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THE ARMY OF DARKNESS

Screenplay by Sam Raimi and Ivan Raimi  
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Shooting Script 2/26/91

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:

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 Summerian 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:

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

28	WISEMAN JOHN	28
	An elderly man, in a long black cloak, steps forward.	
	<p style="text-align: center;">WISEMAN JOHN          My Lord Arthur, I believe he is          the Promised One, written of in          the Necronomicon.</p>	
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.	
	<p style="text-align: center;">ARTHUR          He bleeds. As a man bleeds. The          one written of in the Book would          not bleed.</p>	
31	ARTHUR GESTURES	31
	and CAMERA PANS to four prisoners bound in iron shackles.	
	<p style="text-align: center;">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.</p>	
	<p style="text-align: center;">WARRIOR #2 AND #3          Aye! The pit's a fair test!</p>	
	<p style="text-align: center;">GOLD TOOTHED WARRIOR          To the pit with the blackard!</p>	
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 its 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  rides up alongside Ash and swings his Broadsword.  WHOOSH!!!	46
47	ASH  ducks the blade.	47
48	THE SECOND HORSEMAN  rides up alongside Ash's other flank. He swings and lands the flat part of his blade along Ash's back.  THUNK!	48
49	ASH  ducks as the first horseman swings his blade again.  WHOOSH!  ASH looks left...	49
50	THE SECOND HORSEMAN  winds up for another blow.	50
51	ASH  yanks back upon his horse's reigns.	51
52	THE THREE HORSES  running side by side. Ash's horse drops back suddenly.	52
53	THE SECOND HORSEMAN  swings.	53
54	HIS BROADSWORD  slams the First Horseman across the face.	54
55	THE FIRST HORSEMAN  is knocked from his steed.	55



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

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

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

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

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

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

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

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

64 THE SECOND HORSEMAN 64  
charges and swings his Broadsword.

65 ASH 65  
raises his chainsaw. CLINK! He deflects the blow. Ash swings

the chainsaw in a roundhouse motion, clipping the Second Horseman as he rides past.

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

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

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

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

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

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

ARTHUR  
Bring the prisoner!

The Warriors surge upon Ash. His sawed-off shotgun and chainsaw are taken from him.

ASH  
No!

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

ARTHUR  
To the castle!

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

74 WISEMAN JOHN 74

picks up the chainsaw and sawed-off shotgun from the dust. He is troubled by the strange objects. Sunlight glints off the blade of the chainsaw, blinding the CAMERA.

DISSOLVE TO:

75 THE HOT ORB OF THE SUN 75

blazing in the sky above the wasteland.

DISSOLVE TO:

76 EXT. PARCHED LAND - DAY - A WEARY ASH 76

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

GOLD TOOTH  
Move along now!

DISSOLVE TO:

77 LONGSHOT - A WIND SWEPT LANDSCAPE OF CRAGGY ROCK 77

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

78 CAMERA TRACKING WITH ASH 78

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

79 INT. CASTLE COURTYARD 79

SHEILA

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

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

ARTHUR  
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 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	
	Its rotted corpse rockets up from the water inches from Ash's face!	
110	CLOSER	110
	Putrid water drains from its 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
	<p>races toward Ash, leaps into the air and comes down with a kneedrop onto Ash's stomach.</p>	
120	ASH	120
	<p>cries out in pain.</p>	
121	ASH'S LEGS	121
	<p>cross to form a scissor lock around the Deadite's throat. He flips the beast.</p>	
122	ABOVE THE PIT - WISEMAN JOHN	122
	<p>rides into the castle, dismounts and pushes through the crowd with a bundle wrapped in cloth.</p>	
123	THE DEADITE	123
	<p>grabs Ash by the throat.</p>	
124	THE PIT - A BLOODIED ASH	124
	<p>is thrown against the rock wall of the pit.</p>	
125	THE DEADITE	125
	<p>advances.</p>	
126	ABOVE THE PIT - WISEMAN JOHN	126
	<p>shouts down at Ash.</p>	
127	THE PIT - ASH	127
	<p>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.</p>	
128	THE CHAINSAW - SLOW MOTION	128
	<p>tumbling downward. Blinding beams of sunlight bouncing off its blade of steel. Ash's Excalibur!</p>	
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. Its 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 for the Deadite. They're starting to like this guy's guts and style.

