

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 it 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, prophecies...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

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

5 EXT. WOODS - 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 HAND

twisting into a claw, before the flashing thunder clouds.

ASH (V.O.)
So I lopped it off at the wrist.

7 INT. CABIN - NIGHT

ASH severs his hand from his wrist with the chainsaw.

8 BLOOD RED 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 ASH

recites the incantation from the Necronomicon.

10 EXT. CABIN - 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 - NIGHT

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

12 INT. TIME 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 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 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

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 latter, Ash appears and tumbles from the sky, falling past CAMERA.
- 19 EXT. BARREN WASTELAND - DAY 19
ASH falls to the dust. His double barreled 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 WARRIORS 24
join in the chant and hail Ash, but suddenly stop as...

- 25 ARTHUR 25
the muscular commander of the group, gallops his horse into frame, followed by FOUR HORSEMEN who are his lieutenants. Arthur lifts his iron visor and evaluates Ash.
- 26 ARTHUR'S P.O.V. 26
The Delta 88 Oldsmobile. The chainsaw, strapped to Ash's back. The handless stump of Ash's right arm. The Shotgun.
- 27 A FRIGHTENED ASH 27
waves a shaky hand.

 ASH
 Take it easy now chief. I don't
 know how I got here and I'm not
 lookin' for any trouble.
- 28 WISEMAN JOHN 28
An elderly man, in a long black cloak, steps forward.

 WISEMAN JOHN
 My Lord Arthur, I believe he is
 the promised one, written of in
 the Necronomicon.
- 29 ARTHUR 29
Brings his sword down across Ash's chest. Ash cries out in pain as...
- 30 ASH'S CHEST 30
is cut. A thin red gash.

 ARTHUR
 He bleeds. As a man bleeds. The
 one written of in the Book would
 not bleed.
- 31 ARTHUR GESTURES 31
and CAMERA PANS to four prisoners bound in iron shackles.

(CONTINUED)

31 CONTINUED:

31

ARTHUR

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

WARRIOR #2 AND #3

Aye! The pit's a fair test!

GOLD TOOTHED WARRIOR

To the pit with the blackard!

32 GOLD TOOTH

32

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

33 WIDE SHOT - GOLD TOOTH - STUNTMAN

33

He tumbles from the horse.

34 ASH

34

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

35 LONG SHOT - ASH'S HORSE

35

rears up, kicking it's hooves into the air.

36 ASH

36

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

37 TRUCKING SHOT - ASH

37

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

ASH

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

38 CLOSE SHOT - ASH'S FEET

38

grasping at the side of the horse, hoping to find some purchase.

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

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

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

42 HIGH SHOT - THE 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
GIDDYUP!

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.

(CONTINUED)

48 CONTINUED: 48
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 HORSEMAN 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. CLICK!
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 ANGLE 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 chainsaw
are taken from him.

ASH
No!

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

ARTHUR
To the castle!

73 WARRIOR #2 ON HORSEBACK 73
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
M'Lord Arthur! Where is my brother?
Did he not ride with you?

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

(CONTINUED)

79 CONTINUED:

79

SHEILA

Her face does not immediately register the grief. She attempts to step forward but stumbles. She steadies herself against the stone wall. Her eyes harden as she sees the first of the shackled prisoners: a semi-conscious Ash.

She flushes with anger and races up to him. She spits and kicks at him as he's dragged along.

SHEILA

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

80 VILLAGE WOMEN

80

restrain her.

SHEILA

cries as the Village Women attempt to soothe her.

VILLAGE WOMAN #1

May you be consoled by their
suffering in the pit.

81 THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS

81

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

82 ASH

82

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

83 SHEILA

83

stares at him in hatred.

84 THE PRISONER NEXT TO ASH

84

eyes Ash curiously. This is Duke Henry the Red.

