

THE ARMY OF DARKNESS

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THE ARMY OF DARKNESS

Screenplay by Sam Raimi and Ivan Raimi
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1 GRAINY BLACK AND WHITE - CLOSE-UP - A MAN'S DESPERATE FACE 1

This is Ash, mid twenties, square jaw firmly set and a pair of haunted eyes which dart about quickly in fear. Ash speaks to the CAMERA with urgency:

ASH

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

DISSOLVE TO:

2 EXT. A LOG CABIN -
NIGHT

2

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

ASH (V.O.)

I first saw the damn thing at that blasted cabin. The Necronomicon. An ancient Sumarrian text, bound in human flesh and inked in human blood. It contained bizarre burial rites, prophesies...and instruction for demon

resurrection. It was never meant
for the world of the living.

DISSOLVE TO:

3 INT. CABIN -

NIGHT

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

ASH (V.O.)

The book awoke something dark in
the woods.

3

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

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.

5

6

7

8

9

10

11

12 **INT. TIME** 12
VORTEX

Ash is rocketing through a funnel of swirling clouds. He is swept away from us, hand over foot, through the dark void of Time.

13 **ANIMATION - A TENDRIL OF** 13
SMOKE

swirls through blackness as a chorus of women's voices build to eerie crescendo, from a musical note to a SCREAM. The smoke swirls, pulls in upon itself, like a thing alive, and forms the words:

"BRUCE CAMPBELL"
"vs"

The smoke is whisked away, then reforms as...

"THE ARMY OF DARKNESS"

The title billows past CAMERA REVEALING...

14 **INT. TIME** 14
VORTEX

A GRANDFATHER CLOCK

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

15
ASH

15

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

16 **ANGLE ON ASH FRONT SCREEN PROJECTION**

16

He shields his eyes from a sudden bright light. The funnel cloud electrifies.

17 **ASH'S**
BODY

17

RIPS at the fabric of Time.

18 **EXT. CLOUDY SKY -** 18
DAY

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

19 **EXT. BARREN WASTELAND -** 19
DAY

ASH falls to the dust. His double 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** 21
HORSEMEN

in 12th century armor ride up over a hill. They halt before Ash.

22 **WARRIOR**
#1
22

thrusts his longsword into the air, shouting:

WARRIOR #1

Hail to him who has come from the
sky to deliver us from the terror
of the Deadites! Hail!

23
ASH

23

stares in confusion at the strange medieval figures.

24
WARRIOR

TWENTY-FIVE

24

join in the chant and hail Ash, but suddenly stop as...

25
ARTHUR

25

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

26
P.O.V.

ARTHUR'S

26

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

27
ASH

A FRIGHTENED

27

waves a shaky hand.

ASH

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

28
JOHN
28

WISEMAN

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

WISEMAN JOHN

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

29
ARTHUR

29

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

30
CHEST
30

ASH'S

is cut. A thin red gash.

ARTHUR

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

31
ARTHUR
GESTURES
31

ARTHUR

and CAMERA PANS to four prisoners bound in iron shackles.

ARTHUR

Likely, he is one of Henry's men.

I say to the pit with him! If he is truly the promised one... he will emerge.

WARRIOR #2 AND #3

Aye! The pit's a fair test!

GOLD TOOTHED WARRIOR

To the pit with the blackard!

32 **GOLD TOOTH**
32

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

33 **WIDE SHOT - GOLD TOOTH - STUNTMAN**

33

He tumbles from the horse.

34 **ASH**

34

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

35 **LONG SHOT - ASH'S HORSE**

35

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

36 **ASH**

36

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

37 **TRUCKING SHOT - ASH**

37

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

ASH

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

38 **CLOSE SHOT - ASH'S FEET**

38

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

39 **LONG SHOT - ASH - STUNTMAN**

39

he rides past CAMERA, almost falling from the horse.

40 **ANGLE ON ARTHUR**

40

ARTHUR

LIEUTENANTS! Fetch me the blackard.

41 **TWO OF ARTHUR'S ARMORED HORSEMEN**

41

unsheathe their broadswords and gallop after Ash. The remaining Warriors watch for sport.

42 **HIGH SHOT - TWO HORSEMEN**

42

They are gaining on Ash.

43 **ASH**

43

glances behind him.

44 ASH'S P.O.V. - TRUCKING SHOT - TWO HORSEMEN IN PURSUIT

44

They diverge to either side of CAMERA.

45

ASH

45

whips his horse.

ASH

GIDDYPU!

46 THE FIRST

HORSEMAN

46

rides up alongside Ash and swings his Broadsword.

WHOOSH!!!

47

ASH

47

ducks the blade.

48 THE SECOND

HORSEMAN

48

rides up alongside Ash's other flank. He swings and lands the flat part of his blade along Ash's back.

THUNK!

49

ASH

49

ducks as the first horseman swings his blade again.

WHOOSH!

ASH looks left...

50 THE SECOND

HORSEMAN

50

winds up for another blow.