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

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

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

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

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

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 barrelled  
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. An old Woman

stirs a cauldron atop the flames. Nearby, Arthur converses with his four Lieutenants.

165 EXT. WITHIN THE RUINS - NIGHT 165

CLOSE UP - ASH

opens his mouth to allow a spoonful of food to enter. No sooner has he swallowed, then a piece of fruit is offered. He waves it away with a satisfied burp and turns to drink from a goblet 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 wanna kill me, now ya  
wanna kiss me.

He spits out a mouthful of grape seeds.

ASH

Lady, just leave me alone.

SHEILA

I'm sorry m'Lord. Please  
understand... T'is a cruel time  
for us. The Wisemen say you are  
the Promised One. 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.  
Our only hope is the Necronomicon.  
Thou must undertake to quest for  
it. Alone must thou travel to  
a distant cemetery. There thou  
shalt find it.

ASH

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

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

169	DOGS	169
	around the fire begin to snarl and fight.	
170	ASH AND SHEILA	170
	turn to see...	
171	THE OLD WOMAN	171
	now standing too close to the fire. Her robes ignites. She does not respond as flames sweep up her body. She continues to stir the caldron.	
172	ASH	172
	His jaw drops. He slowly stands as...	
173	THE BURNING WOMAN	173
	spins sharply to him. Her voice changes as she SHRIEKS:	

POSSESSED WOMAN  
YOU SHALL DIE!

Her eyes are bone white. She is POSSESSED by the dark spirit. Her burning body is violently jerked about in the air by invisible hands. Her blackened lips pull back in a wild animal snarl. With two 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.	
	<p style="text-align: center;">POSSESSED WOMAN</p> <p style="text-align: center;">The Evil lives. Slay me and ten will rise to take my place. All will die. ALL WILL--</p> <p>CHOP!</p>	
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



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 its saddle holster on the horse's back. Ash's cape billows as he rides.	
	DISSOLVE TO:	

216 EXT. MOUNTAIN - DAY 216

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

ASH  
What's going on?

ARTHUR  
points to...

217 THE TRAIL THAT LIES BEFORE THEM 217

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

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

218 ASH 218

anxiously eyes the wall of swirling mist.

219 THE TWO WARRIORS 219

finish placing saddlebags of water and food onto...

ASH'S HORSE  
which nervously pounds the earth with its hooves.

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

ARTHUR  
A moment.

220 WISEMAN JOHN 220

moves close to Ash.

WISEMAN JOHN  
As thou removest the Book from its cradle, you must recite these words. Clattoo, Verata, Nicto.

ASH  
Clattoo Verata Nicto. Okay.

WISEMAN JOHN  
Repeat them.

ASH  
Clatto Verata Nicto.

WISEMAN #1  
Again.

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

Ash rears up on his horse and gallops into the mist.

221      ARTHUR AND WISEMAN JOHN      221  
watch as Ash disappears.

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

223      CLOSER ON ASH      223  
He whips the horse.

ASH  
HAAAAAAA!

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

FADE OUT.

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

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

227	CLOSER ON ASH	227
	He hears a sound and look to...	
228	A SECTION OF WOODS	228
	A branch SCRAPING against the bark of a tree.	
229	ASH	229
	hears a woman's soft laughter. He glance to...	
230	A BUBBLING BROOK	230
	and nothing more.	
231	THE EVIL FORCE P.O.V.	231
	powers through the woods toward Ash.	
232	ASH	232
	kick his steed and bolts.	
233	THE EVIL FORCE	233
	sweeps over the forest floor, gaining velocity.	
234	ASH	234
	frantically weaves his horse around storm felled trees which jut from the ground.	
235	THE EVIL FORCE	235
	rips through the trees, splintering them to toothpicks. It burrows underground, and resurfaces, always closing upon Ash.	
236	ASH	236
	jerks upon the reins and his steed leaps a fallen tree. He gracefully leaps a second tree. But as he leaps over the third, he is ripped off the horse by a low branch. He falls hard to the mud as the horse gallops off.	
	He groggily stands and stumbles onward.	
237	THE EVIL FORCE	237
	follows Ash down a wooded trail.	