(CONTINUED)

84 CONTINUED:

84

DUKE HENRY

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

ASH

Who wants to know

HENRY

I am Henry the Red. Duke of Shale.
Lord of the Northlands and leader
of its peoples.

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
address the doomed men:

85

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 WARRIORS

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
an echoed wailing rises up.

87

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

88

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!!!
AIIIIIIIEEE!

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 on his crossbow. ZING! He lets it fly.
CAMERA SWISH PANS with arrow...

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

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

100 ASH 100
turns to Arthur and in a desperate, cowardly plea:

ASH
Hey, I never even saw these
assholes before..

He spins to Duke Henry the Red.

You gotta tell 'em you don't know
me. We never met. Tell him.

HENRY
I do not believe that he shall
listen.

101 THE WARRIORS 101
grab Ash and shove him into the pit.

102 ASH 102
tumbles down into the pit. He lands in a STEAMING pool of foul water at the pit's bottom. He stands and coughs out a mouthful of the rancid water. He looks about.

103 INT. PIT - ASH'S P.O.V. 103
UNDERGROUND CAVERNS disappear into the blackness.

104 ASH 104
spins to a small sound.

105 INT. PIT - ASH'S P.O.V. 105
Nothing. Just the mist rising from the water.

106 ASH 106
shifts his glance again.

107 A SHADOW 107
rounds a corner and disappears from sight.

108 ASH 108
doesn't notice the misty water behind him beginning to stir. Bubbles. A hand emerges. Silently, a pair of bone white eyes break the surface.

109 ASH 109
spins... but there's nothing there. As he turns back around, he is confronted by...
A FEMALE EVIL DEAD
It's rotted corpse rockets up from the water inches from Ash's face!

110 CLOSER 110
Putrid water drains from it's empty eye sockets and mouth. It jerks like a marionette as it advances.

111 ASH SCREAMS 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 it onto his wrist bracket.CLICK!
- 134 ASH WITH HIS CHAINSAW ARM 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 WARRIORS 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 his 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 SAW 143
Ash decapitates the beast.
- 144 ABOVE THE PIT - THE WARRIORS AND VILLAGERS 144
stop cheering for 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

looks at Ash stupidly. Ash shoves him.

ASH

You want some more? Huh?!

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

ASH

Now climb on those horses and get
out of here.

151

HENRY AND HIS TWO WARRIORS

151

quickly mount horses.

ARTHUR

Nay. Henry is my prisoner. He--

152

ASH

152

slaps Henry's horse.

ASH

GIDDYUP NOW!! HYAAAH!

153

THE STUNNED CROWD

153

parts allowing...

154

HENRY AND HIS WARRIORS

154

to gallop off toward the open drawbridge and freedom.

155

ARTHUR

155

stares at Ash with hatred.

ARTHUR

For that, I shall see you dead.

156 ASH

156

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

ASH

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

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 her summersaulting down into the pit.

159 THE SOUND OF THE GUNBLAST

159

echoes off the mountains like distant thunder.

160 SHEILA, THE WISEMEN, 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. An 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 of wine, brought to his lips by a female hand.

166 ASH AND SHEILA 166

sit 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 wanna 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.

(more)

(CONTINUED)

167 CONTINUED:

167

SHEILA (Cont'd)
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.

168 WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

168

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.
Our 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? No 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 robe ignites. She does
not respond as flames sweep up her body. She continues to stir
the caldron.

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

173 THE BURNING WOMAN 173
spins sharply to him. Her voice changes as she SHRIEKS;

POSSESSED WOMAN
YOU SHALL DIE!

Her eyes are bone white. She is POSSESSED by the dark spirit.
Her burning body is violently jerked about in the air by
invisible hands. Her blackened lips pull back in a wild animal
snarl. With two voices 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
roll 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 POSSESSED 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!

6
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 spasms 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 recedes.

(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 springs 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 his cape around her. Together they stare off into the night, then turn to one another and kiss.

