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The Justice League of America square off against Lex Luthor's band of villains, unaware that a terrible force called Darkseid is counting on the JLA's victory to ensure his own--over the entire Earth.

JLA, Vol. 3: Rock of Ages Details

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From Reader Review JLA, Vol. 3: Rock of Ages for online ebook

Joe says

Good JLA fun and mayhem.

Manhunter on the case.

Batmna thinking ahead.

Green Lantern [Kyle] and Green Arrow [Connor] out of their depth.

Wonder Woman, Aztec [remember him] and oh yeah Plastic Man.

Nice plot, great dialogue.

Fun locations and stuff that was hinted at yet not explained.

And Plastic Man

Maythavee says

This arc was better than the previous arcs! I actually enjoyed the story even if it was confusing as hell. Lex Luthor and his Injustice Gang were great villains and the arrival of Darkseid raised the stakes for the JLA even more! I was disappointed with lack of Wonder Woman in the present timeline though (this arc happened during the time when Diana was "death") but seeing future Diana kicked ass was awesome! I wished there was more female characters though.

Anthony says

The start and ending of this were a little hard to follow, so I'm only giving it a 3. The bits with Darkseid are cool though. I'm also confused over when Wonder Woman died?

Adam Osth says

This is like my fifth time reading it and it still rocks. Easily one of the best Justice League stories ever done.

It's such an incredibly dense story that it's hard to believe it was done in only six issues. The chapter in Apokolips that was told from the perspective of the Black Racer was pure gold.

Grant Morrison wrote some of the best Darkseid lines ever, including "...then I will remake the entire universe in the image of my soul. And when at last I turn to look upon the eternal desolation I have wrought...I will see Darkseid, as in a mirror....and know what fear is." Genius.

Barbara says

Grant Morrison, one of the best comic writer ever, takes the helm of this JLA adventure. Some reviewers will tell you that it involves time travel (it does) and that it's confusing (sort of).

The time travel parts aren't hard to follow at all. Morrison, however, appears to be telling several different stories in one volume, and they do get hard to follow at times. The main story involves Lex Luthor organizing an Injustice Gang made up of himself, the Joker, Ocean Master, Circe, Mirror Master, and Doctor Light. Luthor has something called a "worlogog", which helps him exploit the JLA's weaknesses.

The second story involves Morrison trying to match this story to DC's crossover "Genesis" which explains why Metron shows up midway through. A third story involves Green Lantern, Aquaman, and Flash searching for the Philosopher's Stone and, then, in a fourth story, ending up in WonderWorld near the Source Wall and the presumed end of the known universe. The time traveling story involves the heroes leaving WonderWorld and ending up on an Earth that Darkseid has taken over. Seeing Batman fighting Darkseid gave me chills.

The one thread running through all the stories involves a battle of the minds between Bruce Wayne/Batman and Lex Luthor. Both show themselves to be playing 4-D chess, as it were, and are cunning throughout. Morrison characterizes them both well.

Recommended for fans of JLA only.

Trang says

I have no idea what just happened

Artemy says

I was actually reading the second deluxe edition, which contains this volume and the next one. After finishing Rock of Ages, I just didn't want to move on to the next arc, so I'll review this single volume instead. This is Morrison tapping into Jack Kirby's New Genesis mythology, and it's such a complex and confusing thing for me that I had a hard time getting through this book. It had some very cool moments, but also some of Morrison's most tedious writing traits. Overall, an okay volume, but probably more suited for the fans of Kirby's Fourth World stuff.

Justin says

This was another recommendation from Kevin Smith on Fatman on Batman. I'm typically not a fan of stories involving the Justice League, given how thin the characters are spread in favor of the plot, but this may be my favorite. There was quite a bit that I forgave of the storytelling due to the medium and it became clear that the story required a bit of DC comics knowledge on the part of the reader (boom tubes, mother boxes, Apokolips, New Genesis, etc.), but I really enjoyed the "what if" time hop 15 years into the future (what can I say, I've always been a fan of Back to the Future II).

