

Evil Dead 3:  
Army Of Darkness

By  
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Shooting Draft.

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1 GRAINY BLACK AND WHITE - CLOSE-UP - A MAN'S DESPERATE FACE 1

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

ASH

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

DISSOLVE TO:

2 EXT. A LOG CABIN - NIGHT 2

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

ASH (V.O.)

I first saw the damn thing at that blasted cabin. The Necronomicon. An ancient Sumarrian text, bound in human flesh and inked in human blood. It contained bizarre burial rites, prophesies...and instruction for demon resurrection. It was never meant for the world of the living.

DISSOLVE TO:

3 INT. CABIN - NIGHT 3

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

(CONTINUED)

2.  
3

3 CONTINUED:

ASH (V.O.)  
The book awoke something dark in  
the woods.

SUPERIMPOSE:

4 BOOK OF THE DEAD - CAMERA PANNING STRANGE SCRIPT 4  
inscribed on the pages. Illustrations of demonic faces with  
white eyes.

5 EXT. WOODS - NIGHT 5  
We take the point of view of a wind-like demon, swooping low  
through the woods toward the cabin. CAMERA rips through the  
cabin door and comes upon a SCREAMING Ash.

ASH (V.O.)  
It got into my hand and it went  
bad.

6 CLOSE ON ASH'S POSSESSED HAND 6  
twisting into a claw, before the flashing thunder clouds.

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

7 INT. CABIN - NIGHT 7  
ASH severs his hand from his wrist with the chainsaw.

8 BLOOD RED CLOUDS 8  
sweep past the moon.

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

9 A BANDAGED, ONE HANDED ASH 9  
recites the incantation from the Necronomicon.

10 EXT. CABIN - NIGHT 10  
The Time vortex is created. Trees and a 1973 Delta 88  
Oldsmobile are sucked up into the funnel cloud.

(CONTINUED)

3.

10 CONTINUED: 10

ASH (V.O.)  
 ...I just didn't plan on coming  
 along.

11 EXT. CABIN - NIGHT 11

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

12 INT. TIME VORTEX 12

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

13 ANIMATION - A TENDRIL OF SMOKE 13

swirls through blackness as a chorus of women's voices build  
 to eerie crescendo, from a musical note to a SCREAM. The smo  
 ke swirls, pulls in upon itself, like a thing alive, and  
 forms t he words:

"BRUCE CAMPBELL"

"Vs"

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

"THE ARMY OF DARKNESS"

The title billows past CAMERA  
 REVEALING...

14 INT. TIME VORTEX 14

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

15 ASH 15

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

16 ANGLE ON ASH FRONT SCREEN PROJECTION 16

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

17 ASH'S BODY 17

RIPS at the fabric of Time.

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

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

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

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

22 WARRIOR #1 22  
 thrusts his longsword into the air, shouting:

WARRIOR #1  
 Hail to him who has come from the  
 sky to deliver us from the terror  
 of the Deadites! Hail!

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

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

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

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

27 A FRIGHTENED ASH 27  
 waves a shaky hand.

(CONTINUED)

27 CONTINUED:

ASH

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

28 WISEMAN JOHN 28

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

WISEMAN JOHN

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

29 ARTHUR 29

Brings his sword down across Ash's chest. Ash cries out in 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 in to place. CLINK! He thrusts his chainsaw arm outward, pulling on the starter cord; PUTT-PUTT-PUTT... The engine won't turn over. He curses and yanks again.
- 61 THE SECOND HORSEMAN 61  
 draws close. He leans from his horse and swings his Broadsword mightily. The flat portion of the blade connects. THUNK!
- 62 ASH 62  
 is knocked from his steed. He tumbles to the dust, narrowly escaping his own horse's hooves.
- 63 ASH 63  
 rolls to his feet and spins to the sound of approaching hooves!
- 64 THE SECOND HORSEMAN 64  
 charges and swings his broadsword.
- 65 ASH 65  
 raises his chainsaw. CLINK! He deflects the blow. Ash swings  
 the chainsaw in a roundhouse motion, clipping the Second Horseman as he rides past.

- 66 TRUCKING SHOT - THE SECOND HORSEMAN 66  
is knocked from his horse.
- 67 LOW TRUCKING SHOT - THE SECOND HORSEMAN 67  
bounces along the rocky ground, kicking up dust.
- 68 A SWORD HANDLE 68  
slams against the back of Ash's skull.
- 69 ASH 69  
crumples. He looks up in pain to...
- 70 ARTHUR 70  
above him. The sun over his shoulder.
- 71 EIGHT MOUNTED WARRIORS 71  
gallop up, dismount and surround Ash with swords drawn.
- ARTHUR  
Bring the prisoner!
- The warriors surge upon Ash. His sawed-off shotgun and chains  
aw are taken from him.
- ASH  
No!
- 72 GOLD TOOTH AND OTHER WARRIORS 72  
secure Ash to a set of iron shackles that painfully extend hi  
s arms. A collar forces his neck upward.
- ARTHUR  
To the castle!
- 73 WARRIOR #2 ON HORSEBACK 73  
prods Ash along with a rod attached to his spiked iron collar  
. The Warriors gallop off, forcing Ash and the other  
prisoners to run alongside them.

74 WISEMAN JOHN 74

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

DISSOLVE TO:

75 THE HOT ORB OF THE SUN 75

blazing in the sky above the wasteland.

DISSOLVE TO:

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

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

GOLD TOOTH  
Move along now!

DISSOLVE TO:

77 LONGSHOT - A WIND SWEPT LANDSCAPE OF CRAGGY ROCK 77

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

78 CAMERA TRACKING WITH ASH 78

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

79 INT. CASTLE COURTYARD 79

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

atop his horse.

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

(CONTINUED)

79 CONTINUED:

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

SHEILA  
Her face does not immediately  
register the grief. She attempts

to step forward but stumbles. She steadies herself against the  
stone wall. Her eyes harden as she sees the first of the  
shackled prisoners: a semi-conscious Ash. She flushes with  
anger and races up to him. She spits and kicks at him as  
he's dragged along.

SHEILA (CONT'D)  
Foul thing! A pox on your throat!  
Thou art a Murderer! A black  
Murderer!

80 VILLAGE WOMEN 80  
restrain her.

SHEILA  
cries as the Village Women attempt  
to soothe her.

VILLAGE WOMAN #1  
May you be consoled by their  
suffering in the pit.

81 THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS 81  
halt. Iron keys rattle. The shackles are unlocked. Ash and the  
prisoners rub their reddened wrists. They are pushed at  
swordpoint towards a circular iron grate that sits atop the  
ground. This is THE PIT.

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

83 SHEILA 83  
stares at him in hatred.

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

(CONTINUED)

84 CONTINUED:

DUKE HENRY

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

ASH

Who wants to know?

DUKE HENRY

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

ASH

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

85 A STERN FACED ARTHUR AND HIS FOUR LIEUTENANTS

85

address the doomed men:

ARTHUR

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

86 TWO OF ARTHUR'S MEN

86

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

87 FROM THE BOWELS OF THE IRON GRATED PIT

87

a echoed wailing rises up.