51

ASH

51

yanks back upon his horse's reigns.

52 THE THREE

HORSES

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

52

53 THE SECOND

HORSEMAN

53

swings.

54 HIS

BROADSWORD

54

slams the First Horseman across the face.

55 THE FIRST

HORSEMAN

55

is knocked from his steed.

56 TRUCKING SHOT - THE FIRST

HORSEMAN

56

is moving fast when he hits the ground. His armored form tumbles

69
ASH

69

crumples. He looks up in pain to...

70
ARTHUR

70

above him. The sun over his shoulder.

71
WARRIORS

EIGHT MOUNTED

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
WARRIORS

GOLD TOOTH AND OTHER

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
HORSEBACK

WARRIOR #2 ON

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
JOHN
74

WISEMAN

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
SUN

THE HOT ORB OF THE

75

blazing in the sky above the wasteland.

DISSOLVE TO:

76
76

EXT. PARCHED LAND - DAY - A WEARY ASH

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

GOLD TOOTH

Move along now!

DISSOLVE TO:

77
77

LONGSHOT - A WIND SWEEPED LANDSCAPE OF CRAGGY ROCK

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
ASH

CAMERA TRACKING WITH

78

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

79
COURTYARD

INT. CASTLE

79

SHEILA

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

SHEILA

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

ARTHUR

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

SHEILA

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

SHEILA

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

80
WOMEN
80

VILLAGE

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
81

THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS

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
ASH

THE PRISONER NEXT TO

84

eyes Ash curiously. This is Duke Henry the Red.

DUKE HENRY

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

ASH

Who wants to know?

DUKE HENRY

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

ASH

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

85 **A STERN FACED ARTHUR AND HIS FOUR LIEUTENANTS**

85

address the doomed men:

ARTHUR

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

86 **TWO OF ARTHUR'S**

MEN

86

crank a massive wench. Chains tighten and the heavy iron lid slides back, revealing a dark hole. The Pit.

87 **FROM THE BOWELS OF THE IRON GRATED**

PIT

87

a echoed wailing rises up.

88 **ASH, HENRY AND THE OTHER**

PRISONERS

88

stiffen in fear.

89 **AN OLD WOMAN AMONGST THE JEERING**

CROWD

89

OLD WOMAN

Aye. Into the pit with the bloodthirsty sons of whores!

She jams a meat pie into her mouth and cheers excitedly as

CAMERA PANS TO...

90 **HENRY'S WARRIOR**

#1

90

as he's thrown down into the pit. He disappears into the blackness.

91 **CAMERA PANS AND HALTS CLOSE ON**

ASH

91

watching with disbelief. We hear the warrior's echoed cry of terror, then a SPLASH as he hits bottom.

92 **CLOSE ON THE EDGE OF THE**

PIT

92

looking down into the blackness we hear:

HENRY'S WARRIOR #1 (O.S.)

I beg of you... by all that's

holy! Lower a rope! Lower... Oh,
for the love of god! no! NO!!!
AIIIIIIiiiiiee!

The sound of ripping and scratching. The SHRIEK of terror is cut short as...

A GEYSER OF BLOOD

erupts upward from the pit. Then silence.

93
ASH

93

is frozen in fear.

TOWER GUARD (O.S.)

There! He's escaping!

ASH'S TERRIFIED GAZE

jerks from the pit to...

94
#2 **TRACKING SHOT - HENRY'S WARRIOR**

94

making a break for it! He's past the guards, heading for the open drawbridge.

95
ARCHERS

THE TOWER

95

spot him and fire arrows.

96
ON

ANGLE

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
#2

PAN HALTS ON HENRY'S WARRIOR

98

The iron arrow punctures the Warrior's armor, pegging him to a wooden post. He dies standing.

99
CROWD

THE

99

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

100
ASH

100

turns to Arthur and in a desperate, cowardly plea:

ASH

Hey, I never even saw these
assholes before..

He spins to Duke Henry the Red.

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

HENRY

I do not believe that he shall
listen.

101 **THE**
WARRIORS

101
grab Ash and shove him into the pit.

102 **ASH**

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

of the rancid water. He looks about.

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

UNDERGROUND CAVERNS disappear into the blackness.

104 **ASH**

104
spins to a small sound.

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

Nothing. Just the mist rising from the water.

106 **ASH**

106
shifts his glance again.

107 **A**
SHADOW

107
rounds a corner and disappears from sight.

108 **ASH**

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

109 **ASH**

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

110 **CLOSER**

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

111 **ASH**
SCREAM

111
and backs against the steep rock wall of the pit. He tries to scale the steep face. He gets one foot up.

112 **THE DEADITE'S**
HAND 112

clutches Ash's ankle and yanks him back down.

113 **DOWN ANGLE ON**
ASH 113

He falls away from the wall, his arms flailing.

114 **ABOVE THE PIT - GOLD TOOTH AND OTHER VILLAGERS**
114
hoot and cheer for Ash to be devoured.

