

## THE ARMY OF DARKNESS

Property of:  
 Western Renaissance Pictures, Inc.  
 6381 Hollywood Blvd., Suite 680  
 Hollywood, California 90028

## THE ARMY OF DARKNESS

Screenplay by Sam Raimi and Ivan Raimi  
 January 3, 1991  
 Registered with the Writers Guild of America, 1991  
 c 1991 by Sam and Ivan Raimi. All rights reserved.  
 Shooting Script 2/26/91

---

1 GRAINY BLACK AND WHITE - CLOSE-UP - A MAN'S DESPERATE FACE 1  
 This is Ash, mid twenties, square jaw firmly set and a pair of  
 haunted eyes which dart about quickly in fear. Ash speaks to  
 the CAMERA with urgency:

ASH

Why would you say that I am  
 insane? I wouldn't say that I've  
 lost my mind simply because I've  
 heard the voices and seen the  
 godless things moving in the  
 woods. If anything, I think more  
 clearly now than ever before. I  
 know now that there is such a  
 thing as a living Evil. A dark  
 and shapeless thing that lives  
 not in the spaces we know, but  
 between them. In the Dark. In the  
 night. And it wants the exact same  
 thing as you and I: a chance at  
 warm life on this Earth. It  
 doesn't care that is already had  
 that chance ...once. Now listen  
 closely because there isn't much  
 time. Listen and believe, because  
 it's all true.

DISSOLVE TO:

2 EXT. A LOG CABIN - NIGHT

2

nestled in a dark forest. Through the window, we see the tiny  
 figure of Ash picking up a book from a desk.

ASH (V.O.)

I first saw the damn thing at that  
 blasted cabin. The Necronomicon.  
 An ancient Sumarrrian text, bound  
 in human flesh and inked in human  
 blood. It contained bizarre burial  
 rites, prophesies...and  
 instruction for demon  
 resurrection. It was never meant  
 for the world of the living.

DISSOLVE TO:

3 INT. CABIN - NIGHT

3

Ash flips through the pages from the BOOK OF THE DEAD.

ASH (V.O.)

The book awoke something dark in  
the woods.

SUPERIMPOSE:

4 BOOK OF THE DEAD - CAMERA PANNING STRANGE SCRIPT

4

inscribed on the pages. Illustrations of demonic faces with  
white eyes.

5 EXT. WOODS - NIGHT

5

We take the point of view of a wind-like demon, swooping low  
through the woods toward the cabin. CAMERA rips through the  
cabin door and comes upon a SCREAMING Ash.

ASH (V.O.)

It got into my hand and it went  
bad.

6 CLOSE ON ASH'S POSSESSED HAND

6

twisting into a claw, before the flashing thunder clouds.

ASH (V.O.)

So I lopped it off at the wrist.

7 INT. CABIN - NIGHT

7

ASH severs his hand from his wrist with the chainsaw.

8 BLOOD RED CLOUDS

8

sweep past the moon.

ASH (V.O.)

In order to rid myself of the foul  
thing, I read from a passage in  
the book that was supposed to open  
a hole. A hole in Time that would  
send the Evil back. And it worked.

9 A BANDAGED, ONE HANDED ASH

9

recites the incantation from the Necronomicon.

10 EXT. CABIN - NIGHT

10

The Time vortex is created. Trees and a 1973 Delta 88  
Oldsmobile are sucked up into the funnel cloud.

ASH (V.O.)

...I just didn't plan on coming  
along.

11 EXT. CABIN - NIGHT

11

Ash, now armed with shotgun and chainsaw, is swallowed by the  
funnel-cloud of the Time vortex.

12 INT. TIME VORTEX

12

Ash is rocketing through a funnel of swirling clouds. He is

swept away from us, hand over foot, through the dark void of Time.

13 ANIMATION - A TENDRIL OF SMOKE  
 13  
 swirls through blackness as a chorus of women's voices build to eerie crescendo, from a musical note to a SCREAM. The smoke swirls, pulls in upon itself, like a thing alive, and forms the words:  
 "BRUCE CAMPBELL"  
 "Vs"  
 The smoke is whisked away, then reforms as...  
 "THE ARMY OF DARKNESS"  
 The title billows past CAMERA REVEALING...

14 INT. TIME VORTEX  
 14  
 A GRANDFATHER CLOCK  
 its hands winding backwards at an insane rate, spins angrily past, revealing other debris that has been swept up into this funnel cloud. Tumbling weightless through this void we find...

15 ASH  
 15  
 He SCREAMS but there is no sound. No scream. Only the steady BEATING of his heart.

16 ANGLE ON ASH FRONT SCREEN PROJECTION  
 16  
 He shields his eyes from a sudden bright light. The funnel cloud electrifies.

17 ASH'S BODY  
 17  
 RIPS at the fabric of Time.

18 EXT. CLOUDY SKY - DAY  
 18  
 All is quiet. Then, an electrical disturbance in the shape of a human body flashes briefly and is gone. A moment later, Ash appears and tumbles from the sky, falling past CAMERA.

19 EXT. BARREN WASTELAND - DAY  
 19  
 ASH falls to the dust. His double barrelled shotgun lands beside him. The '73 Oldsmobile comes CRASHING to the ground a moment later.

20 ASH  
 20  
 looks up from the dust to behold...

21 TWENTY-FIVE MOUNTED HORSEMEN  
 21  
 in 12th century armor ride up over a hill. They halt before Ash.

22 WARRIOR #1  
 22  
 thrusts his longsword into the air, shouting:  
 WARRIOR #1  
 Hail to him who has come from the sky to deliver us from the terror of the Deadites! Hail!

23 ASH  
 23  
 stares in confusion at the strange medieval figures.

24 TWENTY-FIVE WARRIOR  
24  
join in the chant and hail Ash, but suddenly stop as...

25 ARTHUR  
25  
the muscular commander of the group, gallops his horse into  
frame, followed by FOUR HORSEMEN who are his lieutenants. Arthur  
lifts his iron visor and evaluates Ash.

26 ARTHUR'S P.O.V.  
26  
The Delta 88 Oldsmobile. The chainsaw, strapped to Ash's back.  
The handless stump of Ash's right arm. The Shotgun.

27 A FRIGHTENED ASH  
27  
waves a shaky hand.

ASH  
Take is easy now chief. I don't  
know how I got here and I'm not  
lookin' for any trouble.

28 WISEMAN JOHN  
28  
An elderly man, in a long black cloak, steps forward.

WISEMAN JOHN  
My Lord Arthur, I believe he is  
the promised one, written of in  
the Necronomicon.

29 ARTHUR  
29  
Brings his sword down across Ash's chest. Ash cries out in pain  
as...

30 ASH'S CHEST  
30  
is cut. A thin red gash.

ARTHUR  
He bleeds. As a man bleeds. The  
one written of in the Book would  
not bleed.

31 ARTHUR GESTURES  
31  
and CAMERA PANS to four prisoners bound in iron shackles.

ARTHUR  
Likely, he is one of Henry's men.  
I say to the pit with him! If he  
is truly the promised one... he  
will emerge.

WARRIOR #2 AND #3  
Aye! The pit's a fair test!

GOLD TOOTHED WARRIOR  
To the pit with the blackard!

32 GOLD TOOTH  
32  
charges his horse at Ash. But he is met with the wooden stock  
of Ash's shotgun as it swings into frame, cracking against his  
jaw.

33 WIDE SHOT - GOLD TOOTH - STUNTMAN  
33  
He tumbles from the horse.

34 ASH  
34  
leaps atop Gold Tooth's horse and jerks the reigns.

35 LONG SHOT - ASH'S HORSE  
35  
rears up, kicking it's hooves into the air.

36 ASH  
36  
gallops off as Warrior #2 runs at him. Ash kicks him in the face  
as he gallops past. The Warrior is sent reeling.

37 TRUCKING SHOT - ASH  
37  
galloping over a hill. He is almost thrown by the horse, but  
manages to hang on for dear life.

ASH  
Where the hell they put the  
stirrups on this thing!?!?

38 CLOSE SHOT - ASH'S FEET  
38  
grasping at the side of the horse, hoping to find some purchase.

39 LONG SHOT - ASH - STUNTMAN  
39  
he rides past CAMERA, almost falling from the horse.

40 ANGLE ON ARTHUR  
40  
ARTHUR  
LIEUTENANTS! Fetch me the blackard.

41 TWO OF ARTHUR'S ARMORED HORSEMEN  
41  
unsheathe their broadswords and gallop after Ash. The remaining  
Warriors watch for sport.

42 HIGH SHOT - TWO HORSEMEN  
42  
They are gaining on Ash.

43 ASH  
43  
glances behind him.

44 ASH'S P.O.V. - TRUCKING SHOT - TWO HORSEMEN IN PURSUIT  
44  
They diverge to either side of CAMERA.

45 ASH  
45  
whips his horse.

ASH  
GIDDYPU!

46 THE FIRST HORSEMAN  
46  
rides up alongside Ash and swings his Broadsword.  
WHOOSH!!!

47 ASH  
47  
ducks the blade.

48 THE SECOND HORSEMAN  
48  
rides up alongside Ash's other flank. He swings and lands the  
flat part of his blade along Ash's back.  
THUNK!

49 ASH  
49  
ducks as the first horseman swings his blade again.  
WHOOSH!  
ASH looks left...

50 THE SECOND HORSEMAN  
50  
winds up for another blow.

51 ASH  
51  
yanks back upon his horse's reigns.

52 THE THREE HORSES  
52  
running side by side. Ash's horse drops back suddenly.

53 THE SECOND HORSEMAN  
53  
swings.

54 HIS BROADSWORD  
54  
slams the First Horseman across the face.

55 THE FIRST HORSEMAN  
55  
is knocked from his steed.

56 TRUCKING SHOT - THE FIRST HORSEMAN  
56  
is moving fast when he hits the ground. His armored form tumbles  
end over end in the dust, clanging to a halt against a rock.

57 THE SECOND HORSEMAN  
57  
turns around and gallops back toward Ash.

58 WIDE SHOT - ASH AND THE SECOND HORSEMAN  
58  
ride at one another.

59 TRUCKING SHOT - THE SECOND SWORDSMAN AS HE RIDES  
59  
swinging his Broadsword.

60 TRUCKING SHOT - ASH AS HE RIDES  
60  
He inserts the stump of his right arm into the female end of  
his chainsaw arm bracket.  
FOOMP! He twists his stump and the chainsaw bracket locks into  
place. CLINK!  
He thrusts his chainsaw arm outward, pulling on the starter  
cord; PUTT-PUTT-PUTT... The engine won't turn over. He curses  
and yanks again.

61 THE SECOND HORSEMAN  
61  
draws close. He leans from his horse and swings his Broadsword  
mightily. The flat portion of the blade connects. THUNK!

62 ASH  
62  
is knocked from his steed. He tumbles to the dust, narrowly  
escaping his own horse's hooves.

63 ASH  
63  
rolls to his feet and spins to the sound of approaching hooves!

64 THE SECOND HORSEMAN  
64  
charges and swings his broadsword.

65 ASH  
65  
raises his chainsaw. CLINK! He deflects the blow. Ash swings  
the chainsaw in a roundhouse motion, clipping the Second  
Horseman as he rides past.