88 ASH, HENRY AND THE OTHER PRISONERS

88

stiffen in fear.

89 AN OLD WOMAN AMONGST THE JEERING CROWD

89

OLD WOMAN

Aye. Into the pit with the  
bloodthirsty sons of whores! She  
jams a meat pie into her mouth and  
cheers excitedly as

(CONTINUED)

89 CONTINUED: 89

CAMERA PANS TO...

90 HENRY'S WARRIOR #1 90

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

91 CAMERA PANS AND HALTS CLOSE ON ASH 91

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

92 CLOSE ON THE EDGE OF THE PIT 92

looking down into the blackness we hear:

HENRY'S WARRIOR #1 (O.S.)  
I beg of you... by all that's holy!  
Lower a rope! Lower... Oh, for the  
love of god! no! NO!!!  
AIIIIIIiiiiiee!

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

93 ASH 93

is frozen in fear.

TOWER GUARD (O.S.)  
There! He's escaping!

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

94 TRACKING SHOT - HENRY'S WARRIOR #2 94

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

95 THE TOWER ARCHERS 95

spot him and fire arrows.

96 ANGLE ON 96

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

97 ARTHUR 97

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

98 PAN HALTS ON HENRY'S WARRIOR #2 98

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

99 THE CROWD 99

Cheers. They turn their attention to the remaining prisoners

:  
CAMERA PANS from their bloodthirsty  
faces to the next prisone r

in line...

100 ASH 100

turns to Arthur and in a desperate, cowardly plea:

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

He spins to Duke Henry the Red. You gotta tell 'em you don't know me. We never met. Tell him.

HENRY  
I do not believe that he shall  
listen.

101 THE WARRIORS 101

grab Ash and shove him into the pit.

102 ASH 102

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

of the rancid water. He looks about.

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

UNDERGROUND CAVERNS disappear into the blackness.

104 ASH 104

spins to a small sound.

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

Nothing. Just the mist rising from the water.

106 ASH 106  
shifts his glance again.

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

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

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

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

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

112 THE DEADITE'S HAND 112  
clutches Ash's ankle and yanks him back down.

113 DOWN ANGLE ON ASH 113  
He falls away from the wall, his arms flailing.

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

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

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

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

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

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

120 ASH 120  
cries out in pain.

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

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

123 THE DEADITE 123  
grabs Ash by the throat.

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

125 THE DEADITE 125  
advances.

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

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

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

129	ASH - SLOW MOTION	129
	summons his strength and leaps upward.	
130	LOW ANGLE - LOOKING UP - THE CHAINSAW - SLOW MOTION	130
	Tumbling downward...	
131	HIGH ANGLE- ASH	131
	ascending, his teeth gritted, every muscle straining, he soars past CAMERA.	
132	LONG SHOT - SLOW MOTION	132
	Ash rising up through frame to meet the falling saw.	
133	ASH'S STUMP	133
	snags the chainsaw, locking in onto his wrist bracket.CLICK!	
134	ASH WITH HIS CHAINSAW	134
	He lands on his feet, in the path of the approaching beast.	
	ASH Come on, you blasted piece of-- He thrusts out his chainsaw arm, yanking the starter cord and	
	... VERRROOOOOOM!!	
135	ABOVE THE PIT - THE WARRIOR AND VILLAGERS	135
	gasp at the ROAR of the chainsaw. Blue exhaust billows up from the pit.	
136	THE PIT - LOW ANGLE - THE DEADITE	136
	lunges at Ash.	
137	DEADITE HAND MEETS SAW	137
	Buzzzzzz!!	
138	ASH	138
	is splattered with black bile.	
139	THE DEADITE'S SEVERED HAND	139
	flies upward, past the face of the bewildered beast.	

- 140 CAMERA MOUNTED TO THE HAND 140  
as it ascends, Ash and the Deadite grow smaller below.
- 141 ABOVE THE PIT - THE DEADITE'S SEVERED HAND 141  
flies up into frame and latches onto the face of a drunken spectator. It's fingers dig into the eyes and nose. He shrieks and flails about, into the screaming crowd. A Warrior tears the hand free from his face, tossing it back down into the pit.
- 142 THE PIT - ASH 142  
raises the chainsaw blade and neatly bisects the falling deadite hand. He spins and with a roundhouse blow...
- 143 CAMERA MOUNTED ON ASH 143  
Ash decapitates the beast.
- 144 ABOVE THE PIT - THE WARRIORS AND VILLAGERS 144  
stop cheering from the Deadite. They're starting to like this guy's guts and style.
- 145 THE LAST REMNANTS 145  
of the beast sink beneath the murky waters of the pit.
- 146 ASH 146  
climbs the steep wall of the pit when a SECOND DEADITE emerges from the earthen wall before him.
- 147 ASH 147  
slams the butt end of the chainsaw into the beast, knocking it back into the water.
- 148 ABOVE THE PIT - THE VILLAGERS 148  
gasp as... THUMP!
- 149 ASH'S CHAINSAW ARM 149  
comes up, over the edge of the pit. Followed by... THUMP! Ash's bloody hand. Then his bruised face. Covered in the black blood of the Deadites. He crawls to his feet. Ash turns to the crowd, his fist clenched.

(CONTINUED)

149 CONTINUED:

149

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

150 GOLD TOOTH

150

look at Ash stupidly. Ash shoves him.

ASH  
You want some more? Huh?! Gold  
Tooth and the others give him a  
wide berth. Ash calls out

to Henry.

ASH (CONT'D)  
Now climb on those horses and get  
out of here.

151 HENRY AND HIS TWO WARRIORS

151

quickly mount horses.

ARTHUR  
Nay. Henry is my prisoners. He--

152 ASH

152

slaps Henry's horse.

ASH  
GIDDYUP NOW!! HYAAAH!

153 THE STUNNED CROWD

153

parts allowing...

154 HENRY AND HIS WARRIORS

154

to gallop off toward the open drawbridge and freedom.

155 ARTHUR

155

stares at Ash with hatred.

ARTHUR  
For that, I shall see you dead.

156 ASH

156

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

(CONTINUED)

156 CONTINUED:

156

ASH

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

157 ASH SPINS,

157

pointing the barrel just past Arthur. He, but no one else, has spotted the surviving Second Deadite crawling up from the pit on the forgotten chain. The crowd gasps in short breath by....BLAMMITY-BLAM! The shotgun belches flame. The blast cuts the chain, leaving the Deadite teetering at the pit's edge.

158 ANGLE ON

158

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

159 THE SOUND OF THE GUNBLAST

159

echoes off the mountains like distant thunder.

160 SHEILA, THE WISEMAN, ARTHUR AND THE CROWD

160

look to Ash in reverence.

161 ASH

161

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

ASH

Bring me your hoo do man.

162 EXT. BLACKBIRDS

162

fly from a barren tree.