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

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

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

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

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

120 ASH
120
 cries out in pain.

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

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

123 THE DEADITE
123
 grabs Ash by the throat.

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

125 THE DEADITE
125
 advances.

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

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

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

129 ASH - SLOW MOTION **129**

summons his strength and leaps upward.

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

131 **HIGH ANGLE-**
 ASH 131
 ascending, his teeth gritted, every muscle straining, he soars
 past CAMERA.

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

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

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

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

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

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

137 **DEADITE HAND MEETS**
 SAW 137
 Buzzzzzz!!

138 **ASH**
 138
 is splattered with black bile.

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

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

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

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

143 **CAMERA MOUNTED ON**
 ASH 143
 Ash decapitates the beast.

144 **ABOVE THE PIT - THE WARRIORS AND VILLAGERS**
 144

stares at Ash with hatred.

ARTHUR

For that, I shall see you dead.

156 **ASH**

156

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

ASH

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

157 **ASH**
SPINS,
157

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

The crowds gasp is cut short by....BLAMMITY-BLAM!
The shotgun belches flame. The blast cuts the chain, leaving the Deadite teetering at the pit's edge.

158 **ANGLE**
ON

158

BLAMMITY-BLAM!

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

159 **THE SOUND OF THE**
GUNBLAST

159

echoes off the mountains like distant thunder.

160 **SHEILA, THE WISEMAN, ARTHUR AND THE CROWD**
160

look to Ash in reverence.

161 **ASH**

161

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

ASH

Bring me your hoo do man.

162 **EXT.**
BLACKBIRDS
162

fly from a barren tree.

163 **SOMETHING MOVES IN THE**
DARKNESS

163

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

164 **EXT. TEMPLE RUINS - LONG SHOT - NIGHT**
164

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

165 EXT. WITHIN THE RUINS -
NIGHT

165

CLOSE UP - ASH

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

166 ASH AND
SHEILA

166

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

167 SHEILA

167

is dresses in a revealing tunic. She looks good.

SHEILA

I pray thee to forgive me. I believed thee one of Henry's men. She touches Ash's hand. Ash turns away

ASH

First you wanta kill me, now ya wanna kiss me. He spits out a mouthful of grape seeds.

ASH

Lady, just leave me alone.

SHEILA

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

ASH

They're mistaken. She stares deeply into his eyes.

SHEILA

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

166 WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

167

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**
170 **SHEILA**

170

turn to see...

171 **THE OLD**
171 **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**
173 **WOMAN**

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**
174 **WOMAN**

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**
176 **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** 178
WOMAN
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** 179
ARCHWAY
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** 180
STONE
topples the next stone.
BOOM!
Which topples the next, which sets off a chain reaction.
BOOM! BOOM!
Like giant dominoes, they fall.

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

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

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

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

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

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

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

188 **THE POSSESSED AND BURNING** 188
WOMAN
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.

moves close to Ash.

WISEMAN JOHN

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

ASH

Clatto Verata Nicto. Okay.

WISEMAN JOHN

Repeat them.

ASH

Clatto Verata Nicto.

WISEMAN #1

Again.

ASH

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

Ash rears up on his horse and gallops into the mist

221
JOHN **ARTHUR AND WISEMAN**

221

watch as Ash disappears.

222
MIST **IN A SEA OF**

222

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

223
ASH **CLOSER ON**
223

He whips the horse.

ASH

HAAAAAAA!

224
ASH **ANGLE ON**
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
WOODS **EXT.**
226

LONG SHOT - ASH

rides slowly on through the darkening woods.

227
ASH **CLOSER ON**
227

He hears a sound and look to...

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.** **280**
MILL

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** **282**
HORSE

It rears up on it's hind legs. It's front hoofs come down toward Ash.

283 **A STARTLED**
ASH
283
leaps aside just in time.

284 **ASH** **284**
snags the horse's reigns.
ASH
Easy, boy.

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

285 **ASH'S P.O.V. THROUGH THE MILL'S OPEN DOOR**
285

He sees an image of himself inside the Mill. Peering out.

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

287 **INT.**
MILL
287
ASH

paces 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

Oops.

307 **TINY ASH #2** 307

is burned alive.

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

309 **TINY ASH #3** 309

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

RIP!!

310 **THE NAIL RIPS** 310

through Ash's shoe.

311 **ASH** 311

jerks his leg upward in pain. Ash dances about the place hopping on one foot, **HOWLING**. He strays into the greasy area of the floor and stumbles over the broomstick again thrust in

his path, swung there by Tiny ASHES #6, #7 and #8. He almost regains his balance when he strays into the oil patch, falls, and hits his head on the stone floor. BLACKNESS.

312 **ASH**

312

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

313 **TINY ASHES #4 AND**

#5

313

suspend Tiny Ash #6 by his legs.