It certainly helped that I went into the story with some knowledge of the plot beforehand. Kevin Smith had already provided details about Batman's role 15 years in the future as well as the fate of Darkseid. Without this knowledge, I'm pretty sure I would've had some trouble sticking with the plot, but that tends to be the case when I read or re-read Grant Morrison's work. Before I read more Grant Morrison, I think I need to do a bit more studying on Jungian psychology because, as with Arkham Asylum, this played a major role and was woven throughout Rock of Ages.

Virginia says

I really enjoyed this volume. I don't know what it is, but there's something about all of DC Universe's futures that I find deeply sad. (Especially when they feature Darkseid.) Perhaps it is seeing the heroes I know and love so diminished and desperate. (After all, rare is the future-verse a glimpse of something lovely. Otherwise, the story would just end right there, no?)

Anyway, I often find graphic novels a little jarring in terms of figuring out which dialog box to read first, but other than that, I liked it a lot. Especially getting to know some of the supers that I normally don't follow/read/know that much about (eg: Green Lantern, The Flash, Aquaman).

Onto the next one!

Maris says

Emm... another confusing comic from Grant Morrison which asks the question - WHAT IN THE WORLD DID I READ?

Prior to this I had read his Batman RIP and Final Crisis and I had a feeling, while reading this, that somebody's recycling his own writing. That time space continuum and Darkseid's enslavement of Earth, anti-life equations... all of it was in the Final Crisis. I know I didn't read it chronologically - and this Rock of Ages precedes Final Crisis, meaning that this was supposed to be read before Final Crisis. But it really doesn't matter 'cause these both graphic novels are very much alike, but one thing that's better in Final Crisis - art. Here, everything from plot and characters to art is a train-wreck and only in the final chapter art gears up a notch and is not a pain to look at, but does not save from terrible character designs (Green Lantern's mask?).

How can one say that this is GREAT writing when Lex Luthor, a genius, almost one of a kind - has The Philosopher's tone in his possession, he could create anything and bend everyone to his will... came up with the idea of Injustice Gang (WHAT??). Yes - he sort of explains his reasoning, but it still doesn't justify his course of action. I simply refuse to believe that a mind of his pulls something like that... but at the same time - Lex was probably the only character in this volume that was interesting, at all. (others were riding the same jolly train of WTF)

And the rest of the cast - too much is too much. Evolved Superman? What? New gods, old gods, super heroes, super villains, teen titans, league of super gods of gods, mega threat of the universe darker than dark etc. Simply too much - it's like a salad with just too many ingredients -in fact - almost entire assortment of ingredients from the shelf. And that time space continuum does not help - I believe many might say that yes, it is supposed to be hard to understand and confusing because it is above man's reasoning and it's even above

super heroes understanding of the things, but in the end it all looks to me like the situation when one person is using scientific terms, but in the end they have no meaning and just sound intelligent. It reminds me of how friend told me about Assassimon from Island of Dr. Moreau - who tried to sound intelligent and human just throwing out any wise words he had heard. I really don't think this is a good way of presenting a deep and layered story.

Don't want to rant any longer, so let's wrap this up. The more I get in touch with "the old DC", the more I start to like the New 52, that so many old-school fans loath. I am a new comic reader and to me - those old plot lines had to be ended as they were just too much and too deep for "outsiders." If it's a full story - it always should be understandable to every person reading it - a novel with the beginning and the end, with coherent plot line that has its classy exposition/complication/climax and resolution. And which is smooth (marvel comics have an issue with that). On paper - it sort of corresponds to the checklist. But - it, for me, lacks the whole feeling of "I get it" in it, thus becoming a mambo jumbo of superfluous words.

In the end I give it 2 out of 5 stars, and a moniker - it was "almost" ok, 'cause it wasn't the worst thing I had read and indeed - did manage to fill some check boxes. But it made me vary of the idea to delve deeper into the classy graphic novels from DC (especially Grant Morrison's works)...