163 SOMETHING MOVES IN THE DARKNESS

163

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

164 EXT. TEMPLE RUINS - LONG SHOT - NIGHT

164

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

165 EXT. WITHIN THE RUINS - NIGHT 165

CLOSE UP - ASH

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

166 ASH AND SHEILA 166

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

167 SHEILA 167

is dressed in a revealing tunic. She looks good.

SHEILA

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

ASH

First you want to kill me, now you want to kiss me.

He spits out a mouthful of grape seeds.

ASH (CONT'D)

Lady, just leave me alone.

SHEILA

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

166

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

ASH

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

WISEMAN JOHN

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

ASH

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

WISEMAN JOHN

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

ASH

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

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

169

DOGS

169

around the fire begin to snarl and fight.

170

ASH AND SHEILA

170

turn to see...

171

THE OLD WOMAN

171

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

- 172 ASH 172  
His haw drops. He slowly stands as...
- 173 THE BURNING WOMAN 173  
spins sharply to him. Her voice changes as she SHRIEKS; POSSESSED WOMAN YOU SHALL DIE! Her eyes are bone white. She is POSSESSED by the dark spirit . Her burning body is violently jerked about in the air by invisible hands. Her blackened lips pull back in a wild animal snarl. With two voice at once; POSSESSED WOMAN YOU SHALL NEVER WIN THE NECRONOMICON. WE SHALL FEAST UPON YOUR SOUL, AND THEN THE SOUL OF MAN!
- 174 THE POSSESSED WOMAN 174  
collapses. Her face turned away from the Wisemen as it lays 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 spasms beneath the Warrior's grip.
- 199 THE HEAD 199  
 rolls, and comes to a halt at Ash's feet. It's eyes pop open!  
 ! POSSESSED WOMAN'S HEAD ---DIE!
- 200 ARTHUR 200  
 grabs the laughing head and tosses it into the darkness. The head sails away as the laughter receded.

(CONTINUED)

200 CONTINUED: 200

WISEMAN JOHN  
Now. Will thou quest for the  
Necronomicon?

201 CLOSE ON ASH 201  
He considers.

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

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

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

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

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

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

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

209 SHEILA 209  
gasps.

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

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

212 CLOSE ON ASH 212

He studies his new hand. It will do nicely.

DISSOLVE TO:

213 EXT. CASTLE TURRET - NIGHT 213

ASH

stares over the castle wall to the foreboding wasteland with apprehension. The wind blows upon his hair. Sheila appears behind him. She drapes a grey garment over Ash. A magnificent cape. Ash draws her body close to his. He wraps the cape around

her. Together they stare off into the night, then turn to one another and kiss.

DISSOLVE TO:

214 EXT. LANDSCAPE OF CRACKED GROUND 1500MM LENS - DAY 214

Arthur's castle in the distance. In the foreground, five men on horseback appear over a ridge, thundering toward us. Their long wool capes billowing up behind them in the wind.

215 CLOSER ON RIDERS - TRUCKING SHOT 215

Arthur and Wiseman John ride, flanked by two of Arthur's Warriors. CAMERA PULLS BACK TO REVEAL...

ASH

He wears an iron breastplate with the insignia of Arthur's army

that compliments his new spring-powered iron hand. His chain saw juts from its saddle holster on the horse's back. Ash's cape billows as he rides.

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY 216

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

ASH

What's going on?

(CONTINUED)

216 CONTINUED:

216

ARTHUR  
points to...

217 THE TRAIL THAT LIES BEFORE THEM

217

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

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

218 ASH

218

anxiously eyes the wall of swirling mist.

219 THE TWO WARRIORS

219

finish placing saddlebags of water and food onto...

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

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

ARTHUR  
A moment.

220 WISEMAN JOHN

220

moves close to Ash.

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

ASH  
Clattoo Verata Nicto. Okay.

WISEMAN JOHN  
Repeat them.

ASH  
Clattoo Verata Nicto.

(CONTINUED)

220 CONTINUED:

WISEMAN #1

Again.

ASH

I got it. I got it. I know your damn words. All right? Now you get this straight: I get the book, you send me back. That's the deal. After that I'm history. Ash rears up on his horse and gallops into the mist

221 ARTHUR AND WISEMAN JOHN 221

watch as Ash disappears.

222 IN A SEA OF MIST 222

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

223 CLOSER ON ASH 223

He whips the horse.

ASH

HAAAAAA!

224 ANGLE ON ASH 224

He gallops past. CAMERA PANS as he disappears into the thick fog.

FADE OUT.

225 EXT. TRAIL'S ENTRANCE TO WOODS 225

ASH

rides out of the wall of mist. He finds himself on a trail leading into a thick forest.

226 EXT. WOODS 226

LONG SHOT - ASH

rides slowly on through the darkening woods.

227 CLOSER ON ASH 227

He hears a sound and look to...

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

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

230 A BUBBLING BROOK 230  
and nothing more.

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

232 ASH 232  
kick his steed and bolts.

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

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

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

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

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

238 ASH 238  
running for...

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

240 ASH 240  
comes upon the shed's door. Locked. He heaves his body against it but it won't give.

241 INT. SHED - CLOSE ON INTERIOR DOOR 241  
A log, that serves as the door's bolt, holds fast.

242 THE EVIL FORCE 242  
emerges from over the ridge.

243 ASH 243  
unscrews his iron hand and holsters it. He slings the chainsaw from his shoulder and snaps it onto his stump bracket. Click . He threads the chainsaw starter cord through the V-SHAPED SLOT that extends from his breastplate. CLICK. He thrusts out his arm and the chainsaw ROARS to life!

244 INT. SHED - CLOSE ON INTERIOR DOOR 244  
The blade bites into the log that bolts the door.

245 THE EVIL FORCE 245  
draws closer.

246 INT. SHED 246  
CLOSE ON CHAINSAW BLADE halfway through the log. Sawdust flies.

247 EXT. SHED 247  

ASH  
Come on! Come on!

The chainsaw dies. He jerks out his arm to restart it. Putt. Putt.

ASH (CONT'D)  
Blasted piece of junk!

248 THE EVIL FORCE 248  
draws closer.

249 ASH 249  
delivers a mighty kick to the door.

250 INT. SHED 250  
 ANGLE ON DOOR The partially cut log gives way. Ash tumbles into the storage shed. He slams the door shut and slides the remainder of the log across the latch, re-bolting it.

251 THE EVIL FORCE 251  
 Hammers at the door of the Shed. BANG!

252 INT. SHED 252  
 A terrified Ash braces his back against the door. BANG! Earth shaking in its intensity. The planks of the door shudder behind Ash.

253 CLOSE ON LOG BOLT 253  
 It cracks.

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

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

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

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

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

259 INT. SHED - SAM-O-CAM - 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

(CONTINUED)

259 CONTINUED:

259

taking them with him. Ash is now sandwiched between two doors as he flies through the air.