314 **TINY ASH #7 AND**

#8

314

stand atop Ash's face. They push from either side of his nostrils, plugging his nose. Ash's mouth opens as he gasps for air. As he inhales...

315 **SUSPENDED TINY ASH**

#6

315

is released.

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

316

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

317 **ASH**

317

inhales the living beast whole. He chokes violently. He breaks his bonds 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

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

318 **CLOSE ON ASH'S ARM - STOP MOTION ANIMATION**

318

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

319 **ASH**

319

watches in horror as...

320 **THE TINY**

FIGURE

320

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

321 **THE IRON**
HAND
321 connects with an uppercut that knocks Ash out of frame.

322 **ASH**
322
lands next to an iron vice. He reaches for the EVIL HAND. But the hand has grabbed a mallet that BONK-BONKS him on the head. Ash is groggy as he is grabbed by the hair and yanked down into the opened vice.

323 **THE EVIL IRON**
HAND **323**
cranks the vice's handle.

324 **THE**
VICE
324
tightens around Ash's head. Trapped, he looks to...

325 **THE EVIL**
HAND
325 rummaging through a wooden toolbox. It comes upon a crude wooden punch.

326 **ANGLE - THE EVIL HAND - UNDERCRANKED**
326 stabs rapidly at Ash's good hand. But Ash expertly dodges each stab with an opening of the fingers or a closing of the thumb is super fast motion.

327 **ASH**
327
with is 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.
ASH
No! Not the teeth!

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

330 **ASH'S**
HEAD
330 struggling in the grip of the vice.
ASH

Where the hell are ya!?

331 THE EVIL HAND
331
 grabs a red hot fireplace poker from the fire.
ASH
 I can't see ya!!
HIS EVIL HAND
 raises a red hot fireplace poker and presses it against the right half of his body.
ASH
 No, no--not the poke--
 SSSSSSSSSSSSS!

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

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

334 ASH
334
 SHRIEKS and SHRIEKS and races out of the mill. The CAMERA follows him in docu-horror style as he flees into the dark woods.

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

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

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

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

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

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

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

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

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

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

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

346 **HIGH SHOT AS THE TWO** 346
ASHES
 circle one another like wolves.

GOOD ASH
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--

float past the moon. We hear the distant WHINE of the chainsaw.
360 **EXT. GRAVEYARD -** 360
NIGHT

ASH

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

ASH

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

361 **ASH**

361

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

362 **INT. GRAVE - THE EVIL ASH HEAD**

362

It's eyes pop open! It peers up at Ash from the grave. It croaks;

EVIL ASH HEAD

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

ASH

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

EVIL ASH HEAD

Huh?

363 **CLOSE SHOT - THE EVIL**

DEAD

363

It's eyes dart, looking for something on it's face when a shovelful of dirt is heaped atop it.

364 **EVIL ASH HEAD - P.O.V. - EYEMO**

364

as a shovelful of dirt is heaped atop the CAMERA.

365 **ASH**

365

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

ASH

(muttering under his breath)

Rest in pieces.

366 **ASH**

366

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

367 **THE**

GRAVEYARD

367

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

ASH

This must be it. The cemetery.

368 ASH
368 moves toward the cemetery.
369 ASH'S P.O.V. - THE CEMETERY 369
In the center, lies a massive slab of black stone.
370 ASH
370 draws closer, his teeth chattering as the wind blasts at him.
He glances down to...
371 ASH'S P.O.V. - TRACKING SHOT - SKULL
371 sitting atop the ground, leering up at CAMERA with empty eye
sockets. The wind whistles through the empty skull. The jaw
bone drops open with a squeak.
372 CLOSE ON
ASH
372
His hair is whipped up by the wind. He looks to...
373 THE MASSIVE BLACK STONE IN THE CEMETERY'S CENTER
373
backlit by the rising moon, creates eerie beams of light and
shadow.
374 ASH
374
arrives at the foot of the massive stone.
375 UNDERCRANKED - THE STONE 375
Atop it sits... THE BOOK OF THE DEAD.
376 CAMERA PANS REVEALING... 376
A SECOND BOOK OF THE DEAD!
377 CAMERA PANS AGAIN REVEALING...
377
A THIRD!
378 CAMERA RACES BACK AT SUPER SPEED TO REVEAL:
378
THREE BOOK OF THE DEAD!!!
379 A BAFFLED
ASH
379
steps close.
ASH
Wait. Three books? Nobody said
anything about that. Ha! That
Wiseman was so busy fillin' me
fulla his secret words and phrases
and, and, his... bullshit, he
forgot to mention anything about
that. Like do I take all of 'em
of one or 'em, or what? Well...
He reaches for the first book and opens it.
380 ANGLE
ON
380
WHOOOOOSH!!!

To reveal a black hole. SCREAMS ERUPT from the dark abyss of the Book. It begins to suck things into it.

381 **CLOSE ON BOOK OF THE DEAD - BACKWARDS MOTION**
381
dead leaves and mist are sucked into the book.