66 TRUCKING SHOT - THE SECOND HORSEMAN  
66  
is knocked from his horse.

67 LOW TRUCKING SHOT - THE SECOND HORSEMAN  
67  
bounces along the rocky ground, kicking up dust.

68 A SWORD HANDLE  
68  
68  
slams against the back of Ash's skull.

69 ASH  
69  
69  
crumples. He looks up in pain to...

70 ARTHUR  
70  
70  
above him. The sun over his shoulder.

71 EIGHT MOUNTED WARRIORS  
71  
71  
gallop up, dismount and surround Ash with swords drawn.

ARTHUR  
Bring the prisoner!  
The warriors surge upon Ash. His sawed-off shotgun and chainsaw  
are taken from him.

ASH  
No!

72 GOLD TOOTH AND OTHER WARRIORS  
72  
secure Ash to a set of iron shackles that painfully extend his  
arms. A collar forces his neck upward.

ARTHUR  
To the castle!

73 WARRIOR #2 ON HORSEBACK  
73  
73  
prods Ash along with a rod attached to his spiked iron collar.  
The Warriors gallop off, forcing Ash and the other prisoners  
to run alongside them.

74 WISEMAN JOHN  
74  
74  
Picks up the chainsaw and sawed off shotgun from the dust. He  
is troubled by the strange objects. Sunlight glints off the  
blade of the chainsaw, blinding the CAMERA.

DISSOLVE TO:  
75 THE HOT ORB OF THE SUN  
75  
blazing in the sky above the wasteland.

DISSOLVE TO:

76 EXT. PARCHED LAND - DAY - A WEARY ASH

76

bound in his iron shackles, whipped by Gold Tooth, who rides alongside him.

GOLD TOOTH

Move along now!

DISSOLVE TO:

77 LONGSHOT - A WIND SWEPT LANDSCAPE OF CRAGGY ROCK

77

CAMERA PANS along the line of Arthur and his horsemen, to find a 12TH CENTURY BATTLE CASTLE built on the edge of a great cliff. A drawbridge is lowered. Arthur's warriors ride over it.

78 CAMERA TRACKING WITH ASH

78

shackled alongside other prisoners, is prodded inside the castle walls.

79 INT. CASTLE COURTYARD

79

SHEILA

a striking, blonde haired maiden, rushes into frame. She searches the faces of Arthur's warriors and grows concerned. She pushes through a crowd of villagers and calls up to Arthur atop his horse.

SHEILA

M'Lord Arthur! Where is my brother?  
Did he not ride with you?

ARTHUR

Eye. And fought valiantly. But  
last night fell in battle to Duke  
Henry's men.

SHEILA

Her face does not immediately register the grief. She attempts to step forward but stumbles. She steadies herself against the stone wall. Her eyes harden as she sees the first of the shackled prisoners: a semi-conscious Ash. She flushes with anger and races up to him. She spits and kicks at him as he's dragged along.

SHEILA

Foul thing! A pox on your throat!  
Thou art a Murderer! A black  
Murderer!

80 VILLAGE WOMEN

80

restrain her.

SHEILA

cries as the Village Women attempt to soothe her.

VILLAGE WOMAN #1

May you be consoled by their  
suffering in the pit.

81 THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS

81

halt. Iron keys rattle. The shackles are unlocked. Ash and the prisoners rub their reddened wrists. They are pushed at swordpoint towards a circular iron grate that sits atop the ground. This is THE PIT.

82 ASH  
82  
looks to the jeering villagers that surround the pit, wondering  
what they have in store for him.

83 SHEILA  
83  
stares at him in hatred.

84 THE PRISONER NEXT TO ASH  
84  
eyes Ash curiously. This is Duke Henry the Red.

DUKE HENRY  
You sir, are not one of my  
vassals. Who are you?

ASH  
Who wants to know?

DUKE HENRY  
I am Henry the Red. Duke of Shale.  
Lord of the Northlands and leader  
of its people.

ASH  
You ain't leadin' but two things  
now, pal. Jack and shit. And Jack  
left town.

85 A STERN FACED ARTHUR AND HIS FOUR LIEUTENANTS  
85  
address the doomed men:

ARTHUR  
There is an Evil that has awakened  
in this land. And whilst my  
people fight for their very souls  
against it, you, Duke Henry the  
Red, wage war on us. Your people  
are no better than the foul  
corruption that lies in the bowels  
of that pit! May God have mercy  
on your souls.

86 TWO OF ARTHUR'S MEN  
86  
crank a massive wench. Chains tighten and the heavy iron lid  
slides back, revealing a dark hole. The Pit.

87 FROM THE BOWELS OF THE IRON GRATED PIT  
87  
a echoed wailing rises up.

88 ASH, HENRY AND THE OTHER PRISONERS  
88  
stiffen in fear.

89 AN OLD WOMAN AMONGST THE JEERING CROWD  
89  
OLD WOMAN  
Aye. Into the pit with the  
bloodthirsty sons of whores!  
She jams a meat pie into her mouth and cheers excitedly as  
CAMERA PANS TO...

90 HENRY'S WARRIOR #1  
90  
as he's thrown down into the pit. He disappears into the  
blackness.

91 CAMERA PANS AND HALTS CLOSE ON ASH  
 91 watching with disbelief. We hear the warrior's echoed cry of  
 terror, then a SPLASH as he hits bottom.

92 CLOSE ON THE EDGE OF THE PIT  
 92 looking down into the blackness we hear:  
 HENRY'S WARRIOR #1 (O.S.)  
 I beg of you... by all that's  
 holy! Lower a rope! Lower... Oh,  
 for the love of god! no! NO!!!  
 AIIIIIIiiiiieee!

The sound of ripping and scratching. The SHRIEK of terror is  
 cut short as...  
 A GEYSER OF BLOOD  
 erupts upward from the pit. Then silence.

93 ASH  
 93  
 is frozen in fear.  
 TOWER GUARD (O.S.)  
 There! He's escaping!

ASH'S TERRIFIED GAZE  
 jerks from the pit to...

94 TRACKING SHOT - HENRY'S WARRIOR #2  
 94  
 making a break for it! He's past the guards, heading for the open  
 drawbridge.

95 THE TOWER ARCHERS  
 95  
 spot him and fire arrows.

96 ANGLE ON  
 96  
 PING! PING!  
 They bounce off the Warrior's armor. He's makes it to the open  
 drawbridge when...

97 ARTHUR  
 97  
 pulls back a iron arrow in his crossbow. ZING! He lets it fly.  
 CAMERA SWISH PANS with arrow...

98 PAN HALTS ON HENRY'S WARRIOR #2  
 98  
 The iron arrow punctures the Warrior's armor, pegging him to  
 a wooden post. He dies standing.

99 THE CROWD  
 99  
 Cheers. They turn their attention to the remaining prisoners:  
 CAMERA PANS from their bloodthirsty faces to the next prisoner  
 in line...

100 ASH  
 100  
 turns to Arthur and in a desperate, cowardly plea:  
 ASH  
 Hey, I never even saw these  
 assholes before..  
 He spins to Duke Henry the Red.  
 You gotta tell 'em you don't know  
 me. We never met. Tell him.

HENRY

I do not believe that he shall  
listen.

101 THE WARRIORS

101

grab Ash and shove him into the pit.

102 ASH

102

tumbles down into the pit. He lands in a STEAMING pool of foul  
water at the pit's bottom. He stands and coughs out a mouthful

of the rancid water. He looks about.

103 INT. PIT - ASH'S P.O.V.

103

UNDERGROUND CAVERNS disappear into the blackness.

104 ASH

104

spins to a small sound.

105 INT. PIT - ASH'S P.O.V.

105

Nothing. Just the mist rising from the water.

106 ASH

106

shifts his glance again.

107 A SHADOW

107

rounds a corner and disappears from sight.

108 ASH

108

doesn't notice the misty water behind him beginning to stir.  
Bubbles. A hand emerges. Silently, a pair of bone white eyes  
break the surface.

109 ASH

109

spins... but there's nothing there. As he turns back around,  
he is confronted by...

A FEMALE EVIL DEAD

It's rotted corpse rockets up from the water inches from Ash's  
face!

110 CLOSER

110

Putrid water drains from it's empty eye sockets and mouth. It  
jerks like a marionette as it advances.

111 ASH SCREAM

111

and backs against the steep rock wall of the pit. He tries to  
scale the steep face. He gets one foot up.

112 THE DEADITE'S HAND

112

clutches Ash's ankle and yanks him back down.

113 DOWN ANGLE ON ASH

113

He falls away from the wall, his arms flailing.

114 ABOVE THE PIT - GOLD TOOTH AND OTHER VILLAGERS

114

hoot and cheer for Ash to be devoured.

115 THE PIT - THE DEADITE  
115  
grabs Ash, and begins hammering him with her rotted fists.

116 ABOVE THE PIT - SHEILA  
116  
shouts for Ash's death.

117 THE PIT - ASH'S FACE  
117  
The Deadite's fist enters frame, slugging Ash.

118 LONG SHOT - ASH  
118  
is knocked back into a shallow pool of steaming water.

119 THE DEADITE  
119  
races toward Ash, leaps into the air and comes down with a kneedrop onto Ash's stomach.

120 ASH  
120  
cries out in pain.

121 ASH'S LEGS  
121  
cross to form a scissor lock around the Deadite's throat. He flips the beast.

122 ABOVE THE PIT - WISEMAN JOHN  
122  
rides into the castle, dismounts and pushes through the crowd with a bundle wrapped in cloth.

123 THE DEADITE  
123  
grabs Ash by the throat.

124 THE PIT - A BLOODIED ASH  
124  
is thrown against the rock wall of the pit.

125 THE DEADITE  
125  
advances.

126 ABOVE THE PIT - WISEMAN JOHN  
126  
shouts down at Ash.

127 THE PIT - ASH  
127  
trying to hear what the Wiseman is saying. His head jolts backward, barely avoiding the beast's wild swing. Ash squints to discern Wiseman John throwing something down to him: an object falling at him through the glare above.

128 THE CHAINSAW - SLOW MOTION  
128  
tumbling downward. Blinding beams of sunlight bouncing off its blade of steel. Ash's Excalibur!

129 ASH - SLOW MOTION  
129  
summons his strength and leaps upward.

130 LOW ANGLE - LOOKING UP - THE CHAINSAW - SLOW MOTION 130  
Tumbling downward...

131 HIGH ANGLE- ASH  
131  
ascending, his teeth gritted, every muscle straining, he soars

past CAMERA.

132 LONG SHOT - SLOW MOTION  
132  
Ash rising up through frame to meet the falling saw.

133 ASH'S STUMP  
133  
snags the chainsaw, locking in onto his wrist bracket.CLICK!

134 ASH WITH HIS CHAINSAW  
134  
He lands on his feet, in the path of the approaching beast.

ASH  
Come on, you blasted piece of--  
He thrusts out his chainsaw arm, yanking the starter cord and...  
VERRROOOOOOM!!

135 ABOVE THE PIT - THE WARRIOR AND VILLAGERS  
135  
gasp at the ROAR of the chainsaw. Blue exhaust billows up from  
the pit.

136 THE PIT - LOW ANGLE - THE DEADITE  
136  
lunges at Ash.

137 DEADITE HAND MEETS SAW  
137  
Bzzzzzz!!

138 ASH  
138  
is splattered with black bile.

139 THE DEADITE'S SEVERED HAND  
139  
flies upward, past the face of the bewildered beast.

140 CAMERA MOUNTED TO THE HAND  
140  
as it ascends, Ash and the Deadite grow smaller below.

141 ABOVE THE PIT - THE DEADITE'S SEVERED HAND  
141  
flies up into frame and latches onto the face of a drunken  
spectator. It's fingers dig into the eyes and nose. He shrieks  
and flails about, into the screaming crowd. A Warrior tears the  
hand free from his face, tossing it back down into the pit.