238	ASH	238
	running for...	
239	EXT. WOODEN SHED	239
	a grain storage house in the clearing ahead.	
240	ASH	240
	comes upon the shed's door. Locked. He heaves his body against it but it won't give.	
241	INT. SHED - CLOSE ON INTERIOR DOOR	241
	A log, that serves as the door's bolt, holds fast.	
242	THE EVIL FORCE	242
	emerges from over the ridge.	
243	ASH	243
	unscrews his iron hand and holsters it. He slings the chainsaw from his shoulder and snaps it onto his stump bracket. Click. He threads the chainsaw starter cord through the V-SHAPED SLOT that extends from his breastplate. CLICK. He thrusts out his arm and the chainsaw ROARS to life!	
244	INT. SHED - CLOSE ON INTERIOR DOOR	244
	The blade bites into the log that bolts the door.	
245	THE EVIL FORCE	245
	draws closer.	
246	INT. SHED	246
	CLOSE ON CHAINSAW BLADE	
	halfway through the log. Sawdust flies.	
247	EXT. SHED	247
	ASH	
	Come on! Come on!	
	The chainsaw dies. He jerks out his arm to restart it. Putt. Putt.	



ASH  
Blasted piece of junk!

248	THE EVIL FORCE	248
	draws closer.	
249	ASH	249
	delivers a mighty kick to the door.	
250	INT. SHED	250
	ANGLE ON DOOR	
	The partially cut log gives way. Ash tumbles into the storage Shed. He slams the door shut and slides the remainder of the log across the latch, re-bolting it.	
251	THE EVIL FORCE	251
	hammers at the door of the Shed.	
	BANG!	
252	INT. SHED	252
	A terrified Ash braces his back against the door.	
	BANG!	
	Earth shaking in its intensity. The planks of the door shudder behind Ash.	
253	CLOSE ON LOG BOLT	253
	It cracks.	
254	ASH	254
	presses himself against the door for all he's worth, praying that whatever it out there, won't get in.	
	BANG! Splinters fly.	
255	CLOSE ON LOG BOLT	255
	BOOM! The crack widens.	
256	THE DOOR FRAME	256

behind Ash begins to buckle beneath the hammering blows.

257	ASH	257
-----	-----	-----

begins to SCREAM. And the BANGING halts.

258 LONG SHOT - INT. SHED 258

All is quiet. Ash hugs the door. Shaking in the silence. And that's when it hits. LIKE A LOCOMOTIVE!

Ash and the door he braces are blasted away from the wall of the Shed as the Evil Force brings its tremendous power to bare.

259 INT. SHED - SAM-O-CAM - 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

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

277	ASH	277
-----	-----	-----

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

278 ASH'S EYEBALL 278

through the crack in the door.

279           ASH'S P.O.V. - THE WOODS BEYOND           279

CAMERA pushes through the crack to the woods beyond. There is movement.

280 LONG SHOT - EXT. MILL 280

The tiny figure of Ash steps from the Mill.

281 CLOSE UP - ASH 281

He sweeps the barrel of the shotgun toward the sound of sticks

breaking.

282	ASH'S TERRIFIED HORSE	282
	It rears up on its hind legs. Its front hoofs come down toward Ash.	
283	A STARTLED ASH	283
	leaps aside just in time.	
284	ASH	284
	snags the horse's reigns.	
	ASH	
	Easy, boy.	
	The horse calms. Ash ties it to a tree, patting its head. A shadow passes behind him. He turns toward the Mill.	
285	ASH'S P.O.V. - THROUGH THE MILL'S OPEN DOOR	285
	He sees an image of himself inside the Mill. Peering out.	
286	EXT. MILL	286
	ASH	
	stares in disbelief, then the wind slams the front door of the Mill, halting Ash's view. Ash races for the Mill.	
287	INT. MILL	287
	ASH	
	races through the door and toward CAMERA when... SMASH... Ash's reflection shatters. He's run into a mirror. Shivering, he picks himself up from the pile of broken glass. He moves to the fireplace and hunches before the flames, CAMERA PANS TO...	
288	THE SHATTERED MIRROR PIECES	288
	Each piece of mirror reflects an image of Ash. From the eight pieces of mirror spring...	
289	EIGHT TINY ASHES	289
	Two inch high versions of himself. They leap from the mirror fragments and land on the floor.	
290	ASH	290

