

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 Sumarrrian text, bound
 in human flesh and inked in human
 blood. It contained bizarre burial
 rites, prophesies...and
 instruction for demon
 resurrection. It was never meant
 for the world of the living.

DISSOLVE TO:

3 INT. CABIN - NIGHT

3

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

ASH (V.O.)

The book awoke something dark in
the woods.

SUPERIMPOSE:

4 BOOK OF THE DEAD - CAMERA PANNING STRANGE SCRIPT

4

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

5 EXT. WOODS - NIGHT

5

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

ASH (V.O.)

It got into my hand and it went
bad.

6 CLOSE ON ASH'S POSSESSED HAND

6

twisting into a claw, before the flashing thunder clouds.

ASH (V.O.)

So I lopped it off at the wrist.

7 INT. CABIN - NIGHT

7

ASH severs his hand from his wrist with the chainsaw.

8 BLOOD RED CLOUDS

8

sweep past the moon.

ASH (V.O.)

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

9 A BANDAGED, ONE HANDED ASH

9

recites the incantation from the Necronomicon.

10 EXT. CABIN - NIGHT

10

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

ASH (V.O.)

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

11 EXT. CABIN - NIGHT

11

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

12 INT. TIME VORTEX

12

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

27 A FRIGHTENED ASH
27
waves a shaky hand.

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

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

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

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

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

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

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

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

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

GOLD TOOTHED WARRIOR
To the pit with the blackard!

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

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

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

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

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

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

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

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

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

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

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

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

43 ASH
43
glances behind him.

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

45 ASH
45
whips his horse.

ASH
GIDDYPU!

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

47 ASH
47
ducks the blade.

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

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

50 THE SECOND HORSEMAN
50
winds up for another blow.

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

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

53 THE SECOND HORSEMAN
53
swings.

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

55 THE FIRST HORSEMAN
55
is knocked from his steed.

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

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

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

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

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

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

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

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

64 THE SECOND HORSEMAN
64
charges and swings his broadsword.

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

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

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

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

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

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

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

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

ASH
No!

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

ARTHUR
To the castle!

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

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

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

DISSOLVE TO:

76 EXT. PARCHED LAND - DAY - A WEARY ASH

76

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

GOLD TOOTH

Move along now!

DISSOLVE TO:

77 LONGSHOT - A WIND SWEPT LANDSCAPE OF CRAGGY ROCK

77

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

78 CAMERA TRACKING WITH ASH

78

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

79 INT. CASTLE COURTYARD

79

SHEILA

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

SHEILA

M'Lord Arthur! Where is my brother?

Did he not ride with you?

ARTHUR

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

SHEILA

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

SHEILA

Foul thing! A pox on your throat!

Thou art a Murderer! A black

Murderer!

80 VILLAGE WOMEN

80

restrain her.

SHEILA

cries as the Village Women attempt to soothe her.

VILLAGE WOMAN #1

May you be consoled by their suffering in the pit.

81 THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS

81

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

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

83 SHEILA
83
stares at him in hatred.

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

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

ASH
Who wants to know?

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

95 THE TOWER ARCHERS
 95
 spot him and fire arrows.

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

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

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

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

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

HENRY

I do not believe that he shall
listen.

101 THE WARRIORS

101

grab Ash and shove him into the pit.

102 ASH

102

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

of the rancid water. He looks about.

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

103

UNDERGROUND CAVERNS disappear into the blackness.

104 ASH

104

spins to a small sound.

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

105

Nothing. Just the mist rising from the water.

106 ASH

106

shifts his glance again.

107 A SHADOW

107

rounds a corner and disappears from sight.

108 ASH

108

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

109 ASH

109

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

A FEMALE EVIL DEAD

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

110 CLOSER

110

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

111 ASH SCREAM

111

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

112 THE DEADITE'S HAND

112

clutches Ash's ankle and yanks him back down.

113 DOWN ANGLE ON ASH

113

He falls away from the wall, his arms flailing.

114 ABOVE THE PIT - GOLD TOOTH AND OTHER VILLAGERS

114

hoot and cheer for Ash to be devoured.

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

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

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

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

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

120 ASH
120
cries out in pain.

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

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

123 THE DEADITE
123
grabs Ash by the throat.

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

125 THE DEADITE
125
advances.

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

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

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

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

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

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

past CAMERA.

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

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

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

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

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

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

137 DEADITE HAND MEETS SAW
137
Bzzzzzz!!

138 ASH
138
is splattered with black bile.

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

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

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

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

143 CAMERA MOUNTED ON ASH
143
Ash decapitates the beast.

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

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

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

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

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

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

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

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

ASH
You want some more? Huh?!

