasion of the Crime Syndicate where the Justice League was unable to be effective, now the general opinion is favoring Lex Luthor and the Justice League lost the people's vote of confidence.

The presence of the Justice League never had a full approval by Earth's population, but they were doing their

job: Keeping safe the planet. Nevertheless, after the menace of the Crime Syndicate, they shown unable to do their job, and therefore humanity is even more reluctant to trust the Earth's safety in the hands of aliens, amazons and atlanteans.

And now, humanity have a new hero, a human hero without mask...

...Lex Luthor!!!

## **SYNDICATES AND PATROLS**

*Not everyone with super-powers can be an inspiration.*

The Crime Syndicate was beaten, but hardly we have seen the last of them.

During the battle against the Crime Syndicate, the ring of Power Ring fled to look a new host, a new captive of its fearful power.

One of the most dangerous weapons in any universe is on the loose.

But soon enough will find its prey, a woman of this Earth, full of fear, just perfect to be the next Power Ring. And which side will be?

Superwoman is in prison, **BUT** she isn't alone...

And certainly, the most dangerous member of the Crime Syndicate is out there, scheming, planning.

Meanwhile, a new super-powered team is rising, the Doom Patrol, the world's strangest heroes.

The Doom Patrol is made of freak accidents having a second chance, a chance to save the world, which in paper looks good, but in the heat of the battlefield its premise may get messy.

If the "good-looking" Justice League is suffering of distrust by Earth's populations, what chances may have the "monster-like" Doom Patrol?

## **LUTHOR'S LEAGUE**

*What does Batman bring to the table? ... With me around, do you even need him?*

Lex Luthor is publicly accepted into the Justice League as a dangerous ruse by Batman, Wonder Woman and Superman to expose whatever Luthor may be planning.

However, with the losing of their previous Watchtower, now the League is operating from a new watchtower financed by Lexcorp, even Luthor is now paying for the any damage provoked in their battles, and now that Luthor hired Captain Cold as his new Head of Security at Lexcorp, soon enough Cold will be tagging along too with the League.

So which ruse is really playing here? Theirs' or Luthor's?

Is it wise to get into mind games against Lex Luthor?

Oh, and Lex Luthor found out Batman's big secret, how much time will he need to learn the others' secrets?

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