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

291 TINY ASH #1, #2, AND #3 291

grab a discarded dinner fork. Like men on a battering ram, they race forward to jam it into Ash's buttocks.

292 ASH 292

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

293 TINY ASH #4, #5, AND #6 293

lift the barrel of the shotgun in Ash's direction. Another leaps upon the shotgun's trigger. BOOM!

294 ASH 294

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

295 THE TINY ASHES 295

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

296 ASH 296

pulls the fork from his buttocks and heaves it.

297 TINY ASH #1 297

is running for his life, as fast as his tiny legs will carry him.

298 TRACKING SHOT - THE FORK 298

a giant projectile as it ROARS AT CAMERA. PAN with it as it WHOOSHES past.

FA-THONG!

299 THE FORK 299

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

300 ASH 300

stumbles over a broom handle that has been thrust out in front

of him by other tiny ASHES. His head slams into a stove pipe. He crumples. He lands with his cheek pressed against the hot stove. SSSSSSSsss. He pries his face loose with a spatula.

301 A BUCKET OF GREASE 301

is pushed off a high shelf.

CLANG!

302 IT LANDS ON ASH'S HEAD 302

and spills slippery grease about the floor.

303 ASH 303

with an upside-down bucket on his head, slips and falls, back and forth on the grease. He stands and tries to dislodge the bucket. He trips over the broom handle, again thrust in his path. He falls backward, onto a crochet basket with knitting needles jutting from it.

304 BUCKET-HEADED ASH 304

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

305 TINY ASH #2 305

crouching behind a log attempting to hide. BUT...

306 ASH 306

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

ASH

Ooops.

307 TINY ASH #2 307

is burned alive.

308 ASH 308

glances downward at the pitter-patter sound of tiny feet.

309 TINY ASH #3 309

is dashing across the open expanse of floor. Ash's gigantic

foot comes down to crush the little man. Tiny Ash #3 raises a rusty nail into the path of the descending foot.

RIP!!

310 THE NAIL RIPS 310

through Ash's shoe.

311 ASH 311

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

312 ASH 312

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

313 TINY ASHES #4 AND #5 313

suspend Tiny Ash #6 by his legs.

314 TINY ASH #7 AND #8 314

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

315 SUSPENDED TINY ASH #6 315

is released.

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

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

317 ASH 317

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

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



ASH  
Nasty little thing's inside me.

He stands indignant but double over in sudden pain.

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

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

ASH

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

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

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

319 ASH 319

watches in horror as...

320 THE TINY FIGURE 320

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

321 THE IRON HAND 321

connects with an uppercut that knocks Ash out of frame.

322 ASH 322

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

323 THE EVIL IRON HAND 323

cranks the vice's handle.

324 THE VICE 324

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

325 THE EVIL HAND 325

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

326      ANGLE - THE EVIL HAND - UNDERCRANKED      326

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

327      ASH      327

with 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... YIEEEEE!!

THE PAIR OF IRON PLIERS

dip into Ash's mouth and clamps down upon a back molar.

                 ASH  
                 No! Not the teeth!

YANK!

329      THE EVIL HAND      329

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

330      ASH'S HEAD      330

struggling in the grip of the vice.

                 ASH  
                 Where the hell are ya!?

331      THE EVIL HAND      331

grabs a red hot fireplace poker from the fire.

                 ASH  
                 I can't see ya!!

HIS EVIL HAND

raises a red hot fireplace poker and presses it against the right half of his body.

ASH  
No, no-- not the poke--

SSSSssssssssss!

332 ASH 332

jerks his head free from the vice with a SCREAM. He holds up his iron hand. It's back to normal. Again under his control.