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

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

151 HENRY AND HIS TWO WARRIORS
151
quickly mount horses.

ARTHUR
Nay. Henry is my prisoners. He--

152 ASH
152
slaps Henry's horse.

ASH
GIDDYUP NOW!! HYAAAH!

153 THE STUNNED CROWD
153
parts allowing...

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

155 ARTHUR
155
stares at Ash with hatred.

ARTHUR
For that, I shall see you dead.

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

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

She touches Ash's hand. Ash turns away

ASH

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

He spits out a mouthful of grape seeds.

ASH

Lady, just leave me alone.

SHEILA

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

ASH

They're mistaken.

She stares deeply into his eyes.

SHEILA

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

166
167

WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

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

ASH

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

WISEMAN JOHN

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

ASH

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

WISEMAN JOHN

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

ASH

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

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

169

around the fire begin to snarl and fight.

170

ASH AND SHEILA

170

turn to see...

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

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

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

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

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

176 WISEMAN JOHN
176
kneels and reaches for her.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

196 GOLD TOOTH AND THREE OTHER WARRIORS
196

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

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

CHOP!

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

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

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

201 CLOSE ON ASH
201
He considers.

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

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

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

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

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

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

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

209 SHEILA
209
gasps.

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

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

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

DISSOLVE TO:

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

DISSOLVE TO:

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

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

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY
216
The Horsemen wind down a trail. Suddenly the horses rear up.
The men gain control of the frightened steeds.
ASH
What's going on?
ARTHUR
points to...
217 THE TRAIL THAT LIES BEFORE THEM
217
It disappears abruptly into a swirling wall of mist that emits
an eerie whistling.
WISEMAN JOHN
This is the edge of the land ruled
by the Dark Spirit. This path will

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

218 ASH
 218
 anxiously eyes the wall of swirling mist.

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

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

ARTHUR
 A moment.

220 WISEMAN JOHN
 220
 moves close to Ash.

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

ASH
 Clattoo Verata Nicto. Okay.

WISEMAN JOHN
 Repeat them.

ASH
 Clattoo Verata Nicto.

WISEMAN #1
 Again.

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

Ash rears up on his horse and gallops into the mist

221 ARTHUR AND WISEMAN JOHN
 221
 watch as Ash disappears.

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

223 CLOSER ON ASH
 223
 He whips the horse.

ASH
 HAAAAAA!

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

FADE

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

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

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

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

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

230 A BUBBLING BROOK
 230 and nothing more.

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

232 ASH
 232 kick his steed and bolts.

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

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

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

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

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

238 ASH
 238 running for...

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

253 CLOSE ON LOG BOLT
253
It cracks.

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

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

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

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

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

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

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

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

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

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

He beholds...

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

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

The place is quiet. Ash slumps down against a wall to catch his breath.
ASH
This place'll do for the night.
Get the book in the morning.

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

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

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

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

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

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

273 ASH
273
lights the fire with his Zippo lighter and huddles near the flame for warmth.
ASH
'least I won't freeze to death.
He turns to a tiny sound.

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

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

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

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

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

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

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

ASH
Ooops.

307 TINY ASH #2
307
is burned alive.

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

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

310 THE NAIL RIPS
310
through Ash's shoe.

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

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

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

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

315 SUSPENDED TINY ASH #6
315
is released.

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

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

317 ASH

317

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

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

ASH

Nasty little thing's inside me.

He stands indignant but double over in sudden pain.

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

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

ASH

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

318 CLOSE ON ASH'S ARM - STOP MOTION ANIMATION

318

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

319 ASH

319

watches in horror as...

320 THE TINY FIGURE

320

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

321 THE IRON HAND

321

connects with an uppercut that knocks Ash out of frame.

322 ASH

322

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

323 THE EVIL IRON HAND

323

cranks the vice's handle.

324 THE VICE

324

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

325 THE EVIL HAND

325

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

326 ANGLE - THE EVIL HAND - UNDERCRANKED

326

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

is super fast motion.

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

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

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

YANK!

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

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

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

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

SSSSsssssssss!

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

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

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

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

335 EXT. WOODS - 12MM LENSE - NIGHT
335
ASH
staggers about in a frenzy, stumbling over logs and through the

brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.
ASH
Dear God, it's growing bigger!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EVIL ASH HEAD
Huh?

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

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

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

ASH
(muttering under his
breath)
Rest in pieces.