Michelle Cristiani says

YES! Thank you, Grant Morrison! Finally, a time-travel story I can follow and understand! In your face, Terminator Franchise!

Morrison does not disappoint. Everything is surprisingly crystal-clear, and organized in a way that even I can understand it. Lex and Joker are scary dudes, but Darkseid is a REALLY scary dude, and I liked the layering of villains here.

I'm only giving 4 stars though because the art is a little too busy for me, and I still have some questions. I haven't yet read a JLA where I haven't had to look something up after, and this is no exception. In this case, I can't even find the answers I want. What happened to Wonder Woman before this book, and why can't I find out?

Jeff says

What was that? What had the potential of being an interesting story, got convoluted with time travel, cosmic beings, and bleak apocalyptic futures. Lex Luthor has gathered a team consisting of himself, the Joker, Circe, Ocean Master, and the Mirror Master to defeat the JLA. Oh, and he has a mystical stone that lets him basically create or change anything he thinks of. You would think that would be enough. I don't mind spoling this for you, but somehow this rock is a map of the space-time continuum and if the JLA destroy it, Darkseid rules the Earth in just a mere 15 years. Yeah, if that summary made you scratch your noggin, imagine reading it. It bounced around times and characters in a sporadic way that only added to the garbage that was the plot. A few shining moments include just about every part that Plastic Man was in, how Batman "defeats" Mirror Master, and Green Lantern's personal coming of age as the not so new kid of the JLA. Otherwise, a bleak and poorly put together story arc.

Jota Houses says

La verdad es que no puedo con Grant Morrison. Todo le vale. Suelta ideas recicladas sin vergüenza ninguna y las apila sin más. Prometo evitarle.

Sud666 says

With this volume I bring to an end my valiant attempt to read the JLA run by Morrison. I seriously quit. It had started well- Lex Luthor creates an Injustice League to go against the JLA. To do this he has found an alien artifact- aaannnnndddd then it goes really weird. Out of nowhere Metron appears into the storyline. It seems Darkseid's coming-no wait he's here. Some of the JLA (Wonder Woman is supposedly dead-but somehow 15 years into the future she's alive? what?) go into some weird alternate reality and then warp 15 years into the future and find Darkseid's conquered the earth. I don't really know what I just read. It was all over the place. It felt like an overly ambitious 8 year old decided to explain Macbeth for his teacher and confused part of it with Henry V. I think that this had some real potential. But it felt like two different stories. I'm not sure, or even really caring, about what really happened. It has convinced me that the JLA series written in the 1990's was awful. I know some people have given this high marks. Not sure why. If you choose to believe them-feel free. I choose to not read any of this series. Ever. Again. I'll look for JLA from more modern times. I'm glad Morrison learned later on in his career how to write a well-crafted and complicated story-I know I've read his work and enjoyed it. This is amateurish and just plain terrible. It's hard to call it cheesy, though parts of it are, it more confusing and all-over the place. I'm am not sorry to put this series to rest. Do yourself a favor and skip this version of the JLA. Oh and Superman is still blue. Lovely.

Callie Rose Tyler says

What the hell did I just read?

This story arc started out interesting with the Justice League facing off against hologram doppelgangers created by Lex Luthor and his oh so cleverly named troupe of less than exciting villains, the Injustice Gang...

Anyways the story starts off very promising despite the stupid blue Superman.

It is hard to not enjoy a villain team up and everyone loves when heroes have to essentially fight themselves in evil hologram form. There is even a pretty cool bit where Martian Manhunter is trying to navigate a maze collaboration between Joker and Mirror Master but then everything just goes to hell.

Suddenly there is time travel, alternate timelines, a planet full of giants, past characters inhabiting the bodies of their future selves, and Darkseid. I actually had to flip back to see if I missed something or if pages had

been ripped out. I was beyond confused. It was all just too much, way too much to the point where it was absolutely ridiculous and incredibly boring. This was so bad I'm tapping out and giving this series a brake.