142 THE PIT - ASH  
142  
raises the chainsaw blade and neatly bisects the falling deadite  
hand. He spins and with a roundhouse blow...

143 CAMERA MOUNTED ON ASH  
143  
Ash decapitates the beast.

144 ABOVE THE PIT - THE WARRIORS AND VILLAGERS  
144  
stop cheering from the Deadite. They're starting to like this  
guy's guts and style.

145 THE LAST REMNANTS  
145  
of the beast sink beneath the murky waters of the pit.

146 ASH  
146  
climbs the steep wall of the pit when a SECOND DEADITE emerges  
from the earthen wall before him.

147 ASH  
147  
slams the butt end of the chainsaw into the beast, knocking it  
back into the water.

148 ABOVE THE PIT - THE VILLAGERS  
148  
gasp as...  
THUMP!

149 ASH'S CHAINSAW ARM  
149  
comes up, over the edge of the pit. Followed by... THUMP! Ash's  
bloody hand. Then his bruised face. Covered in the black blood  
of the Deadites. He crawls to his feet.  
Ash tuns to the crowd, his list clenched.

ASH  
All right now. Who wants to be  
next? Who wants some.

150 GOLD TOOTH  
150  
look at Ash stupidly. Ash shoves him.

ASH  
You want some more? Huh?!

Gold Tooth and the others give him a wide berth. Ash calls out  
to Henry.

ASH  
Now climb on those horses and get  
out of here.

151 HENRY AND HIS TWO WARRIORS  
151  
quickly mount horses.

ARTHUR  
Nay. Henry is my prisoners. He--

152 ASH  
152  
slaps Henry's horse.

ASH  
GIDDYUP NOW!! HYAAAH!

153 THE STUNNED CROWD  
153  
parts allowing...

154 HENRY AND HIS WARRIORS  
154  
to gallop off toward the open drawbridge and freedom.

155 ARTHUR  
155  
stares at Ash with hatred.

ARTHUR  
For that, I shall see you dead.

156 ASH  
156  
removes his sawed off shotgun from Wiseman John's horse and  
turns to Arthur, then the crowd.

ASH  
This is my boomstick. It's a  
twelve gauge, double barreled  
Remington pump. Next one of you  
primitives touch me...



She touches Ash's hand. Ash turns away

ASH

First you wanta kill me, now ya  
wanna kiss me.

He spits out a mouthful of grape seeds.

ASH

Lady, just leave me alone.

SHEILA

I'm sorry m'lord. Please  
understand... T'is a cruel time  
for us. The Wisemen say you are  
the promised one. Our only hope  
against the darkness that has  
descended on this land.

ASH

They're mistaken.

She stares deeply into his eyes.

SHEILA

I think not. I feel that there  
is reason for your being here.  
It is no accident.

166  
167

WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

approach. They sit in tall stone chairs across the fire from  
Ash.

ASH

Well what is it? Can you send me  
back or not?

WISEMAN JOHN

Only the Necronomicon has the  
power. A power which we both  
require. It contains passages that  
can dispel the Evil from this  
place and return you to your time.

ASH

The Necronomicon. Yeah, that's  
the thing that got me here.

WISEMAN JOHN

It is in a place far from here.  
It can only be retrieved by the  
Promised one. Other Warriors have  
tried. Their widows grieve still.  
We have waited long years for you.  
Out only hope is the Necronomicon.  
Thou must undertake to quest for  
it. Alone must thou travel to  
a distant cemetery. There thou  
shalt find it.

ASH

Me? Now way, no day. Only place I'm  
goin' is home.

169 DOGS A sudden gust of wind whips up the flames of the fire.

169

around the fire begin to snarl and fight.

170

ASH AND SHEILA

170

turn to see...

171 THE OLD WOMAN  
171  
now standing too close to the fire. Her robes ignites. She does not respond as flames sweep up her body. She continues to stir the caldron.

172 ASH  
172  
His jaw drops. He slowly stands as...

173 THE BURNING WOMAN  
173  
spins sharply to him. Her voice changes as she SHRIEKS;  
POSSESSED WOMAN  
YOU SHALL DIE!  
Her eyes are bone white. She is POSSESSED by the dark spirit. Her burning body is violently jerked about in the air by invisible hands. Her blackened lips pull back in a wild animal snarl. With two voice at once;  
POSSESSED WOMAN  
YOU SHALL NEVER WIN THE  
NECRONOMICON. WE SHALL FEAST UPON  
YOUR SOUL, AND THEN THE SOUL OF  
MAN!

174 THE POSSESSED WOMAN  
174  
collapses. Her face turned away from the Wisemen as it lays in the dust.

175 CLOSE ON POSSESSED WOMAN'S FACE - GROUND LEVEL CAMERA 175  
Unseen by all, her bone white eyes flare open! A nasty grin forms on her face as she lies in the dust. Behind her, the Wisemen approach.

176 WISEMAN JOHN  
176  
kneels and reaches for her.

177 ASH'S HAND  
177  
clutches Wiseman John, not allowing him to touch her.  
ASH  
It's a trick. Get an axe.

178 THE POSSESSED WOMAN  
178  
awakens from her false slumber with a terrible BARK. In a frenzy she hurls WISEMAN JOHN into the bonfire. He SCREAMS and rolls in the dust, extinguishing the flames.

179 PAPER MACHE STONE ARCHWAY  
179  
With her great strength, the Possessed Woman pushes upon one of the giant stone archways. It topples over, crushing two warriors beneath it.

180 A GIGANTIC STONE  
180  
topples the next stone.  
BOOM!  
Which topples the next, which sets off a chain reaction.  
BOOM! BOOM!  
Like giant dominoes, they fall.

181 ASH  
181  
watches the spectacle in horror as he sees...

182 ANGLE ON  
182  
The gigantic falling stones coming right at SHEILA!

183 THE FALLING STONE'S P.O.V. - SHEILA  
183  
She SCREAMS!

184 SHEILA'S P.O.V. - THE FALLING STONES  
184  
coming toward CAMERA.  
BOOM! BOOM! BOOM!

185 ASH  
185  
does a flying leap and tackles SHEILA, knocking her out of the  
stone's deadly path.

186 ASH AND SHEILA  
186  
rolls across the dusty stone courtyard.

187 CLOSE SHOT - ASH  
187  
rolls into frame and glances up to see...

188 THE POSSESSED AND BURNING WOMAN  
188  
rushing through the air at him with a SHRIEK!

189 WIDE SHOT - THE POSSESSED AND BURNING WOMAN  
189  
latches onto Ash like an iron trap, knocking them both to the  
ground.

190 ASH  
190  
rolls the Possessed Woman over, and into the path of...

191 ANGLE ON  
191  
The falling, gigantic domino-like stones.  
BOOM! BOOM! BOOM!

192 EXT. WITHIN THE TEMPLE RUINS - PAPER MACHE STONE  
192  
THE POSSESSES WOMAN  
SHRIEKS in agony as... SMASH! The multi-ton stone crushes her  
legs to paste. Her legs are pinned but still she battles on,  
clutching Ash about his throat!

193 ASH  
193  
gasps for breath as he reaches behind him, into the flames of  
the fire, his fingers groping for a weapon.

194 POSSESSED WOMAN - STOP MOTION ANIMATION  
194  
Her blackened lips pull back and her mouth opens to an  
impossibly large size, like a snake about to eat an egg.

195 ASH  
195  
grasps a flaming log with his bare hands and rams it down the  
monster's oversized throat. She chokes.

196 GOLD TOOTH AND THREE OTHER WARRIORS  
196

grab the beast and pull it off of Ash. Arthur comes to meet them. He carries a double-bladed battle axe.

197 THE POSSESSED WOMAN  
197  
vomits out the flaming log, taking off a man's head.  
POSSESSED WOMAN  
The Evil lives. Slay me and ten will rise to take my place. All will die. ALL WILL -

CHOP!

198 IN SILHOUETTE, THE AXE  
198  
is brought down upon her throat. The possessed body flails and spasm beneath the Warrior's grip.

199 THE HEAD  
199  
rolls, and comes to a halt at Ash's feet. It's eyes pop open!  
POSSESSED WOMAN'S HEAD  
---DIE!

200 ARTHUR  
200  
grabs the laughing head and tosses it into the darkness. The head sails away as the laughter receded.  
WISEMAN JOHN  
Now. Will thou quest for the Necronomicon?

201 CLOSE ON ASH  
201  
He considers.

202 INT. CASTLE - BLACKSMITH'S WORKSHOP - DAY  
202  
Ash and the blacksmith step into the shop.

203 ASH  
203  
points to the hand piece on a hanging suit of battle armor.

204 THE BLACKSMITH  
204  
pounds upon the hand armor, modifying it.

205 SHEILA  
205  
knits a grey woolen garment as she watches Ash.

206 BLACKSMITH'S WORKSHOP - DAY  
206  
THE BLACKSMITH  
attaches the shock absorber spring to the iron hand.

207 ASH  
207  
tightens the tension on the shock absorber springs with a ratchet like device.

208 ASH  
208  
extends his arm triggering the tightly wound spring.  
WHOOSH! CLANG!

209 SHEILA  
209  
gasps.

210 ASH'S SPRING-DRIVEN IRON HAND  
 210  
 SNAPS open with great force.

211 ANGLE ON  
 211  
 WHOOSH CLANG!  
 ASH'S SPRING DRIVEN HAND  
 clenches closed with such great power, that it bends a iron  
 goblet.

212 CLOSE ON ASH  
 212  
 He studies his new hand. It will do nicely.

DISSOLVE TO:

213 EXT. CASTLE TURRET - NIGHT  
 213  
 ASH  
 stares over the castle wall to the foreboding wasteland with  
 apprehension. The wind blows upon his hair. Sheila appears  
 behind him. She drapes a grey garment over Ash. A magnificent  
 cape. Ash draws her body close to his. He wraps the cape around  
 her. Together they stare off into the night, then turn to one  
 another and kiss.

DISSOLVE TO:

214 EXT. LANDSCAPE OF CRACKED GROUND 1500MM LENS - DAY 214  
 Arthur's castle in the distance. In the foreground, five men  
 on horseback appear over a ridge, thundering toward us. Their  
 long wool capes billowing up behind them in the wind.

215 CLOSER ON RIDERS - TRUCKING SHOT  
 215  
 Arthur and Wiseman John ride, flanked by two of Arthur's  
 Warriors. CAMERA PULLS BACK TO REVEAL...  
 ASH  
 He wears an iron breastplate with the insignia of Arthur's army  
 that compliments his new spring-powered iron hand. His chainsaw  
 juts from it's saddle holster on the horse's back. Ash's cape  
 billows as he rides.

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY  
 216  
 The Horsemen wind down a trail. Suddenly the horses rear up.  
 The men gain control of the frightened steeds.  
 ASH  
 What's going on?

ARTHUR  
 points to...

217 THE TRAIL THAT LIES BEFORE THEM  
 217  
 It disappears abruptly into a swirling wall of mist that emits  
 an eerie whistling.  
 WISEMAN JOHN  
 This is the edge of the land ruled  
 by the Dark Spirit. This path will

lead you to an unholy place. A  
 cemetery. There, the Necronomicon  
 awaits.

218 ASH  
 218  
 anxiously eyes the wall of swirling mist.

219 THE TWO WARRIORS  
 219  
 finish placing saddlebags of water and food onto...  
 ASH'S HORSE  
 which nervously pounds the earth with it's hooves.

WARRIOR #1  
 Lord Arthur, he is supplied. Now  
 I beg of you, let us leave this  
 foul place.