382 **ASH - MAKE-UP**
APPLIANCE 382
Wind hits Ash's face as he feels the suction of the book growing stronger.

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

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

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

386 **ASH**
PUPPET
386
A taffy stretched version of Ash struggles against the pull of the black hole. He pulls free and snaps the book shut.

387 **INTERVOLOMETER SHOT -**
ASH 387
His face vibrates like jello until it finally snaps back to normal.

ASH
Woah. Wrong book.
He turns to study...

388 **THE TWO REMAINING**
BOOKS 388
ASH
tries to decide between them. At first he's sure which one it is. Then, chiding himself for being so easily duped, chooses the other.

389 **THE**
BOOK
389
moves ever so slightly as he reaches for it.

ASH
Huh.
Ash reaches for it again and the book bites him!

390 **THE BOOK OF THE DEAD -**
PUPPET 390
Rodent teeth have appeared on the surface of the Book. The Book flaps it's pages and becomes airborne, flying right at CAMERA like a bat!

391 **BATBOOK P.O.V. - CAMERA RIG - UNDERCRANKED**
391
Swooping erratically around Ash's head.

392 **THE**
BATBOOK
392
shrieking, chases Ash around, pecking at his neck.

ASH

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

393 **ASH**
The Batbook is pecking at his eyes!

393

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

394

395 **CLOSE ON**
BOOK
395
faces the remaining book. He slowly reaches for it as the wind kicks up. Ash gently lifts it and turns it over.

396 **ASH**
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

396 **ASH**
bristles in fear.

ASH

Okay. The words. Say the words.
KLATOO!... VERATA... uh... Uh...
Necta... uh... Nectar...
Necktie... uh...
He hesitates, then calls out boldly.

ASH

**KLATOO... VERATA...
NECTtphhhhhhhhhh...**

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

ASH

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

397 **LONG SHOT -**
CEMETARY 397

ASH

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

ASH

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

398 **EXT. CASTLE -** 398
NIGHT

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 -** 401
NIGHT

ASH runs for his horse, clutching the Necronomicon.

402 **A BONEY**
HAND
402

rips up from a grave and grabs his leg!

403 **ASH** 403

falls.

404 **THE BOOK OF THE** 404
DEAD

is knocked from Ash's hand.

405 **ASH** 405

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

406 **THE FIRST SKELETON** 406
HAND

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

407 **A GROUP OF SIX ROTTED** 407
ARMS

that rip from the ground!

408 **THE SKELETAL** 408
HANDS

toss Ash to...

409 **THE ROTTED** 409
ARMS

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

410 **THE SKELETON** 410
HANDS

curl boney fingers, clenching them into fists.

ASH

No.. no more...

The skeletal fists pepper Ash's face with punches.

ASH

Leave me alone! Leave me aHUUU!

411 **THE SKELETAL** 411
FINGERS

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 -** 412
ASH

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** 415
EYES

They bulge as he swallow the arm.

416 **STOP MOTION** 416
ANIMATION

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** 420
TREE

The burial site of Evil Ash. A bolt of lightning strikes the grave marker.

421 **EVIL ASH'S BURIAL** 421
MARKER

is thrust from the ground. A hand breaks the surface of the earth.

422 **EVIL ASH'S BODY** 422
PARTS

fly up from the grave and assemble themselves into a lopsided, decayed version of EVIL ASH!

423 **EXT. MILL -** 423
NIGHT

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 -** 425
NIGHT

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 - **426**
NIGHT

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 - **427**
NIGHT

ASH

A tiny figure, rides toward the castle.

428 EXT. CASTLE WALL - **428**
NIGHT

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 - **429**
NIGHT

THE DRAWBRIDGE

swings down.

430 ASH **430**

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

431 INT. CASTLE COURTYARD - **431**
NIGHT

TWO WARRIORS

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

VILLAGERS

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

432 INT. CASTLE COURTYARD - **432**
NIGHT

ASH

is led to the THREE WISEMEN.

WISEMAN JOHN

The Necronomicon. Quickly.

433 ASH **433**

433

pours a bucket of water over his head and begins drinking.

WISEMAN JOHN

Did you bring the Necronomicon!

434 ASH **434**

slurps down more of the water, averting his eyes from the Wiseman.

ASH

Yes. It's just that...

WISEMAN JOHN

Just what?!

ASH

Nothing. Here

Ash produces the Necronomicon.

Now send be back. Like in the deal.

435 WISEMAN
JOHN
435

takes the book and suddenly goes pale.

WISEMAN JOHN

No...I sensed something had gone awry. The book's power. It's gone.

436 THE
CROWD

436

murmurs at this bad news.

437 ASH

437

suddenly looks very guilty. Wiseman John turns to him.

WISEMAN JOHN

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

ASH

Yeah. basically.

WISEMAN JOHN

Did you speak the exact words?!

ASH

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

438 WISEMAN
JOHN
439

bows his head, stung by this information.

