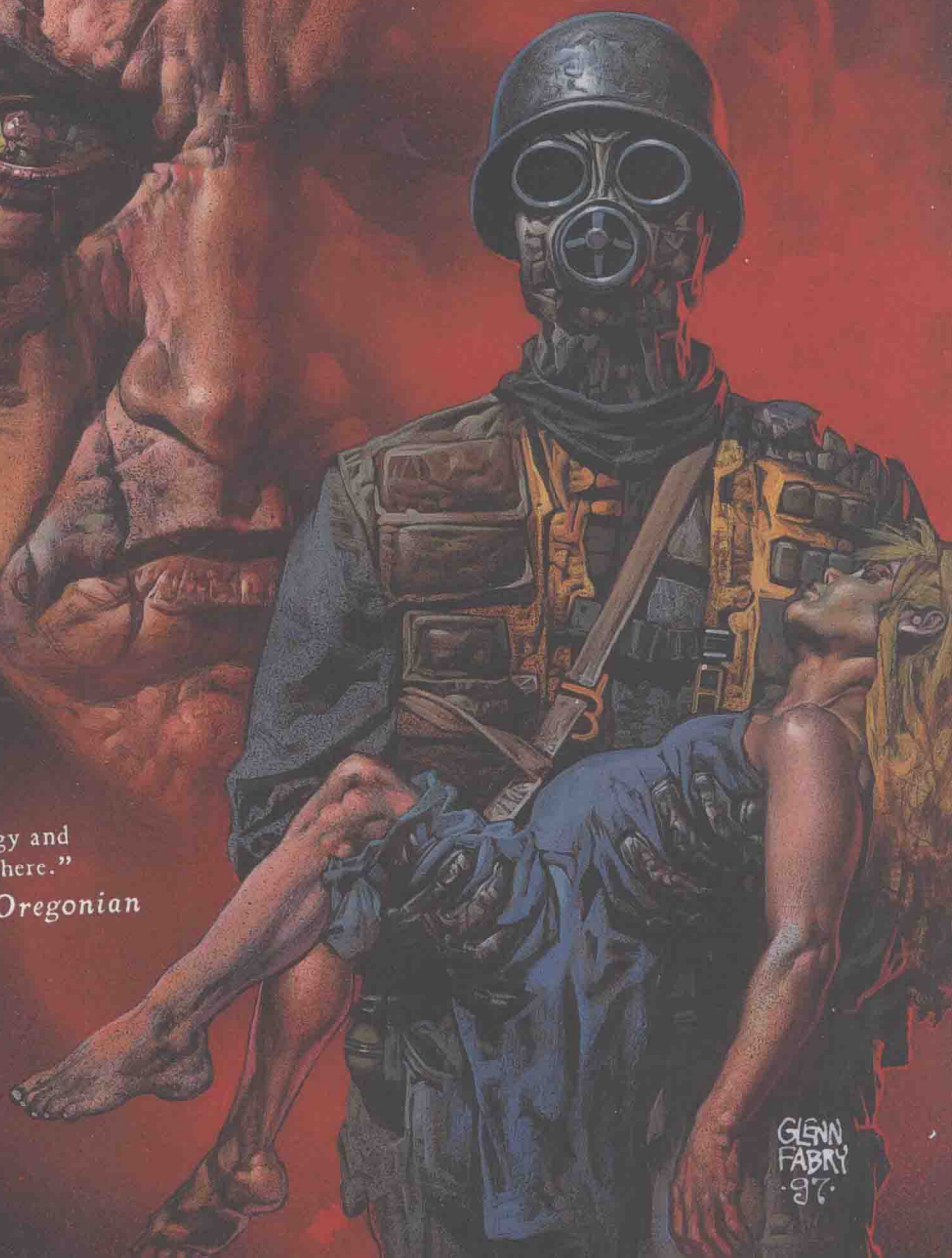


Garth Ennis Steve Dillon

PREACHER

Book Four

"One of the most edgy and
engaging books out there."
— *The Portland Oregonian*



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PREACHER

Book Four

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Preacher created by **Garth Ennis and Steve Dillon**



