

Evil Dead 3:
Army Of Darkness

By
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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 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.

(CONTINUED)

3 CONTINUED:

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.

(CONTINUED)

10 CONTINUED:

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 smo
ke swirls, pulls in upon itself, like a thing alive, and
forms t he 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.

(CONTINUED)

27 CONTINUED:

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 pa
in 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 hi
s 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 in to 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 71
gallop up, dismount and surround Ash with swords drawn.

ARTHUR
Bring the prisoner!

The warriors surge upon Ash. His sawed-off shotgun and chains
aw are taken from him.

ASH
No!

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

ARTHUR
To the castle!

73 WARRIOR #2 ON HORSEBACK 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

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

(CONTINUED)

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 (CONT'D)

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.

(CONTINUED)

84 CONTINUED:

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

(CONTINUED)

89 CONTINUED: 89

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 prisone r

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 t
o 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.	
	<p style="text-align: center;">ASH</p> <p style="text-align: center;">Come on, you blasted piece of-- He thrusts out his chainsaw arm, yanking the starter cord and</p> <p>... VERRROOOOOOM!!</p>	
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 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 turns to the crowd, his fist clenched.

(CONTINUED)

149 CONTINUED:

149

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 ou t

to Henry.

ASH (CONT'D)
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.

(CONTINUED)

156 CONTINUED:

156

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 crowd's 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 Wo man 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 of 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 dressed 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 want to kill me, now you want to kiss me.

He spits out a mouthful of grape seeds.

ASH (CONT'D)

Lady, just leave me alone.

SHEILA

I'm sorry m'lord. Please understand... This 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

WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

166

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.

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

169

DOGS

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 i
 n 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 an
 d 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 th
e 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.

(CONTINUED)

200 CONTINUED: 200

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 chain
saw juts from its 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?

(CONTINUED)

216 CONTINUED:

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 its 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 its
cradle, you must recite these
words. Clattoo, verata, Nicto.

ASH
Clattoo Verata Nicto. Okay.

WISEMAN JOHN
Repeat them.

ASH
Clattoo Verata Nicto.

220 CONTINUED:

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 thi
rd, 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 (CONT'D)
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 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 its tremendous power to bare.

259 INT. SHED - SAM-O-CAM - INTERVOLUMETER 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

(CONTINUED)

259 CONTINUED:

259

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 door knob 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 (CONT'D)
Anybody here?!

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

ASH (CONT'D)
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 forc e
of the gale.

270 THE WOODEN SHUTTERS 270
on the window quietly KNOCK. Ash shivers and rubs his arms f
or 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 bel
ly.

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 its hind legs. Its 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 its 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!

294 ASH 294
barely dives away from the blast the would have taken his head off.

295 THE TINY ASHES 295
SHRIEK with uncontrollable laughter. They jump away from the shotgun and scurry off across the floor.

296 ASH 296
pulls the fork from his buttocks and heaves it.

297 TINY ASH #1 297
is running for his life, as fast as his tiny legs will carry him.

298 TRACKING SHOT - THE FORK 298
a giant projectile as it ROARS AT CAMERA. PAN with it as it WHOOSHES past. FA-THONG!

299 THE FORK 299
skewers tiny Ash #1 to the wooden wall of the mill.

300 ASH 300
stumbles over a broom handle that has been thrust out in front of him by other tiny ASHES. His head slams into a stove pipe. He crumples. He lands with his cheek pressed against the hot stove. SSSSSSSsss. He pries his face loose with a spatula.

301 A BUCKET OF GREASE 301
is pushed off a high shelf. CLANG!

302 IT LANDS ON ASH'S HEAD 302
and spills slippery grease about the floor.

303 ASH 303
with an upside-down bucket on his head, slips and falls, back and forth on the grease. He stands and tries to dislodge the bucket. He trips over the broom handle, again thrust in his 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 swan dive, plunges down into Ash's opened throat.
- 317 ASH 317
inhales the living beast whole. He chokes violently. He breaks his bonds and 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 (CONT'D)
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 in to 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... YIEEEE!! THE PAIR OF IRON PLIERS dip into Ash's mouth
and clamps down upon a back molar.