WISEMAN JOHN

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

ASH

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

WISEMAN JOHN

The passage is useless to us as long as these evil dead walk. They

have a terrible desire for this book. And they shall come here to get it. Once in their possession, the Evil shall rule the Earth for one thousand years...Because of you...we are doomed.

ASH

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

WISEMAN JOHN

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

ASH

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

439 **ASH**

439

looks about at the condemned faces.

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

VILLAGERS

440

CAMERA PANS past the doomed faces in the crowd.

ASH

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

441 **ASH**

441

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

ARTHUR

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

442 **ASH**

442

is solemn.

443 **ARTHUR**

443

and the others turn away in contempt.

444 **SHEILA**

444

moves closer.

SHEILA

I still believe that thou wilt help us.

ASH

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

SHEILA

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

ASH

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

He bows his head and moves off.
A high pitched SHRIEK is heard!

445 ALL HEADS

445
look to the sky.

446 TWO WINGED DEADITES

446
possessed women with bat-like wings, swoop down.

447 TEN VILLAGERS

447
scream as they flee from the winged beasts.

448 WINGED DEADITE #1

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

448

ASH

No!

449 ASH

449

races to intercept. He plants himself between Sheila and the beast.

450 WINGED DEADITE #1 - POV

As it swoops at Ash.

450

451 ASH

451

opens his steel hand, then clamps it closed again on the handle of his sword.

452 ASKEW ANGLE 452

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

453 ASH

453

swings his sword upward.

454 CLOSE SHOT - THE BLADE

severs the tip of the Beast's rotted wing.

454

455 THE FLYING DEADITE

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

455

456 A GROUP OF WARRIORS

456

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

457 ASH AND
ARTHUR

457

spin to the sound of a woman's SCREAM.

458 SHEILA

458

in the clutches of WINGED DEADITE #2.

SHEILA

M'Lord Ash! Help me!

The beast flies off with the fair maiden, soaring over the castle wall and into the distance.

459 ASH

459

shakes his fist at the receding beast.

ASH

Damn you!

460 THREE MOUNTED
SCOUTS

460

come riding in through the castle doors.

SCOUT

An army of the dead! They have gathered in the wilderness and come this way.

ARTHUR

How far from here?

SCOUT

But two days ride.

ARTHUR

Then these winged ones are only the first of them.

WISEMAN

Perhaps we should go from this place while we can.

GOLD TOOTH

We could be safe in the mountains.

WARRIORS

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

461 ANGLE
ON

461

BLAMMITY-BLAM!

All eyes look to...

462 ASH

462

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

ASH

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

463 ARTHUR

463

takes a challenging step forward.

ARTHUR

How will we stop an army of the

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

ASH

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

ARTHUR

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

ASH

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

464 THE CROWD

464

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

BLACKSMITH

I'll stand by you.

465 A WARRIOR

465

steps forward. Then another.

WARRIOR #7

You may count on my steel.

WARRIOR #8

And mine!

466 THE CROWD

466

steps forward vowing their allegiance to the cause.

467 ARTHUR

467

reluctantly joins them.

468 EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT

468

EVIL ASH

directs teams of skeletons to dig at the graves.

EVIL ASH

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

469 STOP MOTION ANIMATION - THREE SKELETONS

469

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

470 TWO ARMORED SKELETONS

470

push a bruised Sheila to her knees before Evil Ash.

471 **CLOSE ON** 471
471 **SHEILA**

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**
472 **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**
473 **SHOT**

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 -**
475 **ASH**

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**
476 **RED**
476

rides up between his warriors and Ash.

HENRY

Stay your arms!

Henry turns to Ash.

HENRY

T'is the stranger who spared me

from the pit. What brings you?

ASH

The Army of the Dead.

HENRY

What of them?

ASH

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

HENRY

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

ASH

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

Henry laughs.

HENRY

Why should I endanger my people to save my enemy?

ASH

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

477 NIGHT **EXT. A CRAGGY MOUNTAIN TOP -**

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 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**

raise their swords into the air with a shout.

480 DAY **EXT. CASTLE -**

480

THREE TRUMPETERS

stand atop the castle wall and sound their trumpets! CAMERA PANS to reveal...

481 OLDSMOBILE **THE 1973 DELTA 88**

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**

ASH AND THE BLACKSMITH

look under the hood of the Delta 88, parked in the Blacksmith's shop.

483 THE DELTA'S ENGINE 483
is shattered.

484 ASH 484
frowns.

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

486 THE SAND 486
is brushed away revealing gear wheels.

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

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

489 EXT. CASTLE COURTYARD - DAY 489
ASH
walks along, inspecting a line of forty medieval warriors who stand at attention. He halts before a warrior and stares hard at him. The Warrior glances towards Ash.

ASH
You eyeballin' me boy?

WARRIOR #9
No, M'Lord.

ASH
I can't hear you!

WARRIOR #9
NO, M'LORD!!

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

WARRIOR #9
NO, M'LORD!