260 EXT. SHED - SIDE SHOT

260

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

261 EXT. REAR DOOR OF SHED

261

It blows out from the place in a flying stack along with the other doors. The flying doors slam against a tree and fall to the ground in a stack.

262 THE EVIL FORCE

262

with Ash out of sight, glides forward, into the woods.

263 EXT. SHED- DUSK

263

LOOKING DOWN UPON - THE STACKS OF DOORS.

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

He beholds...

264 EXT. ABANDONED MILL

264

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

265 INT. MILL

265

ASH  
enters the Mill.

ASH (CONT'D)  
Anybody here?!

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

ASH (CONT'D)  
This place'll do for the night. Get the book in the morning.

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

267 ASH 267  
peers through the window.

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

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

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

ASH  
Damn this cold.

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

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

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

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

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

- 275 ASH 275  
 spins, raises his shotgun and fires. BLAMITY-BLAM! The window is ripped away in a shower of glass.
- 276 ASH'S P.O.V. - THROUGH THE BROKEN WINDOW 276  
 Only the night woods. The "gnarled hand" comes back, sweeping down in front of the broken window, but it's revealed to be just a tree branch swaying in the wind.
- 277 ASH 277  
 reloads. He moves to the front door and peers out through a crack.
- 278 ASH'S EYEBALL 278  
 through the crack in the door.
- 279 ASH'S P.O.V. - THE WOODS BEYOND 279  
 CAMERA pushes through the crack to the woods beyond. There is movement.
- 280 LONG SHOT - EXT. MILL 280  
 The tiny figure of Ash steps from the Mill.
- 281 CLOSE UP - ASH 281  
 He sweeps the barrel of the shotgun toward the sound of sticks breaking.
- 282 ASH'S TERRIFIED HORSE 282  
 It rears up on it's hind legs. It's front hoofs come down toward Ash.
- 283 A STARTLED ASH 283  
 leaps aside just in time.
- 284 ASH 284  
 snags the horse's reigns.

ASH  
 Easy, boy.

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

285 ASH'S P.O.V. THROUGH THE MILL'S OPEN DOOR 285  
 He sees an image of himself inside the Mill. Peering out.

286 EXT. MILL 286

ASH  
 stares in disbelief, then the wind  
 slams the front door of the

Mill, halting Ash's view. Ash races for the Mill.

287 INT. MILL 287

ASH  
 races through the door and toward  
 CAMERA when...SMASH...Ash's  
 reflection shatters. He's run into  
 a mirror. Shivering, he picks

himself up from the pile of broken glass. He moves to the  
 fireplace and hunches before the flames, CAMERA PANS TO....

288 THE SHATTERED MIRROR PIECES 288

Each piece of mirror reflects an image of Ash. From the eight  
 pieces of mirror spring...

289 EIGHT TINY ASHES 289

Two inch high versions of himself. They leap from the mirror  
 fragments and land on the floor.

290 ASH 290

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

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

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

292 ASH 292

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

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

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

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

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

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

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

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

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

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

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

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

303 ASH 303  
with an upside-down bucket on his head, slips and falls, back and forth on the grease. He stands and tries to dislodge the bucket. He trips over the broom handle, again thrust in his path. He falls backward, onto a crochet basket with knitting needles jutting from it.

- 304 BUCKET-HEADED ASH 304  
SCREAMS and jerks upward, slamming his bucket head into the stove pipe. CLANG! Ash rips the bucket from his head then yanks the needles from his buttocks. He looks about for the little imps.
- 305 TINY ASH #2 305  
crouching behind a log attempting to hide. BUT...
- 306 ASH 306  
has seen him. He "accidentally" elbows the log and Tiny Ash #2 into the stove's fire.  
ASH  
Ooops.
- 307 TINY ASH #2 307  
is burned alive.
- 308 ASH 308  
glances downward at the pitter patter sound of tiny feet.
- 309 TINY ASH #3 309  
is dashing across the open expanse of floor. Ash's gigantic foot comes down to crush the little man. Tiny Ash #3 raises a rusty nail into the path of the descending foot. RIP!!
- 310 THE NAIL RIPS 310  
through Ash's shoe.
- 311 ASH 311  
jerks his leg upward in pain. Ash dances about the place hopping on one foot, HOWLING. He strays into the greasy area of the floor and stumbles over the broomstick again thrust in his path, swung there by Tiny ASHES #6, #7 and #8. He almost regains his balance when he strays into the oil patch, falls, and hits his head on the stone floor. BLACKNESS.
- 312 ASH 312  
awakens on the floor of the Mill, like Gulliver he is bound with tiny ropes. Directly above him, on the edge of a table...

- 313 TINY ASHES #4 AND #5 313  
suspend Tiny Ash #6 by his legs.
- 314 TINY ASH #7 AND #8 314  
stand atop Ash's face. They push from either side of his nostrils, plugging his nose. Ash's mouth opens as he gasps for air. As he inhales...
- 315 SUSPENDED TINY ASH #6 315  
is released.
- 316 TINY ASH #6 - SLOW MOTION - WIND FAN 316  
He free falls for a moment, then the tiny body arcing to form a perfect swan dive, plunges down into Ash's opened throat.
- 317 ASH 317  
inhales the living beast whole. He chokes violently. He breaks his bonds and he hacks for breath. He puts his finger down his throat, trying to make himself vomit up the little man, to no avail. He looks about to crush some of the little ASHES but they are gone. He places his hand on his stomach and dizzily stumbles to a chair. He goes pale.
- ASH  
Nasty little thing's inside me. He stands indignant but double over in sudden pain. Well let's see how you like a little hot water!
- He grabs the hot kettle from the stove and pours the scalding contents painfully down his throat. He sets down the kettle and waits for a moment. A tiny SCREAM emits from Ash's stomach.
- ASH (CONT'D)  
emits a bark of LAUGHTER. He clutches his chest. Then his arm. He rips back his shirt sleeve.
- 318 CLOSE ON ASH'S ARM - STOP MOTION ANIMATION 318  
We can see the outline of Tiny Ash #6's body squirming down Ash's arm, just beneath the skin.
- 319 ASH 319  
watches in horror as...

- 320 THE TINY FIGURE 320  
squirms down his wrist and disappears into his iron hand. The Iron hand snaps open and closes uncontrollably. The possessed iron hand swings at him.
- 321 THE IRON HAND 321  
connects with an uppercut that knocks Ash out of frame.
- 322 ASH 322  
lands next to an iron vice. He reaches for the EVIL HAND. But the hand has grabbed a mallet that BONK-BONKS him on the head. Ash is groggy as he is grabbed by the hair and yanked down in to the opened vice.
- 323 THE EVIL IRON HAND 323  
cranks the vice's handle.
- 324 THE VICE 324  
tightens around Ash's head. Trapped, he looks to...
- 325 THE EVIL HAND 325  
rummaging through a wooden toolbox. It comes upon a crude wooden punch.
- 326 ANGLE - THE EVIL HAND - UNDERCRANKED 326  
stabs rapidly at Ash's good hand. But Ash expertly dodges each stab with an opening of the fingers or a closing of the thumb is super fast motion.
- 327 ASH 327  
with his head still wedged in the vice.  
ASH  
Why you dirty little...AHHHHHH!!
- 328 A PAIR OF IRON PLIERS 328  
has entered frame and clamps down upon Ash's nose. He emits a nasal SCREAM and shakes the pliers loose.  
ASH  
Soon as I get out of this thing  
I... YIEEEE!! THE PAIR OF IRON PLIERS dip into Ash's mouth and clamps down upon a back molar.