ARTHUR  
 A moment.

220 WISEMAN JOHN  
 220  
 moves close to Ash.

WISEMAN JOHN  
 As thou removest the Book from  
 it's cradle, you must recite these  
 words. Clattoo, verata, Nicto.

ASH  
 Clattoo Verata Nicto. Okay.

WISEMAN JOHN  
 Repeat them.

ASH  
 Clattoo Verata Nicto.

WISEMAN #1  
 Again.

ASH  
 I got it. I got it. I know your  
 damn words. All right? Now you get  
 this straight: I get the book,  
 you send me back. That's the deal.  
 After that I'm history.

Ash rears up on his horse and gallops into the mist

221 ARTHUR AND WISEMAN JOHN  
 221  
 watch as Ash disappears.

222 IN A SEA OF MIST  
 222  
 The sound of THUNDEROUS HOOFS. A form materializes out of the  
 fog: It is Ash.

223 CLOSER ON ASH  
 223  
 He whips the horse.

ASH  
 HAAAAAA!

224 ANGLE ON ASH  
 224  
 He gallops past. CAMERA PANS as he disappears into the thick  
 fog.

FADE

OUT.  
 225 EXT. TRAIL'S ENTRANCE TO WOODS  
 225 ASH  
 rides out of the wall of mist. He finds himself on a trail  
 leading into a thick forest.

226 EXT. WOODS  
 226 LONG SHOT - ASH  
 rides slowly on through the darkening woods.

227 CLOSER ON ASH  
 227 He hears a sound and look to...

228 A SECTION OF WOODS  
 228 A branch SCRAPING against the bark of a tree.

229 ASH  
 229 hears a woman's soft laughter. He glance to...

230 A BUBBLING BROOK  
 230 and nothing more.

231 THE EVIL FORCE P.O.V.  
 231 powers through the woods toward Ash.

232 ASH  
 232 kick his steed and bolts.

233 THE EVIL FORCE  
 233 sweeps over the forest floor, gaining velocity.

234 ASH  
 234 frantically weaves his horse around storm felled trees which  
 jut from the ground.

235 THE EVIL FORCE  
 235 rips through the trees, splintering them to toothpicks. It  
 burrows underground, and resurfaces, always closing upon Ash.

236 ASH  
 236 jerks upon the reins and his steed leaps a fallen tree. He  
 gracefully leaps a second tree. But as he leaps over the third,  
 he is ripped off the horse by a low branch. He falls hard to  
 the mud as the horse gallops off.  
 He groggily stands and stumbles onward.

237 THE EVIL FORCE  
 237 follows Ash down a wooded trail.

238 ASH  
 238 running for...

239 EXT. WOODEN SHED  
 239 a grain storage house in the clearing ahead.



253 CLOSE ON LOG BOLT  
253  
It cracks.

254 ASH  
254  
presses himself against the door for all he's worth, praying  
that whatever it out there, won't get in.  
BANG! Splinters fly.

255 CLOSE ON LOG BOLT  
255  
BOOM! The crack widens.

256 THE DOOR FRAME  
256  
behind Ash begins to buckle beneath the hammering blows.

257 ASH  
257  
begins to SCREAM. And the BANGING halts.

258 LONG SHOT - INT. SHED  
258  
All is quiet. Ash hugs the door. Shaking in the silence. And  
that's when it hits. LIKE A LOCOMOTIVE!  
Ash and the door he braces are blasted away from the wall of  
the Shed as the Evil Force brings it's tremendous power to bare.

259 INT. SHED - SAM-O-CAM - INTERVOLOMETER  
259  
TRACKING WITH ASH AND THE DOOR  
as they are swept up at super speed in the grip of the Evil  
Force. Ash is seen rocketing through the long hallway of the  
Shed, spinning head over heels. Ash rips through other doors,  
taking them with him. Ash is now sandwiched between two doors  
as he flies through the air.

260 EXT. SHED - SIDE SHOT  
260  
The roof of the shed ripples, sending tiles and wood beams  
flying as the EVIL FORCE surges through the shed like a tidal  
wave.

261 EXT. REAR DOOR OF SHED  
261  
It blows out from the place in a flying stack along with the  
other doors. The flying doors slam against a tree and fall to  
the ground in a stack.

262 THE EVIL FORCE  
262  
with Ash out of sight, glides forward, into the woods.

263 EXT. SHED- DUSK  
263  
LOOKING DOWN UPON - THE STACKS OF DOORS.  
All is quiet. We hear the sound of a bolt moving. The doorknob  
turns slightly. The door swings upward and opens... revealing  
a somewhat flattened Ash who picks his groggy and bruised self  
up.

He beholds...

264 EXT. ABANDONED MILL  
264  
An empty place of stone and wood. Driven by the wind, the  
Mill's giant grinding wheel slowly turns with a squeak.

265 INT. MILL  
265  
ASH  
enters the Mill.  
ASH  
Anybody here?!

The place is quiet. Ash slumps down against a wall to catch his breath.

ASH  
This place'll do for the night.  
Get the book in the morning.

266 INT. MILL - THREE SHOTS - INTERVOLOMETER  
266  
Shadows lengthen on the floor and stretch across the walls.  
267 ASH  
267  
peers through the window.

268 EXT. MILL - LONG SHOT THE SUN - DAY  
268  
a gigantic ball of fire as it sets behind the Mill. The wind kicks up.

269 INT. MILL  
269  
ASH  
listens as the cabin CREAKS like an old ship beneath the force of the gale.

270 THE WOODEN SHUTTERS  
270  
on the window quietly KNOCK. Ash shivers and rubs his arms for warmth.

ASH  
Damn this cold.

271 ASH  
271  
looks about the Mill and spots an iron stove.

272 GASOLINE  
272  
pours out of Ash's chainsaw over some logs in the stove's belly.

273 ASH  
273  
lights the fire with his Zippo lighter and huddles near the flame for warmth.

ASH  
'least I won't freeze to death.  
He turns to a tiny sound.

274 WIDE SHOT - ASH  
274  
behind him, through the window, a large gnarled hand sweeps past.

275 ASH  
275  
spins, raises his shotgun and fires.  
BLAMITY-BLAM!  
The window is ripped away in a shower of glass.

276 ASH'S P.O.V. - THROUGH THE BROKEN WINDOW  
276





path. He falls backward, onto a crochet basket with knitting needles jutting from it.

304 BUCKET-HEADED ASH  
304  
SCREAMS and jerks upward, slamming his bucket head into the stove pipe. CLANG! Ash rips the bucket from his head then yanks the needles from his buttocks. He looks about for the little imps.

305 TINY ASH #2  
305  
crouching behind a log attempting to hide. BUT...

306 ASH  
306  
has seen him. He "accidentally" elbows the log and Tiny Ash #2 into the stove's fire.

ASH  
Ooops.

307 TINY ASH #2  
307  
is burned alive.

308 ASH  
308  
glances downward at the pitter patter sound of tiny feet.

309 TINY ASH #3  
309  
is dashing across the open expanse of floor. Ash's gigantic foot comes down to crush the little man. Tiny Ash #3 raises a rusty nail into the path of the descending foot.  
RIP!!

310 THE NAIL RIPS  
310  
through Ash's shoe.

311 ASH  
311  
jerks his leg upward in pain. Ash dances about the place hopping on one foot, HOWLING. He strays into the greasy area of the floor and stumbles over the broomstick again thrust in his path, swung there by Tiny ASHES #6, #7 and #8. He almost regains his balance when he strays into the oil patch, falls, and hits his head on the stone floor. BLACKNESS.

312 ASH  
312  
awakens on the floor of the Mill, like Gulliver he is bound with tiny ropes. Directly above him, on the edge of a table...

313 TINY ASHES #4 AND #5  
313  
suspend Tiny Ash #6 by his legs.

314 TINY ASH #7 AND #8  
314  
stand atop Ash's face. They push from either side of his nostrils, plugging his nose. Ash's mouth opens as he gasps for air. As he inhales...

315 SUSPENDED TINY ASH #6  
315  
is released.

316 TINY ASH #6 - SLOW MOTION - WIND FAN  
316

He free falls for a moment, then the tiny body arcing to form a perfect swam dive, plunges down into Ash's opened throat.

317 ASH

317

inhales the living beast whole. He chokes violently. He breaks his bonds an he hacks for breath. He puts his finger down his throat, trying to make himself vomit up the little man, to no avail.

He looks about to crush some of the little ASHES but they are gone. He places his hand on his stomach and dizzily stumbles to a chair. He goes pale.

ASH

Nasty little thing's inside me.

He stands indignant but double over in sudden pain.

Well let's see how you like a little hot water!

He grabs the hot kettle from the stove and pours the scalding contents painfully down his throat. He sets down the kettle and waits for a moment. A tiny SCREAM emits from Ash's stomach

ASH

emits a bark of LAUGHTER. He clutches as his chest. Then his arm. He rips back his shirt sleeve.

318 CLOSE ON ASH'S ARM - STOP MOTION ANIMATION

318

We can see the outline of Tiny Ash #6's body squirming down Ash's arm, just beneath the skin.

319 ASH

319

watches in horror as...

320 THE TINY FIGURE

320

squirms down his wrist and disappears into his iron hand. The Iron hand snaps open and closes uncontrollably. The possessed iron hand swings at him.

321 THE IRON HAND

321

connects with an uppercut that knocks Ash out of frame.

322 ASH

322

lands next to an iron vice. He reaches for the EVIL HAND. But the hand has grabbed a mallet that BONK-BONKS him on the head. Ash is groggy as he is grabbed by the hair and yanked down into the opened vice.

323 THE EVIL IRON HAND

323

cranks the vice's handle.

324 THE VICE

324

tightens around Ash's head. Trapped, he looks to...

325 THE EVIL HAND

325

rummaging through a wooden toolbox. It comes upon a crude wooden punch.

326 ANGLE - THE EVIL HAND - UNDERCRANKED

326

stabs rapidly at Ash's good hand. But Ash expertly dodges each stab with an opening of the fingers or a closing of the thumb

is super fast motion.

327 ASH  
327  
with is head still wedged in the vice.  
ASH  
Why you dirty little...AHHHHHHH!!

328 A PAIR OF IRON PLIERS  
328  
has entered frame and clamps down upon Ash's nose. He emits  
a nasal SCREAM and shakes the pliers loose.  
ASH  
Soon as I get out of this thing  
I... YIEEEEE!!

THE PAIR OF IRON PLIERS  
dip into Ash's mouth and clamps down upon a back molar.  
ASH  
No! Not the teeth!

YANK!

329 THE EVIL HAND  
329  
jerks his rear MOLAR from his head and holds up the tooth for  
his inspection. It sets the tooth down nearly in front of him.  
The Evil hand forms a fist and crushes the tooth to dust. It  
scurries from view.

330 ASH'S HEAD  
330  
struggling in the grip of the vice.  
ASH  
Where the hell are ya!?

331 THE EVIL HAND  
331  
grabs a red hot fireplace poker from the fire.  
ASH  
I can't see ya!!

HIS EVIL HAND  
raises a red hot fireplace poker and presses it against the  
right half of his body.  
ASH  
No, no--not the poke--

SSSSsssssssss!

332 ASH  
332  
jerks his head free from the vice with a SCREAM. He holds up  
his iron hand. It's back to normal. Again under his control.  
ASH  
Okay then.  
But he halts abruptly as he feels a strange sensation: His  
shoulder itches. He scratches it. The Itch grows. It itches  
madly. He rips back his shirt. Upon his shoulder... THERE  
BLINKS A THIRD EYEBALL!!!