ASH
Where you from, mouse?!

WARRIOR #9
I hail from the village of Perth.

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

490 EXT. MOUNTAIN - DAY 490
ASH
takes charcoal from a dead fire and chips of dried cow dung. He mixes them with sulfur.

491 THE BLACK POWDER 491
is bound up in a small satchel and affixed to an arrow.

492 GOLD TOOTH 492

lights the fuse with a torch.

493 **ASH**

493

draws back and releases the arrow. ZING!

494 **THE**

ARROW

494

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

495 **ARTHUR'S**

WARRIORS

495

watch in awe.

496 **EXT. CASTLE LOOKOUT TOWER -**

DUSK

THE CASTLE BELL

is rung madly. The signal for battle stations.

497 **A**

WARRIOR

497

rides in through the castle gates screaming:

WARRIOR

They're coming! The Deadites approach!

498 **INT. CASTLE**

COURTYARD

498

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

499 **ASH**

499

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

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

HORIZON

500

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

501 **EXT. BATTLEFIELD TRACKING SHOT**

501

THREE KILTIED 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.

514 **ARTHUR**
 514
 looks to the approaching army.

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

516 **ARTHUR**
 516
 turns to Ash for the signal.

517 **ASH**
 517
 holds up a finger. He waits.

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

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

520 **ASH**
 520
 waits one more beat. The turns to Arthur.

ASH
 Fire!

ARTHUR
 Fire!

521 **TWELVE**
ARCHERS
 521
 fire a volley of smoking arrows.

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

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

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

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

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

527 **THE**
WARRIORS
 527
 CHEER Ash in sensurround.

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** 560
#1
swing away from the wall and crash to the ground.

561 **TWO SKELETONS ON LADDER** 561
#2
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** 563
ARROW
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** 565
P.O.V.
THE DOORS OF THE BLACKSMITH'S SHOP BURST OPEN
Through the dust and smoke something appears...An iron
beast...belching steam...It's angry iron blades whirling.
Behold...

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

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

568 **ASH** 568
is at the helm. Hepulls a cord.

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

570 **THE VIKING** 570
DEADITE
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** 573
BLADES

slicing through two Deadites at once. The cow-catcher in front pushes aside the halved Evil Dead.

574 **ASH**

574

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

575 **WIDE SHOT - THE**

DEATHCOASTER **575**

Thwop! Thwop! Two more skeletons bite the dust. leathery hands pluck a SCREAMING Gold Tooth from the craft.

576 **GOLD**

TOOTH

576

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

577 **EVIL**

SHEILA

577

leaps onto the moving Deathcoaster to face Ash.

EVIL SHEILA

Thou didst find me beautiful once.

ASH

Honey...You got real ugly.

578 **EVIL**

SHEILA

578

attacks with a SHRIEK!

579 **ASH**

579

spins out his double barreled shot gun and...

BLAMMITY-BLAM!

...blows her off the craft. She does a back flip into the other Deadites.

580 **ASH**

580

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

581 **THE**

DEATHCOASTER

581

careens out of control.

582 **ASH**

582

tumbles from the helm and hits the ground.

583 **THE**

DEATHCOASTER

583

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

584 **ASH**

584

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

585 **LADDER #2 -**

ARTHUR **585**

attempts to push the ladder away. A sword comes up into frame,

stabbing Arthur. He is yanked to his death with a shriek! Evil Ash, with his bloody sword, leaps up from the ladder and onto the parapet. He's headed for the Book of the Dead.

586 **BELOW IN THE COURTYARD -**
ASH

586

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

587 **ABOVE HIM - A NET OF**
BOULDERS

587

plummet down atop the two deadites, crushing them. Simultaneously, Ash is tanked upward by the rope, to the parapet.

588 **ASH**

588

looks to...

589 **EVIL**
ASH

589

approaching the Necronomicon.

590 **ASH**

590

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

591 **A FLAME**
ARROW
591

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

592 **ASH**

592

watches in horror as...

593 **THE FLAMES**
RECEED

593

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

594 **ASH AND EVIL**
ASH

594

bring their swords together with such great force that sparks fly. Ash is forced back against the stone pedestal that holds the Necronomicon.

CLANG!

With a deft stroke, Ash's sword is flung from his hand.

595 **ASH'S**
SWORD
595

imbeds in a wooden beam.

596 **EVIL**
ASH

596

grabs the Necronomicon, then swings his sword at Ash.

597 **ASH**

597

grabs a burning iron torch from its mount.

598 **ANGLE**
ON

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

599 **ANGLE**
ON

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

600 **ABOVE...**

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

601 **ASH**

601
rabbit punches CAMERA.

602 **CLOSE ON SKELETON**

602 **HEAD** 602
Ash's fist bursts out all it's rotted teeth.

603 **ASH**

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

604 **THE**
SKELETON

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

605 **ASH**

605
falls to the courtyard below, alongside the catapult. He glances at the burning fuse.