ASH  
Okay then.

But he halts abruptly as he feels a strange sensation: His shoulder itches. He scratches it. The Itch grows. It itches madly. He rips back his shirt. Upon his shoulder... THERE BLINKS A THIRD EYEBALL!!!

333 THE CAMERA RACES INTO THIS HIDEOUS SIGHT 333

It is the eyeball of EVIL ASH. Beneath it, a mouth and nose begin to take shape on the surface of Ash's back.

334 ASH 334

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

335 EXT. WOODS - 12MM LENSE - NIGHT 335

ASH

staggers about in a frenzy, stumbling over logs and through the brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.

ASH  
Dear God, it's growing bigger!

336 THE PROTRUSION SWELLS AND GROWS LARGER. 336

It's taking the shape of a twin human head as it emerges from his shoulder. A head that looks similar to his own, but is Evil incarnate.

He is now a man with two heads!

337 TWO HEADED ASH 337

staggers through the woods like a drunkard, the two identical heads trading insults, and sharply butting against one another.

338 THE BAD ASH HEAD 338

opens its mouth and bites the nose of the Good Ash head.

339 THE GOOD ASH HEAD 339

retaliates by gouging the eyes of the Bad Ash head.

340 TWO HEADED ASH 340

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

341 TWO ADDITIONAL ARMS 341

sprout from Ash's body!

342 A LEG 342

rips out of his stomach. Another foot POPS out from his back.

343 TWO HEADED ASH 343

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

344 SPLIT SCREEN - WIDE SHOT 344

When it's over, there are two ASHES.

GOOD ASH and...

345 BAD ASH. 345

They square off beneath the moonlight.

346 HIGH SHOT AS THE TWO ASHES 346

circle one another like wolves.

GOOD ASH

What... are you? Are you me?

BAD ASH

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

GOOD ASH  
Why are you doing this?!

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

347 EVIL ASH 347

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

EVIL ASH  
...Little goody two-

SMACK!

...shoes, little goody two-

SMACK!

...shoes, little good--

348 EVIL ASH 348

the shotgun barrel is suddenly shoved into his frame, pointing  
at his nose.

BLAMMITY-BLAM!

The blast blows Evil Ash off his feet.

349 WIDE SHOT - EVIL ASH - STUNTMAN 349

blown backwards into a double backflip.

350 EVIL ASH'S BODY 350

slams against a tree, upside-down, then slides to the ground,  
quite dead.

351 GOOD ASH 351

clutching the smoldering shotgun.

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

352 LONG SHOT - ASH 352

staring down at the body of his evil self.

ASH

I know better than to bury you  
whole.

353 EXT. MILL WHEEL - LONG SHOT - NIGHT 353

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

354 MONTAGE SEQUENCE: 354

Ash's hand light a torch.

355 FRIGHTENED BATS FLY 355

from the base of the windmill.

356 CHAINS ARE PULLED TIGHT 356

across the body of Evil Ash to secure it.

CLICK. SNAP. CLINK.

357 THE CHAINSAW 357

is switched on. It spews a plume of blue exhaust.

358 ASH 358

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

359 EXT. NIGHT SKY - BLOOD RED CLOUDS 359

float past the moon. We hear the distant WHINE of the chainsaw.

360 EXT. GRAVEYARD - NIGHT 360

ASH

with shovel in hand, drags a bloody burlap bag from the Mill. Grunting, he pulls the remains of his Evil Twin to the base of an old Oak Tree in the graveyard.

Ash mumbles nervously to the bloodied burlap bag at his feet as he digs a grave.

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

Its 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

Its eyes dart, looking for something on its 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 BOOKS 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 in 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 its 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 its 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.

Its 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...

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.

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!

A violent storm in the distance. Lightning flashes.

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  
WHINNING in fear. 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
- lash out and snag Ash's tongue between their boney pincers, shutting Ash up. With his tongue held, he tries to speak again, but the other skeletal hand slaps him, shutting him up. Both hands work double-time at slapping him.
- 412 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 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! GIDDYUP 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 me back. Like in the  
deal.