333 THE CAMERA RACES INTO THIS HIDEOUS SIGHT  
333  
It is the eyeball of EVIL ASH. Beneath it, a mouth and nose  
begin to take shape on the surface of Ash's back.

334 ASH  
334  
SHRIEKS and SHRIEKS and races out of the mill. The CAMERA

follows him in docu-horror style as he flees into the dark woods.

335 EXT. WOODS - 12MM LENSE - NIGHT  
335  
ASH  
staggers about in a frenzy, stumbling over logs and through the  
  
brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.  
ASH  
Dear God, it's growing bigger!

336 THE PROTRUSION SWELLS AND GROWS LARGER.  
336  
It's taking the shape of a twin human head as it emerges from his shoulder. A head that looks similar to his own, but is Evil incarnate.  
He is now a man with two heads!

337 TWO HEADED ASH  
337  
Staggers through the woods like a drunkard, the two identical heads trading insults, and sharply butting against one another.

338 THE BAD ASH HEAD  
338  
opens it's mouth and bites the nose of the Good Ash head.

339 THE GOOD ASH HEAD  
339  
retaliates by gouging the eyes of the Bad Ash head.

340 TWO HEADED ASH  
340  
collapses against a tree. Under the light of the full moon we see a terrifying sight:

341 TWO ADDITIONAL ARMS  
341  
sprout from Ash's body!

342 A LEG  
342  
rips out of his stomach. Another foot POPS out from his back.

343 TWO HEADED ASH  
343  
Like a human spider he scurries about the forest floor, propelled by his four arms and four legs. Suddenly he stands and SHRIEKS as the EVIL ASH begins to pull away from the first. He literally splits into two.

344 SPLIT SCREEN - WIDE SHOT  
344  
When it's over, there are two ASHES.  
GOOD ASH and...

345 BAD ASH.  
345  
They square off beneath the moonlight.

346 HIGH SHOT AS THE TWO ASHES  
346  
circle one another like wolves.  
GOOD ASH  
What... are you? Are you me?  
BAD ASH  
WHAT... ARE GOO? ARE GOO ME?!! You



across the body of Evil Ash to secure it.  
CLICK. SNAP. CLINK.

357 THE CHAINSAW  
357  
is switched on. It spews a plume of blue exhaust.

358 ASH  
358  
falters for a moment as he stares down at the form of his Evil twin. He grits his teeth... and lowers the saw to the grisly task.

359 EXT. NIGHT SKY - BLOOD RED CLOUDS  
359  
float past the moon. We hear the distant WHINE of the chainsaw.

360 EXT. GRAVEYARD - NIGHT  
360  
ASH  
with shovel in hand, drags a bloody burlap bag from the Mill. Grunting, he pulls the remains of his Evil twin to the base of an old Oak Tree in the graveyard. Ash mumbles nervously to the bloodies burlap bag at his feet as he digs a grave.

ASH  
Now you see what's what. Man's body is his own personal property. Don't anybody try to take that away from him.

361 ASH  
361  
finishes digging and lifts the bloody burlap sack. As he heaves the bag into the grave, the Evil Ash head spills out.

362 INT. GRAVE - THE EVIL ASH HEAD  
362  
It's eyes pop open! It peers up at Ash from the grave. It croaks;

EVIL ASH HEAD  
You'll never get that Book. I will come back for you.

ASH  
Hey, what's that you got on your face?

EVIL ASH HEAD  
Huh?

363 CLOSE SHOT - THE EVIL DEAD  
363  
It's eyes dart, looking for something on it's face when a shovelful of dirt is heaped atop it.

364 EVIL ASH HEAD - P.O.V. - EYEMO  
364  
as a shovelful of dirt is heaped atop the CAMERA.

365 ASH  
365  
buries it deep. He raises a crude burial marker high above his head;

ASH  
(muttering under his breath)  
Rest in pieces.

366 ASH  
366  
backlit by the moon, brings the burial maker swiftly into the  
grave. A flash of lightning reveals...

367 THE GRAVEYARD  
367  
in the distance. A burial place of evil. The old mill wheel  
GROANS in the gale.

ASH  
This must be it. The cemetery.

368 ASH  
368  
moves toward the cemetery.

369 ASH'S P.O.V. - THE CEMETERY  
369  
In the center, lies a massive slab of black stone.

370 ASH  
370  
draws closer, his teeth chattering as the wind blasts at him.  
He glances down to...

371 ASH'S P.O.V. - TRACKING SHOT - SKULL  
371  
sitting atop the ground, leering up at CAMERA with empty eye  
sockets. The wind whistles through the empty skull. The jaw  
bone drops open with a squeak.

372 CLOSE ON ASH  
372  
His hair is whipped up by the wind. He looks to...

373 THE MASSIVE BLACK STONE IN THE CEMETERY'S CENTER  
373  
backlit by the rising moon, creates eerie beams of light and  
shadow.

374 ASH  
374  
arrives at the foot of the massive stone.

375 UNDERCRANKED - THE STONE  
375  
Atop it sits... THE BOOK OF THE DEAD.

376 CAMERA PANS REVEALING...  
376  
A SECOND BOOK OF THE DEAD!

377 CAMERA PANS AGAIN REVEALING...  
377  
A THIRD!

378 CAMERA RACES BACK AT SUPER SPEED TO REVEAL:  
378  
THREE BOOK OF THE DEAD!!!

379 A BAFFLED ASH  
379  
steps close.

ASH  
Wait. Three books? Nobody said  
anything about that. Ha! That  
Wiseman was so busy fillin' me  
fulla his secret words and phrases  
and, and, his... bullshit, he  
forgot to mention anything about

that. Like do I take all of 'em  
 of one or 'em, or what? Well...  
 He reaches for the first book and opens it.  
 380 ANGLE ON  
 380  
 WHOOOOOOSH!!!  
 To reveal a black hole. SCREAMS ERUPT from the dark abyss of  
 the Book. It begins to suck things into it.  
 381 CLOSE ON BOOK OF THE DEAD - BACKWARDS MOTION  
 381  
 dead leaves and mist are sucked into the book.  
 382 ASH - MAKE-UP APPLIANCE  
 382  
 Wind hits Ash's face as he feels the suction of the book growing  
 stronger.  
 383 ASH'S HAND - PUPPET  
 383  
 is stretched as it's pulled down into the book.  
 384 LONG SHOT - ASH PUPPET  
 384  
 Ash's arms stretch down into the book's black page.  
 385 ASH'S PUPPET HEAD  
 385  
 stretched and screaming, is also pulled on by the book.  
 386 ASH PUPPET  
 386  
 A taffy stretched version of Ash struggles against the pull of  
 the black hole. He pulls free and snaps the book shut.  
 387 INTERVOLOMETER SHOT - ASH  
 387  
 His face vibrates like jello until it finally snaps back to  
 normal.  
 ASH  
 Woah. Wrong book.  
 He turns to study...  
 388 THE TWO REMAINING BOOKS  
 388  
 ASH  
 tries to decide between them. At first he's sure which one it  
 is. Then, chiding himself for being so easily duped, chooses  
 the other.  
 389 THE BOOK  
 389  
 moves ever so slightly as he reaches for it.  
 ASH  
 Huh.  
 Ash reaches for it again and the book bites him!  
 390 THE BOOK OF THE DEAD - PUPPET  
 390  
 Rodent teeth have appeared on the surface of the Book. The Book  
 flaps it's pages and becomes airborne, flying right at CAMERA  
 like a bat!  
 391 BATBOOK P.O.V. - CAMERA RIG - UNDERCRANKED  
 391  
 Swooping erratically around Ash's head.  
 392 THE BATBOOK  
 392

shrieking, chases Ash around, pecking at his neck.

ASH

Dear God, help me... ahhh!!!

393 ASH The Batbook is pecking at his eyes!

393

pulls it from his face and throws it. It lands back on it's pedestal.

394 ASH

394

faces the remaining book. He slowly reaches for it as the wind kicks up. Ash gently lifts it and turns it over.

395 CLOSE ON BOOK

395

It's cover is bound in the dried skin of a man's face! Two empty eye sockets stare out from it. This is the Book of the Dead...

396 ASH

396

bristles in fear.

ASH

Okay. The words. Say the words.

KLATOO!... VERATA... uh... Uh...

Necta... uh... Nectar...

Necktie... uh...

He hesitates, then calls out boldly.

ASH

KLATOO... VERATA...

NECTTphhhhhhhhhh...

He deliberately muffles the last word that he can't remember. The wind stops. It seems to have worked. He looks about with growing confidence.

ASH

Okay then.

But he loses his smile as... a LOW RUMBLE is heard on the soundtrack.

397 LONG SHOT - CEMETARY

397

ASH

A tiny figure among the gravestones which tremble and one by one are thrust from the earth.

ASH

Hey, wait a minute. Everything's

cool! I said the words! I did!

398 EXT. CASTLE - NIGHT

398

A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - NIGHT

399

A DOOR

blows open revealing Wiseman John. He looks at the gathering storm with foreboding.

WISEMAN JOHN

Something is amiss.

400 HORSES IN THE CASTLE GROUNDS

400

WHINNIE in hear. Sheila steps into frame and stare fearfully out at the storm.

401 EXT. CEMETARY - NIGHT  
401  
ASH runs for his horse, clutching the Necronomicon.

402 A BONEY HAND  
402  
rips up from a grave and grabs his leg!

403 ASH  
403  
falls.

404 THE BOOK OF THE DEAD  
404  
is knocked from Ash's hand.

405 ASH  
405  
reaches for it when a SECOND skeleton hand rips from the ground  
and clutches his face.

406 THE FIRST SKELETON HAND  
406  
digs into Ash's mouth. It jerks his face sideways to show  
him...

407 A GROUP OF SIX ROTTED ARMS  
407  
that rip from the ground!

408 THE SKELETAL HANDS  
408  
toss Ash to...

409 THE ROTTED ARMS  
409  
grab Ash's head and bang it on a rock. Two of the six arms try  
to shake and slap some sense into him. A rotted fist is waved  
at him. Another rotted arm backhands him. The arms thrust his  
face toward the skeleton hands.

410 THE SKELETON HANDS  
410  
curl boney fingers, clenching them into fists.  
ASH  
No.. no more...  
The skeletal fists pepper Ash's face with punches.  
ASH  
Leave me alone! Leave me aHUUU!

411 THE SKELETAL FINGERS  
411  
last out and snag Ash's tongue between their boney pincers,  
shutting Ash up. With his tongue held, he tries to speak again,  
but the other skeletal hand slaps him, shutting him up. Both  
hands work double-time at slapping him.

412 UNDERCRANKED - ASH  
412  
His face has become a punching bag for the skeletal hands. They  
pull his ears and gouge his eyes.

413 ASH  
413  
open his mouth wide with in a SCREAM!

414 SIDE SHOT - COLLAPSIBLE SKELETON ARM  
414  
The boney fist is thrust into Ash's screaming mouth up to the  
skeleton's boney elbow.

415 EXTREME CLOSE SHOT - ASH'S EYES  
 415  
 They bulge as he swallow the arm.

416 STOP MOTION ANIMATION  
 416  
 A ROTTED ARM  
 rips through the ground, punching Ash in the stomach.

417 SIDE SHOT - COLLAPSIBLE SKELETAL ARM  
 417  
 ASH  
 jerks backward, vomiting out the skeletal arm. He tumbles to  
 the ground.

