

THE ARMY OF DARKNESS

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THE ARMY OF DARKNESS

Screenplay by Sam Raimi and Ivan Raimi
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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 Sumarrian 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 - 3

NIGHT

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 - 5

NIGHT

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 6

HAND

twisting into a claw, before the flashing thunder clouds.

ASH (V.O.)

So I lopped it off at the wrist.

7 INT. CABIN - 7

NIGHT

ASH severs his hand from his wrist with the chainsaw.

8 BLOOD RED 8

CLOUDS

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 9

ASH

recites the incantation from the Necronomicon.

10 EXT. CABIN - 10

NIGHT

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 - 11

NIGHT

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

12 INT. TIME 12

VORTEX

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 13
SMOKE 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 14
VORTEX 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 - 18
DAY 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 - 19
DAY 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 21
HORSEMEN 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
P.O.V.

ARTHUR'S

26

The Delta 88 Oldsmobile. The chainsaw, strapped to Ash's back. The handless stump of Ash's right arm. The Shotgun.

27
ASH
A FRIGHTENED

27

waves a shaky hand.

ASH

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

28
JOHN
28
WISEMAN

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
CHEST
30
ASH'S

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 - 33
STUNTMAN
He tumbles from the horse.

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

35 LONG SHOT - ASH'S 35
HORSE
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 - 37
ASH
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 38
FEET
grasping at the side of the horse, hoping to find some purchase.

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

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

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

42 HIGH SHOT - TWO 42
HORSEMEN
They are gaining an 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

running side by side. Ash's horse drops back suddenly.

52

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

slams against the back of Ash's skull.

69
ASH 69

crumples. He looks up in pain to...

70
ARTHUR 70

above him. The sun over his shoulder.

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

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

ARTHUR
To the castle!

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

74 WISEMAN
JOHN
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 blazing in the sky above the wasteland. 75

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 shackled alongside other prisoners, is prodded inside the castle 78
walls.

79 INT. CASTLE
COURTYARD SHEILA 79
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

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

84

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!!!
 AIIIIIIiiiiiee!
 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 94
 #2 making a break for it! He's past the guards, heading for the open
 drawbridge.
 95 THE TOWER 95
 ARCHERS 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 98
 #2 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

Buzzzzzz!!

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 149
ARM

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 151
WARRIORS

quickly mount horses.

ARTHUR
Nay. Henry is my prisoners. He--

152 ASH 152

slaps Henry's horse.

ASH
GIDDYUP NOW!! HYAAAH!

153 THE STUNNED 153
CROWD

parts allowing...

154 HENRY AND HIS 154
WARRIORS

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...

157 ASH
SPINS,
157

pointing the barrel just past Arthur. He, but no one else, has spotted the surviving Second Deadite crawling up from the pit on the forgotten chain.

The crowds gasp is cut short by...BLAMMITY-BLAM!

The shotgun belches flame. The blast cuts the chain, leaving the Deadite teetering at the pit's edge.

158 ANGLE
ON

158

BLAMMITY-BLAM!

The second shot blows the beast into a backflip, sending it summersaulting down into the pit.

159 THE SOUND OF THE
GUNBLAST

159

echoes off the mountains like distant thunder.

160 SHEILA, THE WISEMAN, ARTHUR AND THE CROWD
160

look to Ash in reverence.

161 ASH

161

twirls the shotgun about western style: WHOOSH, WHOOSH, WHOOSH... and holsters it.

ASH

Bring me your hoo do man.

162 EXT.
BLACKBIRDS
162

fly from a barren tree.

163 SOMETHING MOVES IN THE
DARKNESS

163

It prowls, skimming the surface of the ground, moving swiftly past rocks and over the crest of a hill revealing...

164 EXT. TEMPLE RUINS - LONG SHOT - NIGHT
164

A massive grouping of freestanding rectangular stones, each twenty feet tall. The remains of an ancient temple. In the center of the ruins there burns a roaring bonfire. As old Woman stirs a cauldron atop the flames. Nearby, Arthur converses with his four Lieutenants.

165 EXT. WITHIN THE RUINS -
NIGHT

165

CLOSE UP - ASH

opens his mouth to allow a spoonful of food to enter. No sooner has he swallowed then a piece of fruit is offered. He waves it away with a satisfied burp and turns to drink from a goblet on wine, brought to his lips by a female hand.

166 ASH AND
SHEILA

166

sits across the flames from Arthur and his men. She bandages Ash's wounds.

167 SHEILA

167

is dresses in a revealing tunic. She looks good.

