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:

EXT. A LOG CABIN - NIGHT

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:
INT. CABIN - NIGHT
Ash flips through the pages from the BOOK OF THE DEAD.
ASH (V.O.)
The book awoke something dark in the woods.

SUPERIMPOSE:
BOOK OF THE DEAD - CAMERA PANNING STRANGE SCRIPT

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

EXT. WOODS - NIGHT
We take the point of view of a wind-like demon, swooping low through the woods toward the cabin. CAMERA rips through the cabin door and comes upon a SCREAMING Ash.
ASH (V.O.)
It got into my hand and it went bad.

CLOSE ON ASH'S POSSESSED HAND
twisting into a claw, before the flashing thunder clouds.
ASH (V.O.)
So I lopped it off at the wrist.

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

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

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

EXT. CABIN - NIGHT
The Time vortex is created. Trees and a 1973 Delta 88 Oldsmobile are sucked up into the funnel cloud.
ASH (V.O.)
...I just didn't plan on coming along.

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

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

ANIMATION - A TENDRIL OF SMOKE

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

"BRUCE CAMPBELL"
"Vs"

The smoke is wisked away, then reforms as...
"THE ARMY OF DARKNESS"

The title billows past CAMERA REVEALING...

INT. TIME VORTEX

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

ASH

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

ANGLE ON ASH FRONT SCREEN PROJECTION

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

ASH'S BODY

rips at the fabric of Time.

EXT. CLOUDY SKY - DAY

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.

ASH

ashes falls to the dust. His double barrelled shotgun lands beside him. The '73 Oldsmobile comes CRASHING to the ground a moment later.

ASH

looks up from the dust to behold...

TWENTY-FIVE MOUNTED HORSEMAN

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

WARRIOR #1

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!

ASH

stares in confusion at the strange medieval figures.
TWENTY-FIVE WARRIOR

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

ARTHUR

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.

ARTHUR'S P.O.V.

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

A FRIGHTENED ASH

waves a shaky hand.

ASH

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

WISEMAN JOHN

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.

ARTHUR

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

ASH'S CHEST

is cut. A thin red gash.

ARTHUR

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

ARTHUR GESTURES

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!

GOLD TOOTH

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.

WIDE SHOT - GOLD TOOTH - STUNTMAN

He tumbles from the horse.
ASH

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

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

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

TRUCKING SHOT - ASH
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!!??

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

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

ANGLE ON ARTHUR

ARTHUR
LIEUTENANTS! Fetch me the blackard.

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

HIGH SHOT - TWO HORSEMEN
They are gaining an Ash.

ASH

glances behind him.

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

ASH
whips his horse.

ASH
GIDDYPU!

THE FIRST HORSEMAN

rides up alongside Ash and swings his Broadsword. WHOOSH!!!

ASH
ducks the blade.

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!
ducks as the first horseman swings his blade again.

ASH looks left...

THE SECOND HORSEMAN

winds up for another blow.

ASH

yanks back upon his horse's reigns.

THE THREE HORSES

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

THE SECOND HORSEMAN

swings.

HIS BROADSWORD

slams the first Horseman across the face.

THE FIRST HORSEMAN

is knocked from his steed.

TRUCKING SHOT - THE FIRST HORSEMAN

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.

THE SECOND HORSEMAN

turns around and gallops back toward Ash.

WIDE SHOT - ASH AND THE SECOND HORSEMAN

ride at one another.

TRUCKING SHOT - THE SECOND SWORDMAN AS HE RIDES

swinging his Broadsword.

TRUCKING SHOT - ASH AS HE RIDES

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.

THE SECOND HORSEMAN

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

ASH

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

ASH

rolls to his feet and spins to the sound of approaching hooves!
THE SECOND HORSEMAN

charges and swings his broadsword.

ASH

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

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

TRUCKING SHOT - THE SECOND HORSEMAN

is knocked from his horse.

LOW TRUCKING SHOT - THE SECOND HORSEMAN

bounces along the rocky ground, kicking up dust.