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

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

436 THE CROWD 436  
murmurs at this bad news.

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

WISEMAN JOHN  
When you removed the Necronomicon  
from its 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	448
	Like a delta winged F-15, it banks towards Sheila.	
	ASH	
	No!	
449	ASH	449
	races to intercept. He plants himself between Sheila and the beast.	
450	WINGED DEADITE #1 - P.O.V.	450
	as it swoops at Ash.	
451	ASH	451
	opens his steel hand, then clamps it closed again on the handle of his sword.	
452	ASKEW ANGLE	452
	The immense shadow of the broad winged Deadite falls over Ash.	
453	ASH	453
	swings his sword upward.	
454	CLOSE SHOT - THE BLADE	454
	severs the tip of the Beast's rotted wing.	
455	THE FLYING DEADITE	455
	shrieks in pain as it soars over Ash. No longer aerodynamically sound, it crashes to the ground.	
456	A GROUP OF WARRIORS	456
	fire their arrows into the beast, pegging it to a tree. The bone white eyes of the creature darken.	
457	ASH AND ARTHUR	457

spin to the sound of a woman's SCREAM.

458                    SHEILA

in the clutches of WINGED DEADITE #2.

SHEILA  
M'Lord Ash! Help me!

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

459 ASH

shakes his fist at the receding beast.

ASH  
Damn you!

460            THREE MOUNTED SCOUTS

come riding in through the castle doors.

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

BLAMMITY-BLAM!

All eyes look to...

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

ASH

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

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?

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

BLACKSMITH

I'll stand by you.

steps forward. Then another.

WARRIOR #7

You may count on my steel.

WARRIOR #8

And mine!

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 love 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 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.	
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

They're coming in. What now?!

551      ASH      551

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

552      ARTHUR      552

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

ARTHUR

Fall back! Man the parapet! Protect  
the Book or God save us all!

553      THE WARRIORS      553

retreat across the courtyard to rope ladders that scale the parapet.

554      ARTHUR'S MEN CLIMB ATOP THE PARAPET      554

The rope ladders are hastily pulled up, leaving no access.

555      INT. COURTYARD - SIX OF ARTHUR'S WARRIORS      555

are stranded in the courtyard. They fight for their lives but are quickly overcome.

556      EVIL SHEILA      556

takes out the last of the stranded Warriors with her sword.

557      EVIL ASH      557

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

EVIL ASH

The Book shall be mine!

He raises his rusty sword.

LADDERS!

558	TWELVE EVIL DEAD	558
	storm the parapet with three crudely built wooden ladders as large rocks rain down upon them from above.	
559	TWO WARRIORS	559
	push away Ladder #1.	
560	FOUR SKELETONS ON LADDER #1	560
	swing away from the wall and crash to the ground.	
561	TWO SKELETONS ON LADDER #2	561
	leap onto the parapet and battle the men with swords.	
562	WARRIOR #2	562
	knocks the Deadite off the ledge and shouts back toward Arthur.	
	WARRIOR #2 We can't hold this wall much longer!	
563	A DEADITE ARROW	563
	pierces his armor and he falls to his death.	
564	INT. COURTYARD	564
	A VIKING DEADITE	
	looks up as he hears...	
	CHUG! CHUG! CHUG!	
565	DEADITE'S P.O.V.	565
	THE DOORS OF THE BLACKSMITH'S SHOP BURST OPEN	
	Through the dust and smoke something appears... An iron beast... belching steam... Its angry iron blades whirling. Behold...	
566	THE DEATHCOASTER	566
	The stripped chaise of the Delta 88 Oldsmobile. A steam engine is mounted to its 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 barrelled 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 its 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.

[illegible]

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.



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. Its flickering flames play  
upon their faces.

DISSOLVE TO:

624 INT. CASTLE COURTYARD - NIGHT

624

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

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

625 THE WISEMEN

625

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

WISEMAN JOHN

hands the flask of liquid to Ash.

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

ASH (V.O.)  
Yeah. Right...

Ash takes the flask and studies it.

ASH (V.O.)  
...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 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.	
	<p style="text-align: center;">ASH (V.O.)</p> <p style="text-align: center;">And when I awoke...</p>	
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.