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

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

ASH
This must be it. The cemetery.

368 ASH
368
moves toward the cemetery.

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

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

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

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

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

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

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

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

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

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

379 A BAFFLED ASH
379
steps close.

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

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

shrieking, chases Ash around, pecking at his neck.

ASH

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

The Batbook is pecking at his eyes!

393 ASH

393

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

394 ASH

394

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

395 CLOSE ON BOOK

395

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

396 ASH

396

bristles in fear.

ASH

Okay. The words. Say the words.

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

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

Necktie... uh...

He hesitates, then calls out boldly.

ASH

KLATOO... VERATA...

NECTTphhhhhhhhhh...

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

ASH

Okay then.

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

397 LONG SHOT - CEMETARY

397

ASH

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

ASH

Hey, wait a minute. Everything's

cool! I said the words! I did!

398 EXT. CASTLE - NIGHT

398

A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - NIGHT

399

A DOOR

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

WISEMAN JOHN

Something is amiss.

400 HORSES IN THE CASTLE GROUNDS

400

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

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

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

403 ASH
403
falls.

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

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

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

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

408 THE SKELETAL HANDS
408
toss Ash to...

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DISSOLVE TO:

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

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

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

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

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

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

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

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

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

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

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

436 THE CROWD
 436
 murmurs at this bad news.

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

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

ASH
 Yeah. basically.

WISEMAN JOHN
 Did you speak the exact words?!

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

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

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

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

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

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

WISEMAN JOHN

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

ASH

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

439 ASH

439

looks about at the condemned faces.

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

440

CAMERA PANS past the doomed faces in the crowd.

ASH

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

441 ASH

441

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

ARTHUR

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

442 ASH

442

is solemn.

443 ARTHUR

443

and the others turn away in contempt.

444 SHEILA

444

moves closer.

SHEILA

I still believe that thou wilt help us.

ASH

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

SHEILA

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

ASH

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

He bows his head and moves off.

A high pitched SHRIEK is heard!

445 ALL HEADS

445

look to the sky.

446 TWO WINGED DEADITES

446

gathered in the wilderness and
come this way.

ARTHUR

How far from here?

SCOUT

But two days ride.

ARTHUR

Then these winged ones are only
the first of them.

WISEMAN

Perhaps we should go from this
place while we can.

GOLD TOOTH

We could be safe in the mountains.

WARRIORS

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

461 ANGLE ON

461

BLAMMITY-BLAM!

All eyes look to...

462 ASH

462

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

ASH

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

463 ARTHUR

463

takes a challenging step forward.

ARTHUR

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

ASH

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

ARTHUR

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

ASH

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

464 THE CROWD

464

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

BLACKSMITH

I'll stand by you.

465 A WARRIOR

465

steps forward. Then another.

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

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

467 ARTHUR
 467
 reluctantly joins them.

468 EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT
 468

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

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

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

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

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

472 EVIL ASH
 472
 looks down at her with lust.

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

SHEILA
 Don't touch me! You foul thing!

EVIL ASH
 Your gonna learn to live me missy.

SHEILA
 The Promised one will come for
 you.

SKELETAL EVIL ASH
 yanks her to her feet.

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

473 EXT. GRAVEYARD - LONG SHOT
 473

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

DISSOLVE TO:

474 EXT. VAST VISTA OF BARREN LAND - DAY

474

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

475 WIDE SHOT - ASH

475

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

HENRY WARRIOR #1

He wears the insignia of Arthur!

HENRY WARRIOR #2

Slay him!

The draw their swords when...

476 HENRY THE RED

476

rides up between his warriors and Ash.

HENRY

Stay your arms!

Henry turns to Ash.

HENRY

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

ASH

The Army of the Dead.

HENRY

What of them?

ASH

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

HENRY

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

ASH

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

Henry laughs.

HENRY

Why should I endanger my people to save my enemy?

ASH

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

477 EXT. A CRAGGY MOUNTAIN TOP - NIGHT

477

EVIL ASH AND SHEILA

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

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

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

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

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

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

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

483 THE DELTA'S ENGINE
483
is shattered.

484 ASH
484
frowns.

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

486 THE SAND
486
is brushed away revealing gear wheels.

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

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

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

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

WARRIOR #9

NO, M'LORD!

ASH

Where you from, mouse?!

WARRIOR #9

I hail from the village of Perth.

ASH

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

490 EXT. MOUNTAIN - DAY
490

ASH

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

491 THE BLACK POWDER
491

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

492 GOLD TOOTH
492

lights the fuse with a torch.