418 THE ARMS  
 418  
 reach for him, but he is too fast. He stamps on one of the  
 skeletal arms, pinning it to the ground.  
 ASH  
 (in a snarl)  
 Keep you damn filthy bones outta  
 my mouth.  
 SNAP! He breaks the boney arm in two and runs away from the sea  
 of limbs. A bone arm rips from the grave and reaches for the  
 Book of the Dead but Ash scoops it up first. He leaps over  
 another set of groping arms that rip from the ground!

419 ASH CLIMBS  
 419  
 atop the horse. He glances back in fear to see...

420 EXT. CEMETARY - OLD OAK TREE  
 420  
 The burial site of Evil Ash. A bolt of lightning strikes the  
 grave marker.

421 EVIL ASH'S BURIAL MARKER  
 421  
 is thrust from the ground. A hand breaks the surface of the  
 earth.

422 EVIL ASH'S BODY PARTS  
 422  
 fly up from the grave and assemble themselves into a lopsided,  
 decayed version of EVIL ASH!

423 EXT. MILL - NIGHT  
 423  
 ASH  
 stares in horror at his evil self. All around, skeletons rip  
 from the earth and shriek as they come back to life!

424 A FEARFUL ASH  
 424  
 kicks the horse and rides off.

425 EXT. MILL - LONG SHOT - NIGHT  
 425  
 ASH ON HORSEBACK  
 galloping back the way he came. In the distance we see the  
 cemetery. More bodies arise from the ground.

426 EXT. WOODS - ASH - NIGHT  
 426  
 Now far from the danger but still he rides hard.  
 ASH  
 I'm through bein' their garbage

boy. I did my part of the  
bargain.  
He pats the saddlebag, where the book is and grins.  
Now they owe me. Like in the  
deal. I want back.  
He whips his horse...  
HA! GIIDDUP NOW!!  
...and rides off into the darkness.

DISSOLVE TO:

427 EXT. CASTLE - LONG SHOT - NIGHT  
427  
ASH  
A tiny figure, rides toward the castle.

428 EXT. CASTLE WALL - NIGHT  
428  
GOLD TOOTH and two guards stand atop a tower and shout down to  
the gatekeeper.  
GOLD TOOTH  
Open the gates. The Promised one  
has returned!

429 EXT. CASTLE - NIGHT  
429  
THE DRAWBRIDGE  
swings down.

430 ASH  
430  
rides across the lowered bridge and into the torchlight of the  
castle.

431 INT. CASTLE COURTYARD - NIGHT  
431  
TWO WARRIORS  
hold Ash's horse as he dismounts. There are excited shouts from  
the villagers  
VILLAGERS  
The stranger has returned! He's  
brought the book!

432 INT. CASTLE COURTYARD - NIGHT  
432  
ASH  
is led to the THREE WISEMEN.  
WISEMAN JOHN  
The Necronomicon. Quickly.

433 ASH  
433  
pours a bucket of water over his head and begins drinking.  
WISEMAN JOHN  
Did you bring the Necronomicon!

434 ASH  
434  
slurps down more of the water, averting his eyes from the  
Wiseman.  
ASH  
Yes. It's just that...  
WISEMAN JOHN  
Just what?!  
ASH

Nothing. Here  
 Ash produces the Necronomicon.  
 Now send be back. Like in the  
 deal.

435 WISEMAN JOHN  
 435  
 takes the book and suddenly goes pale.

WISEMAN JOHN  
 No...I sensed something had gone  
 away. The book's power. It's gone.

436 THE CROWD  
 436  
 murmurs at this bad news.

437 ASH  
 437  
 suddenly looks very guilty. Wiseman John turns to him.

WISEMAN JOHN  
 When you removed the Necronomicon  
 from it's cradle, did you speak  
 the words?

ASH  
 Yeah. basically.

WISEMAN JOHN  
 Did you speak the exact words?!

ASH  
 Well, maybe not every single  
 syllable, no. But basically I  
 said them. Yes.

438 WISEMAN JOHN  
 439  
 bows his head, stung by this information.

WISEMAN JOHN  
 Dung eating fool! Thou hast doomed  
 us. When thou misspoke the words  
 the Army of the Dead was awoke.

ASH  
 Hey. We had a deal. You told me,  
 you could clean this thing up,  
 once I got you the book. You said  
 there was a passage in there that  
 could get rid of this thing and  
 send me back.

WISEMAN JOHN  
 The passage is useless to us as  
 long as these evil dead walk. They  
 have a terrible desire for this  
 book. And they shall come here  
 to get it. Once in their  
 possession, the Evil shall rule  
 the Earth for one thousand  
 years...Because of you...we are  
 doomed.

ASH  
 You wanted the damn book. You got  
 yer book. I did my part of the  
 deal.

WISEMAN JOHN

We did strike a bargain. I will return you to your own time as promised.

ASH

Yeah. Well good. That was the deal. So uh...when do you think we can...

439 ASH

439

looks about at the condemned faces.

440 ASH'S P.O.V. - THE VILLAGERS

440

CAMERA PANS past the doomed faces in the crowd.

ASH

I mean...when can you send me...

441 ASH

441

sees Sheila, but looks away, consumed with the guilt that he's doomed her.

ARTHUR

The Wisemen were fools to believe that you were the Promised one. That one such as you could have saved us!.

442 ASH

442

is solemn.

443 ARTHUR

443

and the others turn away in contempt.

444 SHEILA

444

moves closer.

SHEILA

I still believe that thou wilt help us.

ASH

No.. They're right. I screwed up. I didn't come through for you, and... I'm sorry for it.

SHEILA

I still have faith in thee. In my heart I know thou wilt still succeed.

ASH

Sheila... It's over for me. I don't belong here and I'm going home. I didn't have what it took. It's over.

He bows his head and moves off.

A high pitched SHRIEK is heard!

445 ALL HEADS

445

look to the sky.

446 TWO WINGED DEADITES

446

possessed women with bat-like wings, swoop down.  
 447 TEN VILLAGERS  
     447  
     scream as they flee from the winged beasts.  
 448 WINGED DEADITE #1  
     448  
     Like a delta winged F-15, it banks towards Sheila.  
                                     ASH  
                     No!  
 449 ASH  
                     449  
     races to intercept. He plants himself between Sheila and the  
     beast.  
 450 WINGED DEADITE #1 - POV  
     450  
     As it swoops at Ash.  
 451 ASH  
                     451  
     opens his steel hand, then clamps it closed again on the handle  
     of his sword.  
 452 ASKEW ANGLE  
                     452  
     The immense shadow of the broad winged Deadite falls over Ash.  
 453 ASH  
                     453  
     swings his sword upward.  
 454 CLOSE SHOT - THE BLADE  
     454  
     severs the tip of the Beast's rotted wing.  
 455 THE FLYING DEADITE  
                     455  
     shrieks in pain as it soars over Ash. No longer aerodynamically  
     sound, it crashes to the ground.  
 456 A GROUP OF WARRIORS  
                     456  
     fire their arrows into the beast, pegging it to a tree. The  
     bone white eyes of the creature darken.  
 457 ASH AND ARTHUR  
                     457  
     spin to the sound of a woman's SCREAM.  
 458 SHEILA  
                     458  
     in the clutches of WINGED DEADITE #2.  
                                     SHEILA  
                     M'Lord Ash! Help me!  
     The beast flies off with the fair maiden, soaring over the  
     castle wall and into the distance.  
 459 ASH  
                     459  
     shakes his fist at the receding beast.  
                                     ASH  
                     Damn you!  
 460 THREE MOUNTED SCOUTS  
                     460  
     come riding in through the castle doors.  
                                     SCOUT  
                     An army of the dead! They have

gathered in the wilderness and  
come this way.

ARTHUR

How far from here?

SCOUT

But two days ride.

ARTHUR

Then these winged ones are only  
the first of them.

WISEMAN

Perhaps we should go from this  
place while we can.

GOLD TOOTH

We could be safe in the mountains.

WARRIORS

Yes! To the mountains! We must flee!  
They'll take our souls!

461 ANGLE ON

461

BLAMMITY-BLAM!

All eyes look to...

462 ASH

462

who stands on a high castle wall, clutching his smoldering  
shotgun.

ASH

Go ahead and run. Run home and  
cry to mama. I'm through runnin'.  
I stay we stay and fight.

463 ARTHUR

463

takes a challenging step forward.

ARTHUR

How will we stop an army of the  
dead at our castle walls? How will  
you fight that?! With more words?  
Most of our people have already  
fled. We are but forty men.

ASH

We'll get Henry the Red and his  
men to fight with us.

ARTHUR

We shall not stand in battle,  
alongside the likes of him. Our  
honor will not allow it.

ASH

Then you'll die. Honor and all.  
Now who's with me?

464 THE CROWD

464

is silent as they consider Ash's words. Then from the rear, the  
Village Blacksmith steps forward.

BLACKSMITH

I'll stand by you.

465 A WARRIOR

465

steps forward. Then another.

WARRIOR #7  
 You may count on my steel.  
 WARRIOR #8  
 And mine!

466 THE CROWD  
 466  
 steps forward vowing their allegiance to the cause.

467 ARTHUR  
 467  
 reluctantly joins them.

468 EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT  
 468

EVIL ASH  
 directs teams of skeletons to dig at the graves.

EVIL ASH  
 Dig! Dig faster! I want every black  
 hearted, worm infested, son of  
 a bitch that ever died in battle!  
 We'll storm their castle and take  
 the book! Then my lads, eternal  
 life shall be ours!

469 STOP MOTION ANIMATION - THREE SKELETONS  
 469  
 hoist up a stone casket from the ground and with rusted swords  
 pry it open, releasing another skeleton who stands to join their  
 ranks.

470 TWO ARMORED SKELETONS  
 470  
 push a bruised Sheila to her knees before Evil Ash.

471 CLOSE ON SHEILA  
 471  
 looking up to Evil Ash in fear. His boney finger comes down into  
 frame and strokes her lovely cheek. She pulls away in  
 revulsion.

472 EVIL ASH  
 472  
 looks down at her with lust.

EVIL ASH  
 Why ain't you a sweet little  
 thing?  
 His boney digit caresses her lips.

SHEILA  
 Don't touch me! You foul thing!

EVIL ASH  
 Your gonna learn to live me missy.

SHEILA  
 The Promised one will come for  
 you.

SKELETAL EVIL ASH  
 yanks her to her feet.

EVIL ASH  
 Darlin' I'm gonna save him the  
 trouble.  
 He clutches her squirming body in a boney embrace.

473 EXT. GRAVEYARD - LONG SHOT  
 473

Silhouetted by the large full moon, Evil Ash forces his kiss upon Sheila. Around them, the skeletons sharpen their swords on tombstones.

DISSOLVE TO:

474 EXT. VAST VISTA OF BARREN LAND - DAY

474

Ash rides toward the castle of Henry the Red that can be seen in the distance.

475 WIDE SHOT - ASH

475

is suddenly intercepted by FOUR OF HENRY'S HORSEMEN. They surround him.

HENRY WARRIOR #1

He wears the insignia of Arthur!

HENRY WARRIOR #2

Slay him!

The draw their swords when...

476 HENRY THE RED

476

rides up between his warriors and Ash.

HENRY

Stay your arms!

Henry turns to Ash.

HENRY

T'is the stranger who spared me from the pit. What brings you?

ASH

The Army of the Dead.

HENRY

What of them?

ASH

They're headed towards Arthur's castle. We need your help. Fight with us.

HENRY

So you are a vassal of Arthur now? You have taken up sides with him against me.

ASH

The only side I'm takin' is the one that's gonna stop those things.