SHEILA

I pray thee to forgive me. I

believed thee one of Henry's men.
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 haw 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 -

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 - 216
DAY 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 217
THEM 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. Clatoo, verata, Nicto.

ASH

Clatto Verata Nicto. Okay.

WISEMAN JOHN

Repeat them.

ASH

Clatto 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
 HAAAAAAA!
 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.

240 ASH

240
comes upon the shed's door. Locked. He heaves his body against
it but it won't give.

241 INT. SHED - CLOSE ON INTERIOR DOOR 241
A log, that serves as the door's bolt, holds fast.

242 THE EVIL
FORCE

242
emerges from over the ridge.

243 ASH

243
unscrews his iron hand and holsters it. He slings the chainsaw
from his shoulder and snaps it onto his stump bracket. Click.
He threads the chainsaw starter cord through the V-SHAPED SLOT
that extends from his breastplate. CLICK. He thrusts out his
arm and the chainsaw ROARS to life!

244 INT. SHED - CLOSE ON INTERIOR DOOR 244
The blade bites into the log that bolts the door.

245 THE EVIL
FORCE

245
draws closer.

246 INT. SHED 246
CLOSE ON CHAINSAW BLADE
halfway through the log. Sawdust flies.

247 EXT. SHED 247
ASH
Come on! Come on!

The chainsaw dies. He jerks out his arm to restart it. Putt.
Putt.

ASH
Blasted piece of junk!

248 THE EVIL
FORCE

248
draws closer.

249 ASH

249
delivers a mighty kick to the door.

250 INT.
SHED

250
ANGLE ON DOOR
The partially cut log gives way. Ash tumbles into the storage
shed. He slams the door shut and slides the remainder of the
log across the latch, re-bolting it.

251 THE EVIL
FORCE

251
Hammers at the door of the Shed.
BANG!

252 INT.
SHED

252
A terrified Ash braces his back against the door.
BANG!
Earth shaking in its intensity. The planks of the door shudder
behind Ash.

253 CLOSE ON LOG
BOLT

It cracks.

253

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

BOOM! The crack widens.

255

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 260
SHOT 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
SHED 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- 263
DUSK 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.

264 EXT. ABANDONED MILL 264
MILL He beholds...
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
MILL 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
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
268 a gigantic ball of fire as it sets behind the Mill. The wind kicks up.

269 INT. MILL 269
MILL

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
 Only the night woods. The "gnarled hand" comes back, sweeping
 down in front of the broken window, but it's revealed to be just
 a tree branch swaying in the wind.

277 ASH
 277
 reloads. He moves to the front door and peers out through a
 crack.

278 ASH'S
 EYEBALL
 278
 through the crack in the door.

279 ASH'S P.O.V. - THE WOODS
 BEYOND 279
 CAMERA pushes through the crack to the woods beyond. There is
 movement.

280 LONG SHOT - EXT.
 MILL 280
 The tiny figure of Ash steps from the Mill.

281 CLOSE UP -
 ASH
 281
 He sweeps the barrel of the shotgun toward the sound of sticks

breaking.

282 ASH'S TERRIFIED
HORSE 282
It rears up on it's hind legs. It's front hoofs come down toward Ash.

283 A STARTLED
ASH
283
leaps aside just in time.

284 ASH
284
snags the horse's reigns.

ASH
Easy, boy.
The horse calms. Ash ties it to a tree, patting it's head. A shadow passes behind him. He turns toward the Mill.

285 ASH'S P.O.V. THROUGH THE MILL'S OPEN DOOR
285
He sees an image of himself inside the Mill. Peering out.

286 EXT.
MILL
286
ASH
stares in disbelief, then the wind slams the front door of the Mill, halting Ash's view. Ash races for the Mill.

287 INT.
MILL
287
ASH
races through the door and toward CAMERA when...SMASH...Ash's reflection shatters. He's run into a mirror. Shivering, he picks himself up from the pile of broken glass. He moves to the fireplace and hunches before the flames, CAMERA PANS TO....

288 THE SHATTERED MIRROR
PIECES 288
Each piece of mirror reflects an image of Ash. From the eight pieces of mirror spring...

289 EIGHT TINY
ASHES 289
Two inch high versions of himself. They leap from the mirror fragments and land on the floor.

290 ASH
290
is unaware of them as he kneels close to the fire.

291 TINY ASH #1, #2, AND
#3 291
grab a discarded dinner fork. Like men on a battering ram, they race forward to jam it into Ash's buttocks.