DISSOLVE TO:

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

215 CLOSER ON RIDERS - TRUCKING SHOT 215
Arthur and Wiseman John ride, flanked by two of Arthur's Warriors. CAMERA PULLS BACK TO REVEAL...

ASH

He wears an iron breastplate with the insignia of Arthur's army that compliments his new spring-powered iron hand. His chainsaw juts from it's saddle holster on the horse's back. Ash's cape billows as he rides.

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY 216

The Horsemen wind down a trail. Suddenly the horses rear up.
The men gain control of the frightened steeds.

ASH

What's going on?

ARTHUR

points to...

217 THE TRAIL THAT LIES BEFORE THEM 217

It disappears abruptly into a swirling wall of mist that emits
an eerie whistling.

WISEMAN JOHN

This is the edge of the land ruled
by the Dark Spirit. This path will
lead you to an unholy place. A
cemetery. There, the Necronomicon
awaits.

218 ASH 218

anxiously eyes the wall of swirling mist.

219 THE TWO WARRIORS 219

finish placing saddlebags of water and food onto...

ASH'S HORSE

which nervously pounds the earth with it's hooves.

WARRIOR #1

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

ARTHUR

A moment.

220 WISEMAN JOHN 220

moves close to Ash.

WISEMAN JOHN

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

(CONTINUED)

220 CONTINUED:

220

ASH
Clatoo Verata Nicto. Okay.

WISEMEN JOHN
Repeat them.

ASH
Clatoo 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
watch as Ash disappears.

221

222 IN A SEA OF MIST

222

The sound of THUNDERING HOOFS. A form materializes out of the
fog: It is Ash.

223 CLOSER ON ASH
He whips the horse.

223

ASH
HAAAAA!

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

(CONTINUED)

225 CONTINUED: 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 looks 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 glances to....

230 A BUBBLING BROOK 230
and nothing more.

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

232 ASH 232
kicks his steed and it 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 felled 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 253
It cracks.

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

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

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

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

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

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

260 EXT. SHED - SIDE SHOT 260

The roof of the shed ripples, sending tiles and wood beams flying as the EVIL FORCE surges through the shed like a tidal wave.

261 EXT. REAR DOOR OF THE 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 STACK OF DOORS.

All is quiet. We hear the sound of a bolt moving. The doorknob turns slightly. The door swings upward and opens... revealing a somewhat flattened Ash who picks his groggy and bruised self up.

He beholds....

264 EXT. ABANDONED MILL 264

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

265 INT. MILL. 265

ASH

enters the Mill.

ASH

Anybody here?!

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

ASH

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

266 INT. MILL - THREE SHOTS - INTERVLOMETER 266
Shadows lengthen on the floor and stretch across the walls.

267 ASH 267
peers through the window.

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

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

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

ASH
Damn this cold.

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

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

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

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

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

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

276 ASH'S P.O.V. - THROUGH THE BROKEN WINDOW 276
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 OPENED 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 that 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 ASHES #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 as 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 doubles 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 closed 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.

(CONTINUED)

322 CONTINUED: 322

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 wood 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 clamp down upon a back molar.

ASH
No! Not the teeth!

(CONTINUED)

328 CONTINUED: 328
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 neatly 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 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
circling one another like wolves.

GOOD ASH
What... are you? Are you me?

EVIL ASH
WHAT... ARE GOO? ARE GOO ME?! You
sound like a jerk!

GOOD ASH
Why are you doing this?!

EVIL 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:

(CONTINUED)

347 CONTINUED:

347

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-WHOOSH-WHOOSH!

354 MONTAGE SEQUENCE: 354

Ash's hand lights a torch.

355 FRIGHTENED BATS FLY 355

from the base of the windmill.

356 CHAINS ARE PULLED TAUGHT 356

across the body of Evil Ash to secure it.

CLICK. SNAP. CLICK.