Henry laughs.

HENRY

Why should I endanger my people to save my enemy?

ASH

Because after they finish with Arthur they'll come after you. Together, we've got a chance. Besides, you owe me.

477 EXT. A CRAGGY MOUNTAIN TOP - NIGHT

477

EVIL ASH AND SHEILA

ride side by side on skeletal steeds. Sheila lifts her black veil, revealing bone white eyes, set into a face now the texture

of cracked leather. She looks with admiration to...

478 EVIL ASH  
478  
He is general of the army of Deadites. He thrusts a rusted sword into the air and shouts in a gritty voice:  
EVIL ASH  
Who rules?!

479 WIDE SHOT - ONE HUNDRED ARMORED SKELETONS  
479  
raise their swords into the air with a shout.

480 EXT. CASTLE - DAY  
480  
THREE TRUMPETERS  
stand atop the castle wall and sound their trumpets! CAMERA PANS to reveal...

481 THE 1973 DELTA 88 OLDSMOBILE  
481  
being pulled by a team of men and horses, inside the castle walls. Ash is behind the steering wheel.

482 INT. CASTLE - BLACKSMITH SHOP - DAY  
482  
ASH AND THE BLACKSMITH  
look under the hood of the Delta 88, parked in the Blacksmith's shop.

483 THE DELTA'S ENGINE  
483  
is shattered.

484 ASH  
484  
frowns.

485 ASH AND THE BLACKSMITH  
485  
pour molten iron into a large sand mold.

486 THE SAND  
486  
is brushed away revealing gear wheels.

487 HAMMERS  
487  
beat upon red hot iron, fashioning helicopter like rotor blades.

488 THE BLACKSMITH'S STOVE  
488  
is lowered into the Delta's engine compartment.

489 EXT. CASTLE COURTYARD - DAY  
489  
ASH  
walks along, inspecting a line of forty medieval warriors who stand at attention. He halts before a warrior and stares hard at him. The Warrior glances towards Ash.  
ASH  
You eyeballin' me boy?  
WARRIOR #9  
No, M'Lord.  
ASH  
I can't hear you!  
WARRIOR #9  
NO, M'LORD!!  
ASH

You squeekin' like a mouse! Are  
you a mouse boy?!

WARRIOR #9

NO, M'LORD!

ASH

Where you from, mouse?!

WARRIOR #9

I hail from the village of Perth.

ASH

Only two things come from Perth:  
steers and queers. Which are you?

490 EXT. MOUNTAIN - DAY  
490

ASH

takes charcoal from a dead fire and chips of dried cow dung.  
He mixes them with sulfur.

491 THE BLACK POWDER  
491

is bound up in a small satchel and affixed to an arrow.

492 GOLD TOOTH  
492

lights the fuse with a torch.

493 ASH

493

draws back and releases the arrow. ZING!

494 THE ARROW

494

imbeds in a wooden post and EXPLODES. Large pieces of wood are  
sent flying.

495 ARTHUR'S WARRIORS  
495

watch in awe.

496 EXT. CASTLE LOOKOUT TOWER - DUSK  
496

THE CASTLE BELL

is rung madly. The signal for battle stations.

497 A WARRIOR

497

rides in through the castle gates screaming:

WARRIOR

They're coming! The Deadites  
approach!

498 INT. CASTLE COURTYARD  
498

A look of shock and fear on all the faces. ASH comes into  
frame. CAMERA CRANES UP with him as he scales the ladder to  
the lookout tower. He peers out to the darkening horizon.

499 ASH

499

hears them before he sees them: The sound of clicking bones.  
Painful moans of tortured souls, the clanging of approaching  
armor.

500 ASH'S P.O.V. - THE HORIZON  
500

Fifty distant silhouettes of the Evil Dead appear on the  
horizon. Then fifty more.

501 EXT. BATTLEFIELD TRACKING SHOT  
501

THREE KILTED SKELETON SCOTSMEN  
play rotted bagpipes as they march toward the castle. A haunted  
battle melody. Behind them...

502 SKELETON #1  
502  
plays the drums upon a set of hollow skulls.

503 SKELETON #2  
503  
takes a leg bone upon a third skeleton's ribs. A bone xylophone.  
A bone-o-phone.

504 SKELETON #3, #4 AND #5  
504  
blow into arm bones forming woodwind section.

505 FOUR VIKING SKELETONS  
505  
CAMERA TRACKING with these helmeted skeletons as they march.  
They are clad in rusting suits of armor, wielding swords and  
spears. Nasty grins on their faces. One hobbles past on his  
wooden leg.

506 EVIL ASH AND SHEILA  
506  
ride their steeds to a halt atop a hill.

507 A SKELETON AND DEADITE CAPTAIN  
507

ride alongside Evil Ash and salute him sharply.

SKELETON CAPTAIN  
M'Lord! We are positioned on both  
fronts!

EVIL ASH  
Where are they keeping my book?

SKELETON CAPTAIN #1  
Most likely...there, in the  
castle's keep. It would be the  
safest place. It is behind two  
walls that must be taken first.

EVIL ASH  
Excellent. Proceed.

508 SKELETON CAPTAIN #1  
508  
With a sweep of his arm, he waves the Army of rot.

SKELETON CAPTAIN #1  
Forward!

509 THE MACABRE MARCHING BAND  
509  
now pound the attack beat on their drums.

510 A LINE OF DEADITES  
510  
advance toward the castle. Some crouch behind wooden barricades  
which they roll before them.

511 EXT. CASTLE - ATOP THE WALL  
511  
ASH, ARTHUR AND THE WARRIORS

ASH  
Arrows!

ARTHUR

Load!

512 TWELVE ARCHERS  
512  
pull back arrows on their bow strings. Each arrow has a small  
charge of black powder attached to it.  
Torch boy!

513 A TORCH BOY  
513  
runs behind the archers, lighting the fuses on each of the  
powder charges. As the last arrow is lit....

514 ARTHUR  
514  
looks to the approaching army.

515 THE LINE OF DEADITES  
515  
rolls their wooden barricades closer.

516 ARTHUR  
516  
turns to Ash for the signal.

517 ASH  
517  
holds up a finger. He waits.

518 TWELVE ARCHERS  
518  
strain, their bows taut with the explosive arrows. The sound  
of the FUSE BURNING is loud.

519 THE BURNING FUSES  
519  
about to disappear into the powder charges.

520 ASH  
520  
waits one more beat. The turns to Arthur.  
ASH  
Fire!  
ARTHUR  
Fire!

521 TWELVE ARCHERS  
521  
fire a volley of smoking arrows.

522 SMOKING AND SPUTTERING ARROWS  
522  
rain down from the castle wall.

523 TWO WOODEN BARRICADES  
523  
are hit with the explosive arrows. They explode.

524 THREE DEADITES  
524  
are pierced by the explosive arrows. BOOM! BOOM! BOOM! They  
burst  
apart in flames.

525 FLAMING DEADITES  
525  
roll on the ground unable to extinguish themselves.

526 A BURNING SKELETON  
526  
continues to advance only to collapse into a smoldering heap.

527 THE WARRIORS  
527  
CHEER Ash in sensurround.

528 A SCOUT  
528  
races up to Ash.

SCOUT  
M'Lord! A second division  
approaching from the South.

529 ASH  
529  
turns to the South.

530 A SECOND WAVE A DEADITES  
530  
approach.

ASH  
CATAPULTS...SOUTH!

531 INT. COURTYARD  
531  
THREE WOODEN CATAPULTS  
are wheeled into position.

ARTHUR  
Powder!

532 GOLD TOOTH AND OTHER WARRIORS  
532  
hoist large sacks of black powder onto spoons of the catapults.  
Their fuses are lit.

533 ASH  
533  
gestures. Swords slice through lines which send giant sacks of  
black powder catapulting.

534 LONG SHOT - CASTLE  
534  
Three flaming projectiles whine as they hurl over the castle  
walls.

535 THREE FALLING SATCHELS P.O.V.'S  
535  
CAMERA CRANING DOWN toward the skeletons as they look upward  
in horror.  
BOOM! The first blast takes out a skeleton horse and rider. Bones  
fly.  
BOOM! FOUR DEADITES are obliterated.

536 EVIL ASH  
536  
turns to the Skeleton Captain #1 who rides alongside him.  
SKELETON CAPTAIN #1  
Permission to regroup, m'Lord.  
EVIL ASH  
You needn't bother.

537 EVIL ASH  
537  
slices off the head of Skeleton Captain #1. He turns to the  
MOUNTED DEADITE next to him.  
EVIL ASH  
You are now my captain. I will  
now allow anything to stop me from  
possessing the Necronomicon. Get

me into that castle.

538 THE NEW DEADITE CAPTAIN  
538  
gulps and races forward into the ranks shouting:  
NEW DEADITE CAPTAIN  
RAM THE GATES!

539 TWO GROUPS OF FOUR SKELETONS  
539  
use trees as battering rams and batter the large wooden doors  
of the castle.  
BOOM!-BOOM!

540 INT. CASTLE - THE CASTLE DOORS  
540  
begin to buckle beneath the hammering blows.

541 TWO VILLAGE WOMEN  
541  
scream!

542 TEN WARRIORS  
542  
wedge logs to buttress the buckling castle doors.

543 EXT. CASTLE  
543  
EVIL ASH  
Arrows!

544 A ROW OF SIX SKELETAL ARCHERS  
544  
fire a volley of arrows. As they reload. Behind them...

545 A SECOND LINE OF SIX SKELETAL ARCHERS  
545  
fire their arrows.

546 A VOLLEY OF DEADITES' ARROWS  
546  
pierce five Warriors atop the castle wall. They fall.

547 INT. CASTLE  
547  
TWO DEAD WARRIORS  
fall to the courtyard. Villagers lift them away on stretchers.

548 ARTHUR  
548  
shouts to Ash:  
ARTHUR  
Where is Henry?!  
ASH  
He'll be here.  
ARTHUR  
I think he will not. But know  
this. No matter how this battle  
fares, I was wrong to think you  
a coward.

549 EXT. CASTLE  
549  
The battering rams rips through the doors and the army of  
darkness pours into the courtyard.

550 A LEGLESS SKELETON  
550  
crawls in with a knife in its teeth.  
ARTHUR



564 INT. COURTYARD  
564  
A VIKING DEADITE  
looks up as he hears...  
CHUG! CHUG! CHUG!

565 DEADITE'S P.O.V.  
565  
THE DOORS OF THE BLACKSMITH'S SHOP BURST OPEN  
Through the dust and smoke something appears...An iron  
beast...belching steam...It's angry iron blades whirling.  
Behold...

566 THE DEATHCOASTER  
566  
The stripped chaise of the Delta 88 Oldsmobile. A steam engine  
is mounted to it's center to power the craft. At the front and  
rear are spinning, helicopter like rotor blades.

567 GOLD TOOTH  
567  
shovels coal into the Deathcoaster's furnace.

568 ASH  
568  
is at the helm. He pulls a cord.

569 THE DEATHCOASTER'S STEAM WHISTLE  
569  
SCREAMS to announce its birth.

570 THE VIKING DEADITE  
570  
is cut to ribbons by swirling blades.

571 THE VILLAGERS ATOP THE PARAPET  
571  
cheer!

572 EVIL DEAD  
572  
at the base of the ladders look up in horror to see...

573 THE STEAM DRIVEN ROTOR BLADES  
573  
slicing through two Deadites at once. The cow-catcher in front  
pushes aside the halved Evil Dead.