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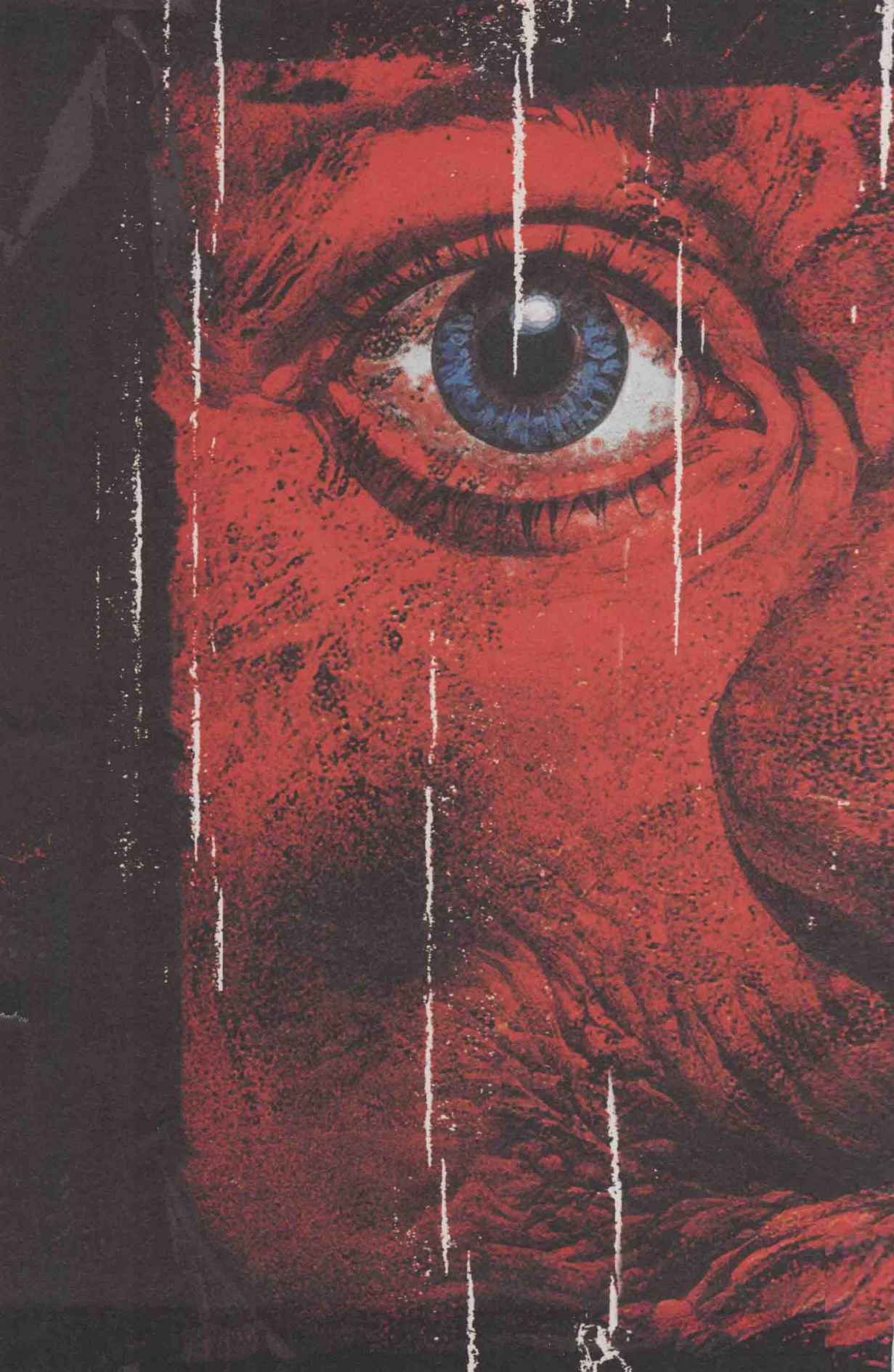


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Introduction

Well, here we go. My first PREACHER introduction. My first chance, outside of interviews, to say something about the story and characters that lived with me for seven years of my life. When I drew the final lines in the final panel it was a bittersweet moment. I had that feeling of satisfaction that you get from completing an epic journey that had many ups and downs, but there was also a sadness of the sort that comes from turning to your traveling companions and saying, "Well... It's been nice knowing you. Take care." It was strange to think I'd never draw those guys again (except, maybe, as convention sketches), but I accepted that the story had been told. The beginning, the middle and the end were all there and nothing more needed to be said.