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

(CONTINUED)

360

CONTINUED:

360

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 HEAD

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 marker 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 CEMETARY 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 - A 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 CEMETARY'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 BOOKS OF THE DEAD!!!

379 A BAFELED 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 or one of '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... ahhhh!!!

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...

NECTtphhhhhhhhhhh....

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

ASH

Okay then.

(CONTINUED)

396 CONTINUED: 396

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

397 LONG SHOT - CEMETARY 397

ASH

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

ASH

Hey, wait a minute. Everything's cool! I said the words! I did!

398 EXT. CASTLE - NIGHT 398

A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - NIGHT 399

A DOOR

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

WISEMAN JOHN

Something is amiss.

400 HORSES IN THE CASTLE GROUNDS 400

WHINNIE in fear. Sheila steps into frame and stares 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 towards 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.

Leave me alone! Leave me aHUUU!

411 THE SKELETAL FINGERS 411
lash 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 UNDERCRACKED - ASH 412

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

413 ASH 413

opens his mouth wide 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 swallows 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 your 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!!

(CONTINUED)

426

CONTINUED:

426

...and rides off into the darkness

DISSOLVE TO:

427

EXT. CASTLE - LONG SHOT - NIGHT

427

ASH

A tiny figure, rides toward the castle.

428

EXT. CASTLE WALL - NIGHT

428

GOLD TOOTH and two guards stand atop a tower and shout down to the gatekeeper.

GOLD TOOTH

Open the gates. The Promised one has returned!

429

EXT. CASTLE - NIGHT

429

THE DRAWBRIDGE

swings down.

430

ASH

430

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

431

INT. CASTLE COURTYARD - NIGHT

431

TWO WARRIORS

hold Ash's horse as he dismounts. There are excited shouts from the villagers.

VILLAGERS

The stranger has returned! He's brought the book!

432

INT. CASTLE COURTYARD - NIGHT

432

ASH

is led to the THREE WISEMEN.

(CONTINUED)

432

CONTINUED:

432

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?

(CONTINUED)

437 CONTINUED:

437

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

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. 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 of 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 close.

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 will still
succeed.

(CONTINUED)

444

CONTINUED:

444

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.

Ash sees...

448

WINGED DEADITE #1

448

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

ASH

No!

449

ASH

449

paces 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

The immense shadow of the broad winged Deadite falls over Ash.

453 ASH

swings his sword upward.

454 CLOSE SHOT - THE BLADE

severs the tip of the Beast's rotted wing.

455 THE FLYING DEADITE

shrieks in pain as it soars over Ash. No longer aerodynamically sound, it crashes to the ground.

456 A GROUP OF WARRIORS

fire their arrows into the beast, pegging it to a tree. The bone white eyes of the creature darken.

457 ASH AND ARTHUR

spin to the sound of a woman's SCREAM.

458 SHEILA

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

shakes his fist at the receding beast.

ASH

Damn you!

460 THREE MOUNTED SCOUTS

come riding in through the castle doors.

(CONTINUED)

460

CONTINUED:

460

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 say 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:

463

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.

(CONTINUED)

468

CONTINUED:

468

EVIL ASH

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

469

STOP MOTION ANIMATION - THREE SKELETONS

469

hoist up a stone casket from the ground and with rusted swords pry it open, releasing another skeleton who stands to join their ranks.

470

TWO ARMORED SKELETONS

470

push a bruised Sheila to her knees before Evil Ash.

471

CLOSE ON SHEILA

471

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

472

EVIL ASH

472

looks down at her with lust.

EVIL ASH

Why ain't you a sweet little thing?

His boney digit caresses her lips

SHEILA

Don't touch me! You foul thing!

EVIL ASH

Your gonna learn to like me missy.

SHEILA

The Promised one will come for you.

SKELETAL EVIL ASH

yanks her to her feet.

(CONTINUED)

472

CONTINUED:

472

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!

They 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?