574 ASH  
574  
operates a crude instrument panel with only two levers to steer  
the craft. It's a bumpy ride.

575 WIDE SHOT - THE DEATHCOASTER  
575  
Thwop! Thwop! Two more skeletons bite the dust.  
leathery hands pluck a SCREAMING Gold Tooth from the craft.

576 GOLD TOOTH  
576  
disappears beneath the squirming corpses. A moment later he re-  
emerges as a skeleton himself, except for the single gold tooth  
that shines against the white of the bone. He stands and joins  
the Deadites.

577 EVIL SHEILA  
577  
leaps onto the moving Deathcoaster to face Ash.  
EVIL SHEILA  
Thou didst find me beautiful once.

ASH  
Honey...You got real ugly.

578 EVIL SHEILA  
578 attacks with a SHRIEK!

579 ASH  
579 spins out his double barreled shot gun and...  
BLAMMITY-BLAM!  
...blows her off the craft. She does a back flip into the other  
Deadites.

580 ASH  
580 pulls hard on the steering stick and it tears loose from the  
craft.

581 THE DEATHCOASTER  
581 careens out of control.

582 ASH  
582 tumbles from the helm and hits the ground.

583 THE DEATHCOASTER  
583 flips, crushes a group of Deadites against a wall, and explodes.

584 ASH  
584 picks himself up from the dust. He looks upward to...

585 LADDER #2 - ARTHUR  
585 attempts to push the ladder away. A sword comes up into frame,  
stabbing Arthur. He is yanked to his death with a shriek! Evil  
Ash, with his bloody sword, leaps up from the ladder and onto  
the parapet. He's headed for the Book of the Dead.

586 BELOW IN THE COURTYARD - ASH  
586 races to a set of ropes and pulley that ascend the parapet. Two  
deadites come at him. He grabs the rope with his steel hand and  
slices one end of it with his sword.

587 ABOVE HIM - A NET OF BOULDERS  
587 plummet down atop the two deadites, crushing them.  
Simultaneously, Ash is tanked upward by the rope, to the  
parapet.

588 ASH  
588 looks to...

589 EVIL ASH  
589 approaching the Necronomicon.

590 ASH  
590 kicks aside a hay bale and removes a mini-crossbow with four  
flame tipped arrows, loaded and ready. He fires.

591 A FLAME ARROW  
591 imbeds in Evil Ash's leg and ignites his body. Another flaming  
dart hits his shoulder blade. The flames consume his body. He

burns and SHRIEKS!

592 ASH  
592  
watches in horror as...

593 THE FLAMES RECEED  
593  
revealing a bone white skeleton with mismatched eyes. SKELETAL  
EVIL ASH! It races at Ash with a SHRIEK.

594 ASH AND EVIL ASH  
594  
bring their swords together with such great force that sparks  
fly. Ash is forced back against the stone pedestal that holds  
the Necronomicon.  
CLANG!  
With a deft stroke, Ash's sword is flung from his hand.

595 ASH'S SWORD  
595  
imbeds in a wooden beam.

596 EVIL ASH  
596  
grabs the Necronomicon, then swings his sword at Ash.

597 ASH  
597  
grabs a burning iron torch from its mount.

598 ANGLE ON  
598  
WHOOSH! KLANG! WHOOSH! KLANG!  
Man and Skeleton battle with flaming torch and sword.

599 ANGLE ON  
599  
KLANG!  
The torch is knocked from Ash's hand. It falls over the edge  
of the wall and lands in the courtyard below. It ignites a fuse.  
The burning fuse leads to a sack of black powder. The sack sits  
upon the spoon of a catapult.

600 ABOVE...  
600  
SKELETON ASH  
swings his sword. Ash leaps over the blade. The Skeleton swings  
downward, and Ash side steps it.

601 ASH  
601  
rabbit punches CAMERA.

602 CLOSE ON SKELETON HEAD  
602  
Ash's fist bursts out all it's rotted teeth.

603 ASH  
603  
delivers a right hook, spinning the skeleton's head around in  
a circle.

604 THE SKELETON  
604  
gives Ash a backwards roundhouse kick to the face. Ash tumbles  
over the edge.

605 ASH  
605  
falls to the courtyard below, alongside the catapult. He glances

at the burning fuse.

606 EVIL ASH  
606  
leaps from the parapet and lands atop the catapult. The Skeleton looks down at Ash with a nasty grin of bone.

607 SKELETON ASH  
607  
Behold...  
He gestures to the Evil Dead that overrun the parapet and now battle the last twenty of Arthur's warriors for control of the Keep.

608 ANGLE ON SKELETON ASH  
608  
SKELETON ASH  
You're finished.  
He extends the Necronomicon to taunt Ash.  
SKELETON ASH  
I possess the Necronomicon. I've crushed your pathetic army. Now I'll have my vengeance!  
He raises his sword for the death blow...

609 THE SHRILL CALL OF BATTLE TRUMPETS  
609  
GUARD (O.S.)  
Duke Henry's men! They've come!

610 ASH AND THE SKELETON  
610  
turn...  
A jubilant CHEER rises from the castle as...

611 DUKE HENRY THE RED AND FIFTY OF HIS MEN  
611  
thunder down the hill, across the drawbridge and into the castle courtyard to attack the Deadites!

612 THE SKELETON - ATOP THE CATAPULT  
612  
turns back to Ash and raises his sword for the kill.

613 ASH  
613  
has grabbed a sword from a fallen warrior. With a single motion he slices the hand that holds the Necronomicon from Skeleton Ash.

614 ASH  
614  
snags the book with one hand and on the backswing, slices through the rope, springing the catapult.

615 THE SKELETON AND BURNING SATCHEL  
615  
are flung over the castle wall.

616 HIGH SHOT - LOOKING DOWN AT CASTLE  
616  
THE SKELETON PROJECTILE  
rockets up past camera, waving its boney arms. The burning satchel follows.  
BOOM! The skeleton is blown to bits in mid air.  
A CHEER goes up within the castle courtyard as Henry's Warriors crush the last of the Deadites.

DISSOLVE TO:

617 GLORIOUS BEAMS OF MORNING SUNLIGHT  
617

streak over the horizon. Ash enters frame. He holds the  
Necronomicon as he looks wearily out over the battlefield.

618 LONG SHOT - THE BATTLEFIELD - MORNING

618

Smoking skeletons lay scattered. Henry and Arthur's Warriors  
work together. They toss the deadite bones and armor into a  
bonfire.

619 CLOSE SHOT - TWO DEADITE SKULLS

619

engulfed by flames, crack in the heat.

DISSOLVE TO:

620 EXT. SEASHORE - ARROWHEADS - DUSK  
620

are dipped into the flame of a bonfire. They ignite.

621 THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN 621

Form a row of archers.

They fire their flaming arrows toward the sea.

622 THE ARROWS

622

strike a wooden ship that holds the body of Arthur.

ASH (V.O.)

We said goodbye to Arthur. Sure  
we had our problems. But in the  
end, he was all right.

DISSOLVE TO:

623 EXT. SEASHORE - DUSK  
623

ASH AND THE OTHERS

watch the funeral pyre sail off. It's flickering flames play  
upon their faces.

DISSOLVE TO:

624 INT. CASTLE COURTYARD - NIGHT  
624

ASH (V.O.)

Peace was made between the two  
peoples. And a new nation was  
formed. They offered my a chance  
to stay among them and teach them.  
A chance to lead them. To be  
King. But Sheila was gone.  
Besides, I had places to go.

FLAMES OF THE FIRE - CAMERA PULLS BACK TO REVEAL...

625 THE WISEMEN

625

mix a vat of liquid over a fire as they recite a passage from

the Necronomicon. A flask is dipped into the liquid.

WISEMAN JOHN

hands the flask of liquid to Ash.

WISEMAN JOHN

The Book tells us that each drop  
allows a man to sleep a century.  
Swallow six drops, and thou shalt  
awaken in thine own time.

ASH (V.O.)

Yeah. Right...

Ash takes the flask and studies it.

...but what other choice did I  
have?

DISSOLVE TO:

626 EXT. CASTLE - LONG SHOT - DAY

626

ASH  
rides off.

ASH (V.O.)

I had to find a place to crash.  
For a very long time.

627 EXT. CAVE - DAY

627

ASH  
with the aid of his horse, drags the Deathcoaster inside the  
cave.  
He sets the horse free.

ASH

YAHH!!

It gallops off.

628 INT. CAVE - DAY

628

ASH  
Places a black powder charge at the mouth of the cave. He  
ignites the fuse and climbs into the car.

ASH (V.O.)

I locked the door.

629 INT. MOUTH OF THE CAVE

629

BOOM!  
The powder charge blows. The cave's entrance is sealed shut  
with an avalanche of rock.

630 INT. CAVE - DEATHCOASTER

630

The car headlights come on, piercing the blackness.

631 INT. DEATHCOASTER

631

ASH  
uncorks the flask filled with the Wiseman's brew.

ASH (V.O.)

I closed my eyes.

He lets six drops fall into his mouth. One for each century  
he must sleep.

ASH (V.O.)

I took a drink.

Ash is unaware that an extra drop has fallen into his mouth! A  
7th drop! Ash swallows the liquid.

ASH (V.O.)

I didn't know if it was day or  
night. I started... to get

drowsy... And I slept...

632 ASH  
632  
falls into a deep slumber.

DISSOLVE TO:  
633 THE DEATHCOASTER'S HEADLIGHTS  
633  
fade.

DISSOLVE TO:  
634 CLOSER ON ASH'S SLEEPING FACE  
634  
now in a different position. Time has passed. He needs a shave.  
ASH  
...And dreamed.

635 THE HANDS ON ASH'S WRISTWATCH  
635  
wind faster and faster, then halt and rust in time lapse  
photography. The leather band rots away and the watch falls from  
Ash's wrist.

636 THE SUN  
636  
rises then sets.

637 THE MOON  
637  
follows.

638 A CRACK  
638  
forms along the surface of the aging rock wall.  
ASH (V.O.)  
Dreams last lasted centuries.

639 A BARREN TREE  
639  
sprouts buds, they swell forming leaves which change to the  
brilliant colors of fall then drop.

640 A FROST  
640  
covers Ash.

641 ICICLES  
641  
on the ceiling of the cave melt. The water drops down onto  
Ash's face. He stirs.

642 ASH  
642  
awakens in a heap of rusted scrap, which was once the  
Deathcoaster. His clothes and armor having deteriorated, he is  
buck ass naked as he staggers to the mouth of the cave. He digs  
at the rocks that block the cave's entrance. Sunlight streams  
into the hole he has created.

643 EXT. HILLSIDE  
643  
ASH  
climbs from the cave and steps into the sunlight.  
ASH (V.O.)  
And when I awoke...

644 ASH  
644  
    beholds...  
645 A FUTURISTIC CITY -  
    645  
    after the next Nuclear war: a dead land.  
646 ASH'S P.O.V.  
    646  
    A FRACTURED CLOCK TOWER  
    lays sprawled on its side. The time of mankind's death frozen  
    on the cracked face of the clock.  
647 A SHATTERED BRIDGE  
    647  
    abruptly ends, a third of the way across a river it once  
    spanned. Upon it, rest heaps of futuristic, yet rusted taxicabs  
    piled eight deep in some places.  
    CAMERA PULLS BACK from a stunned Ash, amidst the atomized pieces  
    of iron and bone.  
                                ASH  
                        ....I found that I had slept too  
                        long.  
648 ASH  
                        648  
    is so small a dot now, and so far away, that we almost can't  
    hear his terrified SCREAM!

CUT TO

BLACK.

THE END.