Speaking of the beginning, it was a strange time for me. My family and I had just moved back to England after spending a number of years in Ireland. There were four of us living in a small rented house while we waited to complete the deal on the house we wanted to buy. Just to make things more interesting, my wife was also heavily pregnant with my youngest son, Jamie, and I had to set up some sort of drawing space in a room no bigger than a large cupboard so I could start work on my and Garth's new project, PREACHER.

As I worked on that first issue my mind was swinging back and forth between "This is going to be really cool — the best thing we've ever done together!" and "Nobody's going to get it — it's going to bomb!" The combination of the upheaval in my private life and my worries that the thing I was working on might be cancelled in pretty short order due to controversy and/or bad sales made the weeks before the book hit the shops less than relaxed. Essentially, I was waiting on two births, that of my son and that of PREACHER. While one was, obviously, more important than the other (my wife would have done me some serious damage at the time if she had thought that I was comparing the two *at all*), both were nail-biting affairs in their own way and, thankfully, both ended up going pretty well.

As I write this, Jamie is a strapping sixteen-year-old. He's taller and broader than me (broader in a good, athletic way, as opposed to broader in a forty-something, too-many-beers way like myself), he's doing really well at school and he's playing rugby of a pretty high standard. Those PREACHER guys seem to be doing pretty well too. The collections have stayed in print and still seem to be popular. We now have proper, grown-up, hardback editions and a whole new generation of readers following the trials and tribulations of Jesse, Tulip, Cassidy, Arseface, Starr et al. When you've been so close to something it's hard to stand back and analyze it objectively, but as it's been nearly ten years since I drew that last panel, I might have a bit of a chance.

The journey that these characters make is a long and arduous one, with many twists and turns, and through it all Garth deals with some pretty eternal themes — love, friendship, loyalty, betrayal, honor, and the question of how far you should go in the pursuit of what you believe to be right. While the stories are at times shocking, sometimes surreal, and often hilarious, these relatively sober themes make up the core of the tale. Even though we do some terrible things to them, Garth and I have always had a genuine fondness for all the main characters in **PREACHER**, and I hope that comes through to the reader. I still miss those guys, and I hope you enjoy following their stories as much as we enjoyed telling them.

Now to the volume in your hands. When you've designed and worked on a set of characters for a long time it's always interesting to see somebody else's take on them. In an ideal world I would have illustrated everything involved in the **PREACHER** saga, but because of time constraints it was just not possible for me to draw the regular title as well as all the specials. That said, I could not have asked for a better bunch of guys to step in and do the job. Richard Case, Peter Snejbjerg and Carlos Ezquerro are all artists with very individual and distinctive styles that work perfectly for the stories they were asked to draw. I've shared quite a few beers with Richard and Peter over the years and they are top blokes. While I have only met Carlos briefly, I can assure you that he is a decent chap of the highest order and a true legend of British comics. It was a real treat to have these great artists involved with **PREACHER**.

Writing this has made me go a bit misty-eyed with nostalgia. **PREACHER** took up a large chunk of my life, but it did more for me than just pay the bills. If I'm going to be remembered for anything in my career, I'm happy for it to be the fact that I was the lucky bloke that got to work with Garth on telling the tale of Jesse Custer.

Cheers!

— Steve Dillon
February 2011

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GLEN
FABRY
97

1972: IN THE
MODERN AMERICAN
IDIOM, I FIND OUT
WHAT TIME IT IS.



ONE MAN'S WAR

GARTH
ENNIS
WRITER

PETER
SNEJBJERG
ARTIST

GRANT
GOLLEASH
COLORIST

DIGITAL
CHAMELEON
SEPARATOR

CLEM
ROBINS
LETTERER

AXEL
ALONSO
EDITOR

OUR DEMANDS HAVE NOT
CHANGED: UNLESS THE JEWISH PIG-
STATE RELEASES OUR COMRADES FROM
ITS PRISONS BY THE MIDNIGHT DEADLINE,
EVERY PASSENGER ON THIS AIRCRAFT
WILL BE EXECUTED--



IF WE ARE MOLESTED
IN ANY WAY BEFORE
TAKE OFF, EVERY PASSENGER
ON BOARD WILL BE DEAD
BEFORE WE CROSS THE
WEST GERMAN BORDER--



IF OUR COMRADE
DETAINED BY THE HAMBURG
POLICE IS NOT BROUGHT TO US
BY THE DEADLINE, WE WILL
KILL EVERY SINGLE HOSTAGE
THAT WE HAVE--

THIS IS
FUCKING
BULLSHIT...