493 ASH

493

draws back and releases the arrow. ZING!

494 THE ARROW

494

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

495 ARTHUR'S WARRIORS
495

watch in awe.

496 EXT. CASTLE LOOKOUT TOWER - DUSK
496

THE CASTLE BELL

is rung madly. The signal for battle stations.

497 A WARRIOR

497

rides in through the castle gates screaming:

WARRIOR

They're coming! The Deadites
approach!

498 INT. CASTLE COURTYARD
498

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

499 ASH

499

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

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

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

501 EXT. BATTLEFIELD TRACKING SHOT
501

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

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

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

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

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

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

507 A SKELETON AND DEADITE CAPTAIN
507

ride alongside Evil Ash and salute him sharply.

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

EVIL ASH
Where are they keeping my book?

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

EVIL ASH
Excellent. Proceed.

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

SKELETON CAPTAIN #1
Forward!

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

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

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

ASH
Arrows!

ARTHUR

Load!

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

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

514 ARTHUR
514
looks to the approaching army.

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

516 ARTHUR
516
turns to Ash for the signal.

517 ASH
517
holds up a finger. He waits.

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

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

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

521 TWELVE ARCHERS
521
fire a volley of smoking arrows.

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

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

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

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

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

527 THE WARRIORS
527
CHEER Ash in sensurround.

528 A SCOUT
528
races up to Ash.

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

529 ASH
529
turns to the South.

530 A SECOND WAVE A DEADITES
530
approach.

ASH
CATAPULTS...SOUTH!

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

ARTHUR
Powder!

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

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

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

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

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

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

me into that castle.

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

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

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

541 TWO VILLAGE WOMEN
541
scream!

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

543 EXT. CASTLE
543
EVIL ASH
Arrows!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

559 TWO WARRIORS
 559
 push away ladder #1.

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

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

562 WARRIOR #2
 562
 knocks the deadite off the ledge and shouts back toward Arthur.

WARRIOR #2
 We can't hold this wall much
 longer!

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

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

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

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

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

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

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

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

571 THE VILLAGERS ATOP THE PARAPET
571
cheer!

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

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

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

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

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

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

ASH

Honey...You got real ugly.

578 EVIL SHEILA
578 attacks with a SHRIEK!

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

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

581 THE DEATHCOASTER
581 careens out of control.

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

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

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

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

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

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

588 ASH
588 looks to...

589 EVIL ASH
589 approaching the Necronomicon.

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

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

burns and SHRIEKS!

592 ASH
592
watches in horror as...

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

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

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

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

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

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

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

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

601 ASH
601
rabbit punches CAMERA.

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

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

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

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

at the burning fuse.

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

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

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

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

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

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

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

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

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

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

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

DISSOLVE TO:

617 GLORIOUS BEAMS OF MORNING SUNLIGHT
617

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

618 LONG SHOT - THE BATTLEFIELD - MORNING

618

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

619 CLOSE SHOT - TWO DEADITE SKULLS

619

engulfed by flames, crack in the heat.

DISSOLVE TO:

620 EXT. SEASHORE - ARROWHEADS - DUSK

620

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

621 THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN

621

Form a row of archers.

They fire their flaming arrows toward the sea.

622 THE ARROWS

622

strike a wooden ship that holds the body of Arthur.

ASH (V.O.)

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

DISSOLVE TO:

623 EXT. SEASHORE - DUSK

623

ASH AND THE OTHERS

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

DISSOLVE TO:

624 INT. CASTLE COURTYARD - NIGHT

624

ASH (V.O.)

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

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

625 THE WISEMEN

625

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

the Necronomicon. A flask is dipped into the liquid.

WISEMAN JOHN

hands the flask of liquid to Ash.

WISEMAN JOHN

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

ASH (V.O.)

Yeah. Right...

Ash takes the flask and studies it.

...but what other choice did I
have?

DISSOLVE TO:

626 EXT. CASTLE - LONG SHOT - DAY

626

ASH
rides off.

ASH (V.O.)

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

627 EXT. CAVE - DAY

627

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

ASH

YAHH!!

It gallops off.

628 INT. CAVE - DAY

628

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

ASH (V.O.)

I locked the door.

629 INT. MOUTH OF THE CAVE

629

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

630 INT. CAVE - DEATHCOASTER

630

The car headlights come on, piercing the blackness.

631 INT. DEATHCOASTER

631

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

ASH (V.O.)

I closed my eyes.

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

ASH (V.O.)

I took a drink.

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

ASH (V.O.)

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

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.