(CONTINUED)

328 CONTINUED:

328

ASH (CONT'D)  
No! Not the teeth!

YANK!

329 THE EVIL HAND

329

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

330 ASH'S HEAD

330

struggling in the grip of the vice.

ASH  
Where the hell are ya!?

331 THE EVIL HAND

331

grabs a red hot fireplace poker from the fire.

ASH  
I can't see ya!!

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

ASH (CONT'D)  
No, no--not the poke--  
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 t  
 he  
 brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.

ASH (CONT'D)  
 Dear God, it's growing bigger!

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

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

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

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

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

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

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

343 TWO HEADED ASH 343

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

344 SPLIT SCREEN - WIDE SHOT 344

When it's over, there are two ASHES. GOOD ASH and...

345 BAD ASH. 345

They square off beneath the moonlight.

346 HIGH SHOT AS THE TWO ASHES 346

circle one another like wolves.

GOOD ASH

What... are you? Are you me?

BAD ASH

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

GOOD ASH

Why are you doing this?!

BAD ASH

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

347 EVIL ASH 347

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

EVIL ASH

...Little goody two-

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

348 EVIL ASH 348

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

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

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

351 GOOD ASH 351  
clutching the smoldering shotgun.

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

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

ASH  
I know better than to bury you  
whole.

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

354 MONTAGE SEQUENCE: 354  
Ash's hand light a torch.

355 FRIGHTENED BATS FLY 355  
from the base of the windmill.

356 CHAINS ARE PULLED TIGHT 356  
across the body of Evil Ash to secure it. CLICK. SNAP. CLINK.

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

358 ASH 358

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

359 EXT. NIGHT SKY - BLOOD RED CLOUDS 359

float past the moon. We hear the distant WHINE of the 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 bloody burlap bag at his feet as he digs a grave.

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

361 ASH 361

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

362 INT. GRAVE - THE EVIL ASH HEAD 362

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

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

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

EVIL ASH HEAD  
Huh?

363 CLOSE SHOT - THE EVIL DEAD 363

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

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

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

ASH  
(muttering under his  
breath)  
Rest in pieces.

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

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

ASH  
This must be it. The cemetery.

368 ASH 368  
moves toward the cemetery.

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

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

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

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

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

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

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

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

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

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

379 A BAFFLED ASH 379  
steps close.

ASH  
Wait. Three books? Nobody said anything about that. Ha! That Wiseman was so busy fillin' me fulla his secret words and phrases and, and, his... bullshit, he forgot to mention anything about that. Like do I take all of 'em of one or 'em, or what? Well... He reaches for the first book and opens it.

380 ANGLE ON 380  
WHOOOOOSH!!! To reveal a black hole. SCREAMS ERUPT from the dark abyss of the Book. It begins to suck things into it.

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

- 382 ASH - MAKE-UP APPLIANCE 382  
 Wind hits Ash's face as he feels the suction of the book growing stronger.
- 383 ASH'S HAND - PUPPET 383  
 is stretched as it's pulled down into the book.
- 384 LONG SHOT - ASH PUPPET 384  
 Ash's arms stretch down into the book's black page.
- 385 ASH'S PUPPET HEAD 385  
 stretched and screaming, is also pulled on by the book.
- 386 ASH PUPPET 386  
 A taffy stretched version of Ash struggles against the pull of the black hole. He pulls free and snaps the book shut.
- 387 INTERVOLOMETER SHOT - ASH 387  
 His face vibrates like jello until it finally snaps back to normal.
- ASH  
 Woah. Wrong book.
- He turns to study...
- 388 THE TWO REMAINING BOOKS 388  
 style="text-align: center;">ASH  
 tries to decide between them. At first he's sure which one it is. Then, chiding himself for being so easily duped, chooses the other.
- 389 THE BOOK 389  
 moves ever so slightly as he reaches for it.
- ASH  
 Huh.
- Ash reaches for it again and the book bites him!

390 THE BOOK OF THE DEAD - PUPPET 390

Rodent teeth have appeared on the surface of the Book. The Book flaps it's pages and becomes airborne, flying right at CAMERA like a bat!

391 BATBOOK P.O.V. - CAMERA RIG - UNDERCRANKED 391

Swooping erratically around Ash's head.

392 THE BATBOOK 392

shrieking, chases Ash around, pecking at his neck.

ASH

Dear God, help me... ahhh!!! The  
Batbook is pecking at his eyes!

393 ASH 393

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

394 ASH 394

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

395 CLOSE ON BOOK 395

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

396 ASH 396

bristles in fear.

ASH

Okay. The words. Say the words.  
KLATOO!... VERATA... uh... Uh...  
Necta... uh... Nectar... Necktie...  
uh...

He hesitates, then calls out boldly.

ASH (CONT'D)

KLATOO... VERATA...

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

(CONTINUED)

396 CONTINUED:

396

ASH (CONT'D)

Okay then.

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

397 LONG SHOT - CEMETARY

397

ASH

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

ASH (CONT'D)

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

398 EXT. CASTLE - NIGHT

398

A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - NIGHT

399

A DOOR

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

WISEMAN JOHN

Something is amiss.

400 HORSES IN THE CASTLE GROUNDS

400

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

401 EXT. CEMETARY - NIGHT

401

ASH runs for his horse, clutching the Necronomicon.

402 A BONEY HAND

402

rips up from a grave and grabs his leg!

403 ASH

403

falls.

404 THE BOOK OF THE DEAD

404

is knocked from Ash's hand.

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

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

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

408 THE SKELETAL HANDS 408  
toss Ash to...

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

410 THE SKELETON HANDS 410  
curl boney fingers, clenching them into fists.

ASH  
No.. no more...

The skeletal fists pepper Ash's face with punches.

ASH (CONT'D)  
Leave me alone! Leave me aHUUU!

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

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

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



422 CONTINUED:

422

decayed version of EVIL ASH!

423 EXT. MILL - NIGHT

423

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

424 A FEARFUL ASH

424

kicks the horse and rides off.

425 EXT. MILL - LONG SHOT - NIGHT

425

ASH ON HORSEBACK galloping back the way he came. In the  
distance we see the cemetery. More bodies arise from the  
ground.

426 EXT. WOODS - ASH - NIGHT

426

Now far from the danger but still he rides hard.

ASH  
I'm through bein' their garbage  
boy. I did my part of the bargain.