292 ASH
292
SCREAMS in agony and jerks forward, banging his head into the stove pipe.

293 TINY ASH #4, #5, AND
#6 293
lift the barrel of the shotgun in Ash's direction. Another leaps upon the shotgun's trigger. BOOM!

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
suspend Tiny Ash #6 by his legs. 313

314 TINY ASH #7 AND
#8
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... 314

315 SUSPENDED TINY ASH
#6
is released. 315

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 at 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 in super fast motion.

327 ASH

327

with his head still wedged in the vice.

ASH

Why you dirty little...AHHHHHH!!

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--

SSSSssssssssss!

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 338

opens it's mouth and bites the nose of the Good Ash head.

339 THE GOOD ASH 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 341

ARMS 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 344

SHOT 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 346

ASHES circle one another like wolves.
GOOD ASH

354 MONTAGE
SEQUENCE:
354
Ash's hand light a torch.

355 FRIGHTENED BATS
FLY 355
from the base of the windmill.

356 CHAINS ARE PULLED
TIGHT 356
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
Wind hits Ash's face as he feels the suction of the book growing stronger. 382

383 ASH'S HAND -
PUPPET
is stretched as it's pulled down into the book. 383

384 LONG SHOT - ASH
PUPPET
Ash's arms stretch down into the book's black page. 384

385 ASH'S PUPPET
HEAD
stretched and screaming, is also pulled on by the book. 385

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
His face vibrates like jello until it finally snaps back to normal. 387

ASH

Woah. Wrong book.

He turns to study...

388 THE TWO REMAINING
BOOKS
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. 388

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!!!

The Batbook is pecking at his eyes!

393 ASH

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

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 - 398
NIGHT

A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - 399
NIGHT

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 400
GROUNDS

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

401 EXT. CEMETARY - 401
NIGHT

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 404
DEAD

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 406
HAND

dives into Ash's mouth. It jerks his face sideways to show him...

407 A GROUP OF SIX ROTTED 407
ARMS

that rip from the ground!

408 THE SKELETAL 408
HANDS

toss Ash to...

409 THE ROTTED 409
ARMS

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 410
HANDS

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 - 432
NIGHT

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
awry. 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
Like a delta winged F-15, it banks towards Sheila. 448
ASH

449 ASH
No!
449
races to intercept. He plants himself between Sheila and the
beast.

450 WINGED DEADITE #1 -
POV
As it swoops at Ash. 450

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 out castle walls? How will
you fight that?! With more words?
Most of out 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 by 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.

529 ASH
529
turns to the South.

530 A SECOND WAVE A
DEADITES
approach. 530

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

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
They're coming in. What now?!

551 ASH
551
looks terrified. He turns and runs from the castle entrance,
dropping his sword, and hides in the blacksmith's shop, pulling
the door closed behind him.

552 ARTHUR
552
shocked at Ash's cowardly desertion, turns to his men and
shouts:

ARTHUR
Fall back! Man the Parapet! Protect
the book or God save us all!

553 THE
WARRIORS
553
retreat across the courtyard to rope ladders that scale the
parapet.

554 ARTHUR'S MEN CLIMB ATOP THE PARAPET
554
The rope ladders are hastily pulled up, leaving no access.

555 INT. COURTYARD - SIX OF ARTHUR'S WARRIORS
555
are stranded in the courtyard. They fight for their lives but
are quickly overcome.

556 EVIL
SHEILA
556
takes out the last of the stranded warriors with her sword.

557 EVIL
ASH
557
smiles at Sheila. He turns his attention to the guarded tower
just beyond the parapet.

EVIL ASH
The book shall be mine!
He raises his rusty sword.
LADDERS!

558 TWELVE EVIL
DEAD
558
storm the parapet with three crudely built wooden ladders as
large rocks rain down upon them from above.

559 TWO
WARRIORS
559
push away ladder #1.

560 FOUR SKELETONS ON LADDER
#1 560
swing away from the wall and crash to the ground.

561 TWO SKELETONS ON LADDER
#2 561
leap onto the parapet and battle the men with swords.

562 WARRIOR
#2
562
knocks the deadite off the ledge and shouts back toward Arthur.
WARRIOR #2
We can't hold this wall much
longer!

563 A DEADITE
ARROW 563
pierces his armor and he falls to his death.

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

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 593

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

594 ASH AND EVIL 594

ASH 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 me 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 - 628
DAY

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 629
CAVE

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

630 INT. CAVE - 630
DEATHCOASTER

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 633
HEADLIGHTS
fade.

DISSOLVE TO:

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

ASH
...And dreamed.

635 THE HANDS ON ASH'S 635
WRISTWATCH
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.