606 **EVIL**
ASH

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

607 **SKELETON**
ASH
607

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

608 **ANGLE ON SKELETON**

608 **ASH** 608
SKELETON ASH
You're finished.
He extends the Necronomicon to taunt Ash.
SKELETON ASH
I possess the Necronomicon. I've

crushed your pathetic army. Now
I'll have my vengeance!

He raises his sword for the death blow...

609 THE SHRILL CALL OF BATTLE
TRUMPETS

609

GUARD (O.S.)

Duke Henry's men! They've come!

610 ASH AND THE
SKELETON

610

turn...

A jubilant CHEER rises from the castle as...

611 DUKE HENRY THE RED AND FIFTY OF HIS
MEN

611

thunder down the hill, across the drawbridge and into the castle
courtyard to attack the Deadites!

612 THE SKELETON - ATOP THE
CATAPULT

612

turns back to Ash and raises his sword for the kill.

613 ASH

613

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

614 ASH

614

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

615 THE SKELETON AND BURNING
SATCHEL

615

are flung over the castle wall.

616 HIGH SHOT - LOOKING DOWN AT
CASTLE

616

THE SKELETON PROJECTILE

rockets up past camera, waving its boney arms. The burning
satchel follows.

BOOM! The skeleton is blown to bits in mid air.

A CHEER goes up within the castle courtyard as Henry's Warriors
crush the last of the Deadites.

DISSOLVE TO:

617 GLORIOUS BEAMS OF MORNING
SUNLIGHT

617

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

618 LONG SHOT - THE BATTLEFIELD - MORNING

618

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

619 CLOSE SHOT - TWO DEADITE
SKULLS

619

engulfed by flames, crack in the heat.

DISSOLVE TO:

620 EXT. SEASHORE - ARROWHEADS -
DUSK

620

621 are dipped into the flame of a bonfire. They ignite. 621
THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN
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 -** 623
DUSK
ASH AND THE OTHERS
watch the funeral pyre sail off. It's flickering flames play
upon their faces.

DISSOLVE TO:

624 **INT. CASTLE COURTYARD -** 624
NIGHT
ASH (V.O.)

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

FLAMES OF THE FIRE - CAMERA PULLS BACK TO REVEAL...
625 **THE**
WISEMEN
625

mix a vat of liquid over a fire as they recite a passage from
the Necronomicon. A flask is dipped into the liquid.
WISEMAN JOHN
hands the flask of liquid to Ash.

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

ASH (V.O.)
Yeah. Right...
Ash takes the flask and studies it.
...but what other choice did I
have?

DISSOLVE TO:

626 **EXT. CASTLE - LONG SHOT -** 626
DAY
ASH
rides off.

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

627 EXT. CAVE - DAY **627**

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

ASH
YAHH!!

It gallops off.

628 INT. CAVE - DAY **628**

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

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

629 INT. MOUTH OF THE CAVE **629**

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

630 INT. CAVE - DEATHCOASTER **630**

The car headlights come on, piercing the blackness.

631 INT. DEATHCOASTER
631

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

ASH (V.O.)
I closed my eyes.
He lets six drops fall into his mouth. One for each century he must sleep.

ASH (V.O.)
I took a drink.
Ash is unaware that an extra drop has fallen into his mouth! A 7th drop! Ash swallows the liquid.

ASH (V.O.)
I didn't know if it was day or night. I started... to get drowsy... And I slept...

632 ASH **632**

falls into a deep slumber.

DISSOLVE TO:
633 THE DEATHCOASTER'S HEADLIGHTS **633**

fade.

DISSOLVE TO:
634 CLOSER ON ASH'S SLEEPING FACE **634**

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

ASH

...And dreamed.

**635 THE HANDS ON ASH'S
WRISTWATCH**

635

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

**636 THE
SUN**

636

rises then sets.

**637 THE
MOON**

637

follows.

**638 A
CRACK**

638

forms along the surface of the aging rock wall.

ASH (V.O.)

Dreams last lasted centuries.

**639 A BARREN
TREE
639**

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

**640 A
FROST**

640

covers Ash.

641 ICICLES

641

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

642 ASH

642

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

**643 EXT.
HILLSIDE**

643

ASH

climbs from the cave and steps into the sunlight.

ASH (V.O.)

And when I awoke...

644 ASH

644

beholds...

645 A FUTURISTIC CITY -

645

after the next Nuclear war: a dead land.

646 ASH'S
P.O.V.
646

A FRACTURED CLOCK TOWER

lays sprawled on its side. The time of mankind's death frozen on the cracked face of the clock.

647 A SHATTERED
BRIDGE

647

abruptly ends, a third of the way across a river it once spanned. Upon it, rest heaps of futuristic, yet rusted taxicabs piled eight deep in some places. CAMERA PULLS BACK from a stunned Ash, amidst the atomized pieces of iron and bone.

ASH

....I found that I had slept too long.

648 ASH

648

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

CUT

TO BLACK.

THE END.