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

DISSOLVE TO:

427 EXT. CASTLE - LONG SHOT - NIGHT

427

ASH  
A tiny figure, rides toward the  
castle.

428 EXT. CASTLE WALL - NIGHT

428

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

GOLD TOOTH  
Open the gates. The Promised one  
has returned!

429 EXT. CASTLE - NIGHT 429

THE DRAWBRIDGE  
swings down.

430 ASH 430

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

431 INT. CASTLE COURTYARD - NIGHT 431

TWO WARRIORS  
hold Ash's horse as he dismounts.  
There are excited shouts from

the villagers

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

432 INT. CASTLE COURTYARD - NIGHT 432

ASH  
is led to the THREE WISEMEN.

WISEMAN JOHN  
The Necronomicon. Quickly.

433 ASH 433

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

WISEMAN JOHN  
Did you bring the Necronomicon!

434 ASH 434

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

ASH  
Yes. It's just that...

WISEMAN JOHN  
Just what?!

ASH  
Nothing. Here

Ash produces the Necronomicon. Now send me back. Like in the deal.

435 WISEMAN JOHN 435

takes the book and suddenly goes pale.

WISEMAN JOHN

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

436 THE CROWD 436

murmurs at this bad news.

437 ASH 437

suddenly looks very guilty. Wiseman John turns to him.

WISEMAN JOHN

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

ASH

Yeah. basically.

WISEMAN JOHN

Did you speak the exact words?!

ASH

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

438 WISEMAN JOHN 438

bows his head, stung by this information.

WISEMAN JOHN

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

ASH

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

WISEMAN JOHN

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

(MORE)

(CONTINUED)

438 CONTINUED:

WISEMAN JOHN (CONT'D)

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

ASH

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

WISEMAN JOHN

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

ASH

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

439 ASH 439

looks about at the condemned faces.

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

CAMERA PANS past the doomed faces in the crowd.

ASH

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

441 ASH 441

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

ARTHUR

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

442 ASH 442

is solemn.

443 ARTHUR 443

and the others turn away in contempt.

444 SHEILA 444  
moves closer.

SHEILA  
I still believe that thou wilt help  
us.

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

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

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

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

445 ALL HEADS 445  
look to the sky.

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

447 TEN VILLAGERS 447  
scream as they flee from the winged beasts.

448 WINGED DEADITE #1 448  
Like a delta winged F-15, it banks towards Sheila.

ASH  
No!

449 ASH 449  
races to intercept. He plants himself between Sheila and the  
beast.

450 WINGED DEADITE #1 - POV 450  
As it swoops at Ash.

451 ASH 451  
opens his steel hand, then clamps it closed again on the handle of his sword.

452 ASKEW ANGLE 452  
The immense shadow of the broad winged Deadite falls over Ash .

453 ASH 453  
swings his sword upward.

454 CLOSE SHOT - THE BLADE 454  
severs the tip of the Beast's rotted wing.

455 THE FLYING DEADITE 455  
shrieks in pain as it soars over Ash. No longer aerodynamically sound, it crashes to the ground.

456 A GROUP OF WARRIORS 456  
fire their arrows into the beast, pegging it to a tree. The bone white eyes of the creature darken.

457 ASH AND ARTHUR 457  
spin to the sound of a woman's SCREAM.

458 SHEILA 458  
in the clutches of WINGED DEADITE #2.

SHEILA  
M'Lord Ash! Help me! The beast  
flies off with the fair maiden,  
soaring over the castle wall and  
into the distance.

459 ASH 459  
shakes his fist at the receding beast.

ASH  
Damn you!

460 THREE MOUNTED SCOUTS

460

come riding in through the castle doors.

SCOUT

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

ARTHUR

How far from here?

SCOUT

But two days ride.

ARTHUR

Then these winged ones are only the first of them.

WISEMAN

Perhaps we should go from this place while we can.

GOLD TOOTH

We could be safe in the mountains.

WARRIORS

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

461 ANGLE ON

461

BLAMMITY-BLAM! All eyes look to...

462 ASH

462

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

ASH

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

463 ARTHUR

463

takes a challenging step forward.

ARTHUR

How will we stop an army of the dead at our castle walls? How will you fight that?! With more words?  
(MORE)

(CONTINUED)

463 CONTINUED:

ARTHUR (CONT'D)  
Most of our people have already  
fled. We are but forty men.

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

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

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

464 THE CROWD 464

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

BLACKSMITH  
I'll stand by you.

465 A WARRIOR 465

steps forward. Then another.

WARRIOR #7  
You may count on my steel.

WARRIOR #8  
And mine!

466 THE CROWD 466

steps forward vowing their allegiance to the cause.

467 ARTHUR 467

reluctantly joins them.

468 EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT 468

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

EVIL ASH (CONT'D)  
Dig! Dig faster! I want every  
black hearted, worm infested, son  
of a bitch that ever died in  
battle!

(MORE)

(CONTINUED)

468 CONTINUED:

468

EVIL ASH (CONT'D)

We'll storm their castle and take  
the book! Then my lads, eternal  
life shall be ours!

469 STOP MOTION ANIMATION - THREE SKELETONS

469

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

470 TWO ARMORED SKELETONS

470

push a bruised Sheila to her knees before Evil Ash.

471 CLOSE ON SHEILA

471

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

472 EVIL ASH

472

looks down at her with lust.

EVIL ASH

Why ain't you a sweet little thing?

His boney digit caresses her lips.

SHEILA

Don't touch me! You foul thing!

EVIL ASH

Your gonna learn to live me missy.

SHEILA

The Promised one will come for you.

SKELETAL EVIL ASH

yanks her to her feet.

EVIL ASH

Darlin' I'm gonna save him the  
trouble.

He clutches her squirming body in a boney embrace.

473 EXT. GRAVEYARD - LONG SHOT 473

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

DISSOLVE TO:

474 EXT. VAST VISTA OF BARREN LAND - DAY 474

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

475 WIDE SHOT - ASH 475

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

HENRY WARRIOR #1  
He wears the insignia of Arthur!

HENRY WARRIOR #2  
Slay him!

The draw their swords when...

476 HENRY THE RED 476

rides up between his warriors and Ash.

HENRY  
Stay your arms!

Henry turns to Ash.

HENRY (CONT'D)  
T'is the stranger who spared me from the pit. What brings you?

ASH  
The Army of the Dead.

HENRY  
What of them?

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

(CONTINUED)

476 CONTINUED:

476

HENRY

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

ASH

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

Henry laughs.

HENRY

Why should I endanger my people to  
save my enemy?

ASH

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

477 EXT. A CRAGGY MOUNTAIN TOP - NIGHT 477

EVIL ASH AND SHEILA ride side by side on skeletal steeds.  
Sheila lifts her black veil, revealing bone white eyes, set  
into a face now the texture of cracked leather. She looks  
with admiration to...

478 EVIL ASH 478

He is general of the army of Deadites. He thrusts a rusted sword  
into the air and shouts in a gritty voice:

EVIL ASH

Who rules?!