(CONTINUED)

476

CONTINUED:

476

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 A VEILED 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

(CONTINUED)

480 CONTINUED: 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

(CONTINUED)

489

CONTINUED:

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 sachel 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 LOCKOUT TOWER - DUSK 496
THE CASTLE BELL
is rung madly. The signal for battle stations.

497 A WARRIOR 497
rides in through the castle gate 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

(CONTINUED)

501 CONTINUED: 501
THREE KILTED SKELETON SCOTSMEN
play rotting 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
rakes a leg bone upon a third skeleton's ribs. A bone xylophone.
A bone-o-phone.

504 SKELETONS #3, #4 AND #5 504
blow into arm bones forming the 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.
Forward! SKELETON CAPTAIN #1

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
roll 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 inside the powder charges.

520 ASH 520
waits one more beat. Then turns to Arthur.

 ASH
 Fire!

 ARTHUR
 Fire!

521 TWELVE ARCHERS 521
fire a volley of smoking arrows.

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

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

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

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

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

527 THE WARRIORS 527
CHEER Ash in sensurround.

528 A SCOUT 528
races up to Ash.

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

529 ASH 529
turns to the South.

530 A SECOND WAVE OF DEADITES 530
approach.

ASH
CATAPULTS...SOUTH!

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

ARTHUR
Powder!

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

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

- 534 LONG SHOT - CASTLE 534
Three flaming projectiles whine as they hurl over the castle walls.
- 535 THREE FALLING SATCHELS P.O.V.'S 535
CAMERA CRANING DOWN toward the skeletons as they look upward in horror.
BOOM! The first blast takes out a skeleton horse and rider. Bones fly.
BOOM! FOUR DEADITES are obliterated.
- 536 EVIL ASH 536
turns to the Skeleton Captain #1 who rides up 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 not 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.

(CONTINUED)

539 CONTINUED: 539
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?!

(CONTINUED)

548 CONTINUED:

548

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 rip 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 THE 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 a 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 emerges...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 on 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 ROTER BLADE 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
charges 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 on pulleys 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 yanked upward by the rope, to the parapet.	
588	ASH	588
	looks to...	
589	EVIL ASH	589
	approaching the Necronomicon.	

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

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

592 ASH 592
watches in horror as...

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

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

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

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

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

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

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

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

601 ASH 601
rabbit punches CAMERA.

602 CLOSE ON SKELETON HEAD 602
Ash's fist busts 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...

(CONTINUED)

607 CONTINUED:

607

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 THE 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 flames 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.

(CONTINUED)

625 CONTINUED:

625

...But what other choice did I
have?

DISSOLVE TO:

626 EXT. CASTLE - LONG SHOT - DAY

626

ASH

rides off.

ASH (V.O.)
I had to find a place to crash.
For a very long time.

627 EXT. CAVE - DAY

627

ASH

with the aid of his horse, drags the Deathcoaster inside the
cave.

He sets the horse free.

ASH
YAHH!!

It gallops off.

628 INT. CAVE - DAY

628

ASH

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

ASH (V.O.)
I locked the door.

629 INT. MOUTH OF THE CAVE

629

BOOM!

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

630 INT. CAVE - DEATHCOASTER

630

The cars 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

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

632 ASH 632

falls into a deep slumber.

DISSOLVE TO:

633 THE DEATHCOASTER'S HEADLIGHTS 633
fade.

DISSOLVE TO:

634 CLOSER ON ASH'S SLEEPING FACE 634

now in a different position. Time has passed. He needs a shave.

ASH

...And dreamed.

635 THE HANDS ON ASH'S WRISTWATCH 635

wind faster and faster, then halt and rust in time lapse photography. The leather band rots away and the watch falls from Ash's wrist.

636 THE SUN 636

rises then sets.

637 THE MOON 637
follows.

638 A CRACK 638
forms along the surface of the aging rock wall.

ASH (V.O.)
Dreams that 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 drips 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.