(CONTINUED)

328 CONTINUED:

328

ASH (CONT'D)
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 (CONT'D)
No, no--not the poke--
SSSSssssssss!

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 t
he

brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.

ASH (CONT'D)
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 sound like a jerk!

GOOD ASH

Why are you doing this?!

BAD ASH

Wanna know? 'cause the answers
easy. It's cause I'm the bad Ash,
and yer...

347 EVIL ASH 347

Dances a funny jig around Ash. He SMACKS Ash across the face as he sings:

EVIL ASH

...Little goody two-

SMACK! ...shoes, little goody two- SMACK! ...shoes, little good--

348 EVIL ASH 348

the shotgun barrel is suddenly shoved into his frame, pointing at his nose. BLAMMITY-BLAM! The blast blows Evil Ash off his feet.

349 WIDE SHOT - EVIL ASH - STUNTMAN 349
blown backwards into a double backflip.

350 EVIL ASH'S BODY 350
slams against a tree, upside-down. Then slides to the ground,
quite dead.

351 GOOD ASH 351
clutching the smoldering shotgun.

GOOD ASH
Good...Bad...I'm the Ash with the
gun.

352 LONG SHOT - ASH 352
staring down at the body of his evil self.

ASH
I know better than to bury you
whole.

353 EXT. MILL WHEEL - LONG SHOT - NIGHT 353
The giant blades of the Mill are illuminated with bright flashes of lightning. The wind kicks up leaves as Ash throws the body of his Evil Twin onto a workbench at the base of the windmill. The giant blades of the mill arc down into frame with a WHOOSH- WHOOSSH-WHOOSH!

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 chains aw.

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 bloodied burlap bag at his feet as he digs a grave.

ASH (CONT'D)
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 h
is 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!!! 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 (CONT'D)

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.

(CONTINUED)

396 CONTINUED:

396

ASH (CONT'D)
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 (CONT'D)
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 (CONT'D)
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

(CONTINUED)

422 CONTINUED:

422

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 t
o 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 me 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?

Yeah. ASH 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	438
-----	--------------	-----

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.
(MORE)

(CONTINUED)

438 CONTINUED:

WISEMAN JOHN (CONT'D)

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.	

No! ASH

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?
(MORE)

(CONTINUED)

463 CONTINUED:

ARTHUR (CONT'D)

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 (CONT'D)

Dig! Dig faster! I want every
black hearted, worm infested, son
of a bitch that ever died in
battle!

(MORE)

(CONTINUED)

468 CONTINUED:

468

EVIL ASH (CONT'D)

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 sword
s 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 i
nto 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 (CONT'D)
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.

(CONTINUED)

476 CONTINUED:

476

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 (CONT'D)
 You eyeballin' me boy?

WARRIOR #9
 No, M'Lord.

ASH
 I can't hear you!

WARRIOR #9
 NO, M'LORD!!

(CONTINUED)

489 CONTINUED:

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:

(CONTINUED)

497 CONTINUED: 497

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.

A BURNING SKELETON

526

continues to advance only to collapse into a smoldering heap.

528	A SCOUT races up to Ash.	528
-----	---------------------------------	-----

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

529	ASH	529
	turns to the South.	

A SECOND WAVE A DEADITES

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 o f 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 engi
ne is mounted to it's center to power the craft. At the front
an d 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. SKELETA
L 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 swin gs

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 tumble
s over the edge.

605 ASH 605
falls to the courtyard below, alongside the catapult. He glan
ces at the burning fuse.

606 EVIL ASH 606
leaps from the parapet and lands atop the catapult. The Skele
ton 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 th e Keep.

608 ANGLE ON SKELETON ASH 608

SKELETON ASH
You're finished.

He extends the Necronomicon to taunt Ash.

SKELETON ASH (CONT'D)
I possess the Necronomicon. I've
crushed your pathetic army.
(MORE)

(CONTINUED)

608 CONTINUED: 608

SKELETON ASH (CONT'D)
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 (CONT'D)
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 (CONT'D)
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
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 f
rom 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 froze n 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.

ASH is so small a dot now, and so far away, that we almost can't hear his terrified SCREAM!

CUT TO BLACK.

THE END.