479 WIDE SHOT - ONE HUNDRED ARMORED SKELETONS 479

raise their swords into the air with a shout.

480 EXT. CASTLE - DAY 480

THREE TRUMPETERS

stand atop the castle wall and  
sound their trumpets! CAMERA

PANS

to reveal...

481 THE 1973 DELTA 88 OLDSMOBILE 481

being pulled by a team of men and horses, inside the castle  
walls. Ash is behind the steering wheel.

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

483 THE DELTA'S ENGINE 483  
 is shattered.

484 ASH 484  
 frowns.

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

486 THE SAND 486  
 is brushed away revealing gear wheels.

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

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

489 EXT. CASTLE COURTYARD - DAY 489

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

ASH (CONT'D)  
 You eyeballin' me boy?

WARRIOR #9  
 No, M'Lord.

ASH  
 I can't hear you!

WARRIOR #9  
 NO, M'LORD!!

489 CONTINUED:

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

WARRIOR #9  
NO, M'LORD!

ASH  
Where you from, mouse?!

WARRIOR #9  
I hail from the village of Perth.

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

490 EXT. MOUNTAIN - DAY 490

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

491 THE BLACK POWDER 491

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

492 GOLD TOOTH 492

lights the fuse with a torch.

493 ASH 493

draws back and releases the arrow. ZING!

494 THE ARROW 494

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

495 ARTHUR'S WARRIORS 495

watch in awe.

496 EXT. CASTLE LOOKOUT TOWER - DUSK 496

THE CASTLE BELL is rung madly. The signal for battle stations.

497 A WARRIOR 497

rides in through the castle gates screaming:

(CONTINUED)

497 CONTINUED: 497

WARRIOR  
They're coming! The Deadites  
approach!

498 INT. CASTLE COURTYARD 498

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

499 ASH 499

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

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

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

501 EXT. BATTLEFIELD TRACKING SHOT 501

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

502 SKELETON #1 502

plays the drums upon a set of hollow skulls.

503 SKELETON #2 503

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

504 SKELETON #3, #4 AND #5 504

blow into arm bones forming woodwind section.

505 FOUR VIKING SKELETONS 505

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

506 EVIL ASH AND SHEILA 506

ride their steeds to a halt atop a hill.

507 A SKELETON AND DEADITE CAPTAIN 507

ride alongside Evil Ash and salute him sharply.

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

EVIL ASH  
Where are they keeping my book?

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

EVIL ASH  
Excellent. Proceed.

508 SKELETON CAPTAIN #1 508

With a sweep of his arm, he waves the Army of rot.

SKELETON CAPTAIN #1  
Forward!

509 THE MACABRE MARCHING BAND 509

now pound the attack beat on their drums.

510 A LINE OF DEADITES 510

advance toward the castle. Some crouch behind wooden barricades which they roll before them.

511 EXT. CASTLE - ATOP THE WALL 511

ASH, ARTHUR AND THE WARRIORS

ASH  
Arrows!

ARTHUR  
Load!

512 TWELVE ARCHERS 512

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

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

514 ARTHUR 514  
 looks to the approaching army.

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

516 ARTHUR 516  
 turns to Ash for the signal.

517 ASH 517  
 holds up a finger. He waits.

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

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

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

ASH  
 Fire!

ARTHUR  
 Fire!

521 TWELVE ARCHERS 521  
 fire a volley of smoking arrows.

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

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



- 534 LONG SHOT - CASTLE 534  
Three flaming projectiles whine as they hurl over the castle walls.
- 535 THREE FALLING SATCHELS P.O.V.'S 535  
CAMERA CRANING DOWN toward the skeletons as they look upward in horror. BOOM! The first blast takes out a skeleton horse and rider. Bones fly. BOOM! FOUR DEADITES are obliterated.
- 536 EVIL ASH 536  
turns to the Skeleton Captain #1 who rides alongside him.  
SKELETON CAPTAIN #1  
Permission to regroup, m'Lord.  
EVIL ASH  
You needn't bother.
- 537 EVIL ASH 537  
slices off the head of Skeleton Captain #1. He turns to the MOUNTED DEADITE next to him.  
EVIL ASH  
You are now my captain. I will now allow anything to stop me from possessing the Necronomicon. Get me into that castle.
- 538 THE NEW DEADITE CAPTAIN 538  
gulps and races forward into the ranks shouting: NEW DEADITE CAPTAIN RAM THE GATES!
- 539 TWO GROUPS OF FOUR SKELETONS 539  
use trees as battering rams and batter the large wooden doors of the castle. BOOM!--BOOM!
- 540 INT. CASTLE - THE CASTLE DOORS 540  
begin to buckle beneath the hammering blows.
- 541 TWO VILLAGE WOMEN 541  
scream!
- 542 TEN WARRIORS 542  
wedge logs to buttress the buckling castle doors.

543 EXT. CASTLE 543

EVIL ASH  
Arrows!

544 A ROW OF SIX SKELETAL ARCHERS 544

fire a volley of arrows. As they reload. Behind them...

545 A SECOND LINE OF SIX SKELETAL ARCHERS 545

fire their arrows.

546 A VOLLEY OF DEADITES' ARROWS 546

pierce five Warriors atop the castle wall. They fall.

547 INT. CASTLE 547

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

548 ARTHUR 548

shouts to Ash:

ARTHUR  
Where is Henry?!

ASH  
He'll be here.

ARTHUR  
I think he will not. But know this.  
No matter how this battle fares, I  
was wrong to think you a coward.

549 EXT. CASTLE 549

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

550 A LEGLESS SKELETON 550

crawls in with a knife in its teeth.

ARTHUR  
They're coming in. What now?!

551 ASH 551

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

552 ARTHUR 552

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

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

553 THE WARRIORS 553

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

554 ARTHUR'S MEN CLIMB ATOP THE PARAPET 554

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

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

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

556 EVIL SHEILA 556

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

557 EVIL ASH 557

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

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

LADDERS!

558 TWELVE EVIL DEAD 558

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

559 TWO WARRIORS 559  
 push away ladder #1.

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

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

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

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

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

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

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

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

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

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

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

- 570 THE VIKING DEADITE 570  
is cut to ribbons by swirling blades.
- 571 THE VILLAGERS ATOP THE PARAPET 571  
cheer!
- 572 EVIL DEAD 572  
at the base of the ladders look up in horror to see...
- 573 THE STEAM DRIVEN ROTOR BLADES 573  
slicing through two Deadites at once. The cow-catcher in front pushes aside the halved Evil Dead.
- 574 ASH 574  
operates a crude instrument panel with only two levers to steer the craft. It's a bumpy ride.
- 575 WIDE SHOT - THE DEATHCOASTER 575  
Thwop! Thwop! Two more skeletons bite the dust. leathery hands pluck a SCREAMING Gold Tooth from the craft.
- 576 GOLD TOOTH 576  
disappears beneath the squirming corpses. A moment later he re-emerges as a skeleton himself, except for the single gold tooth that shines against the white of the bone. He stands and joins the Deadites.
- 577 EVIL SHEILA 577  
leaps onto the moving Deathcoaster to face Ash.
- EVIL SHEILA  
Thou didst find me beautiful once.
- ASH  
Honey...You got real ugly.
- 578 EVIL SHEILA 578  
attacks with a SHRIEK!
- 579 ASH 579  
spins out his double barreled shot gun and... BLAMMITY-BLAM!  
...blows her off the craft. She does a back flip into the other Deadites.

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

581 THE DEATHCOASTER 581  
careens out of control.

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

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

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

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

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

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

588 ASH 588  
looks to...

589 EVIL ASH 589  
approaching the Necronomicon.

- 590 ASH 590  
kicks aside a hay bale and removes a mini-crossbow with four flame tipped arrows, loaded and ready. He fires.
- 591 A FLAME ARROW 591  
imbeds in Evil Ash's leg and ignites his body. Another flaming dart hits his shoulder blade. The flames consume his body. He burns and SHRIEKS!
- 592 ASH 592  
watches in horror as...
- 593 THE FLAMES RECEED 593  
revealing a bone white skeleton with mismatched eyes. SKELETON EVIL ASH! It races at Ash with a SHRIEK.
- 594 ASH AND EVIL ASH 594  
bring their swords together with such great force that sparks fly. Ash is forced back against the stone pedestal that holds the Necronomicon. CLANG! With a deft stroke, Ash's sword is flung from his hand.
- 595 ASH'S SWORD 595  
imbeds in a wooden beam.
- 596 EVIL ASH 596  
grabs the Necronomicon, then swings his sword at Ash.
- 597 ASH 597  
grabs a burning iron torch from its mount.
- 598 ANGLE ON 598  
WHOOSH! KLANG! WHOOSH! KLANG! Man and Skeleton battle with flaming torch and sword.
- 599 ANGLE ON 599  
KLANG! The torch is knocked from Ash's hand. It falls over the edge of the wall and lands in the courtyard below. It ignites a fuse. The burning fuse leads to a sack of black powder. The sack sits upon the spoon of a catapult.
- 600 ABOVE... 600

SKELETON ASH  
swings his sword. Ash leaps over  
the blade. The Skeleton swin gs

downward, and Ash side steps it.

601	ASH	601
	rabbit punches CAMERA.	
602	CLOSE ON SKELETON HEAD	602
	Ash's fist bursts out all it's rotted teeth.	
603	ASH	603
	delivers a right hook, spinning the skeleton's head around in a circle.	
604	THE SKELETON	604
	gives Ash a backwards roundhouse kick to the face. Ash tumble s over the edge.	
605	ASH	605
	falls to the courtyard below, alongside the catapult. He glan ces at the burning fuse.	
606	EVIL ASH	606
	leaps from the parapet and lands atop the catapult. The Skele ton looks down at Ash with a nasty grin of bone.	
607	SKELETON ASH	607
	Behold... He gestures to the Evil Dead that overrun the parapet and now battle the last twenty of Arthur's warriors for control of th e Keep.	
608	ANGLE ON SKELETON ASH	608

SKELETON ASH  
You're finished.

He extends the Necronomicon to taunt Ash.

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

(CONTINUED)

608 CONTINUED: 608

SKELETON ASH (CONT'D)

Now I'll have my vengeance! He  
raises his sword for the death  
blow...

609 THE SHRILL CALL OF BATTLE TRUMPETS 609

GUARD (O.S.)  
Duke Henry's men! They've come!

610 ASH AND THE SKELETON 610

turn... A jubilant CHEER rises from the castle as...

611 DUKE HENRY THE RED AND FIFTY OF HIS MEN 611

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

612 THE SKELETON - ATOP THE CATAPULT 612

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

613 ASH 613

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

614 ASH 614

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

615 THE SKELETON AND BURNING SATCHEL 615

are flung over the castle wall.

616 HIGH SHOT - LOOKING DOWN AT CASTLE 616

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

DISSOLVE TO:

617 GLORIOUS BEAMS OF MORNING SUNLIGHT 617

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

618 LONG SHOT - THE BATTLEFIELD - MORNING 618

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

619 CLOSE SHOT - TWO DEADITE SKULLS 619

engulfed by flames, crack in the heat.

DISSOLVE TO:

620 EXT. SEASHORE - ARROWHEADS - DUSK 620

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

621 THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN 621

Form a row of archers. They fire their flaming arrows toward the sea.

622 THE ARROWS 622

strike a wooden ship that holds the body of Arthur.

ASH (V.O.)

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

DISSOLVE TO:

623 EXT. SEASHORE - DUSK 623

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

DISSOLVE TO:

624 INT. CASTLE COURTYARD - NIGHT 624

ASH (V.O.)

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

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

625

THE WISEMEN.

625

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

WISEMAN JOHN  
hands the flask of liquid to Ash.

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

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

Ash takes the flask and studies it. ...but what other choice did I have?

DISSOLVE TO:

626

EXT. CASTLE - LONG SHOT - DAY

626

ASH  
rides off.

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

627

EXT. CAVE - DAY

627

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

He sets the horse free.

ASH (CONT'D)  
YAHH!!

It gallops off.

628 INT. CAVE - DAY 628

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

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

629 INT. MOUTH OF THE CAVE 629

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

630 INT. CAVE - DEATHCOASTER 630

The car headlights come on, piercing the blackness.

631 INT. DEATHCOASTER 631

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

ASH (V.O.)  
I closed my eyes.

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

ASH (V.O.)  
I took a drink.

Ash is unaware that an extra drop has fallen into his mouth!

A  
drop! Ash swallows the liquid.

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

632 ASH 632  
falls into a deep slumber.

DISSOLVE TO:

633 THE DEATHCOASTER'S HEADLIGHTS 633  
fade.

DISSOLVE TO:

634 CLOSER ON ASH'S SLEEPING FACE 634  
now in a different position. Time has passed. He needs a  
shave.

ASH  
...And dreamed.

635 THE HANDS ON ASH'S WRISTWATCH 635  
wind faster and faster, then halt and rust in time lapse  
photography. The leather band rots away and the watch falls f  
rom Ash's wrist.

636 THE SUN 636  
rises then sets.

637 THE MOON 637  
follows.

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

ASH (V.O.)  
Dreams last lasted centuries.

639 A BARREN TREE 639  
sprouts buds, they swell forming leaves which change to the  
brilliant colors of fall then drop.

640 A FROST 640  
covers Ash.

641 ICICLES 641

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

642 ASH 642

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

643 EXT. HILLSIDE 643

ASH  
climbs from the cave and steps into  
the sunlight.

ASH (V.O.)  
And when I awoke...

644 ASH 644

beholds...

645 A FUTURISTIC CITY 645

after the next Nuclear war: a dead land.

646 ASH'S P.O.V. 646

A FRACTURED CLOCK TOWER lays sprawled on its side. The time of mankind's death 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.

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

CUT TO BLACK.

THE END.