A SWORD HANDLE

slams against the back of Ash's skull.

ASH

crumpled. He looks up in pain to...

ARTHUR

above him. The sun over his shoulder.

EIGHT MOUNTED WARRIORS

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!

GOLD TOOTH AND OTHER WARRIORS

secure Ash to a set of iron shackles that painfully extend his
arms. A collar forces his neck upward.

ARTHUR

To the castle!

WARRIOR #2 ON HORSEBACK

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.

WISEMAN JOHN

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:

THE HOT ORB OF THE SUN

blazing in the sky above the wasteland.
EXT. PARCHED LAND - DAY - A WEARY ASH

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

GOLD TOOTH
Move along now!

DISSOLVE TO:
LONGSHOT - A WIND SWEPT LANDSCAPE OF CRAGGY ROCK

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

CAMERA TRACKING WITH ASH
shackled alongside other prisoners, is prodded inside the castle walls.

INT. CASTLE COURTYARD
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!

VILLAGE WOMEN
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.

THE PROCESSION, ASH AND THE FOUR OTHER PRISONERS

halt. Iron keys rattle. The shackles are unlocked. Ash and the prisoners rub their reddened wrists. They are pushed at swordpoint towards a circular iron grate that sits atop the ground. This is THE PIT.
ASH looks to the jeering villagers that surround the pit, wondering what they have in store for him.

SHEILA stares at him in hatred.

THE PRISONER NEXT TO ASH 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.

A STERN FACED ARTHUR AND HIS FOUR LIEUTENANTS 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.

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

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

ASH, HENRY AND THE OTHER PRISONERS stiffen in fear.

AN OLD WOMAN AMONGST THE JEERING CROWD

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...

HENRY'S WARRIOR #1 as he's thrown down into the pit. He disappears into the blackness.
CAMERA PANS AND HALTS CLOSE ON ASH

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

CLOSE ON THE EDGE OF THE PIT

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!!!
AIIIIIiiiee!

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.

ASH

is frozen in fear.

TOWER GUARD (O.S.)

There! He's escaping!

ASH'S TERRIFIED GAZE

jerks from the pit to...

TRACKING SHOT - HENRY'S WARRIOR #2

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

THE TOWER ARCHERS

spot him and fire arrows.

ANGLE ON

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

ARTHUR

pulls back a iron arrow in his crossbow. ZING! He lets it fly.

CAMERA SWISH PANS with arrow...

PAN HALTS ON HENRY'S WARRIOR #2

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

THE CROWD

Cheers. They turn their attention to the remaining prisoners:

CAMERA PANS from their bloodthirsty faces to the next prisoner
in line...

ASH

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

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

104 ASH
104
spins to a small sound.

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

106 ASH
106
shifts his glance again.

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

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

109 ASH
109
spins... but there's nothing there. As he turns back around, he is confronted by...

A FEMALE EVIL DEAD
It's rotted corpse rockets up from the water inches from Ash's face!

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

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

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

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

114 ABOVE THE PIT - GOLD TOOTH AND OTHER VILLAGERS
114
hoot and cheer for Ash to be devoured.
THE PIT - THE DEADITE
115
grabs Ash, and begins hammering him with her rotted fists.

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

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

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

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

ASH
120
cries out in pain.

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

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

THE DEADITE
123
grabs Ash by the throat.

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

THE DEADITE
125
advances.

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

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.

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

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

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

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

LONG SHOT - SLOW MOTION

Ash rising up through frame to meet the falling saw.

ASH'S STUMP

snags the chainsaw, locking in onto his wrist bracket. CLICK!

ASH WITH HIS CHAINSAW

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...

VERRROOOOM!!

ABOVE THE PIT - THE WARRIOR AND VILLAGERS

gasp at the ROAR of the chainsaw. Blue exhaust billows up from the pit.

THE PIT - LOW ANGLE - THE DEADITE

lunges at Ash.

DEADITE HAND MEETS SAW

Buzzzzz!!

ASH

is splattered with black bile.

THE DEADITE'S SEVERED HAND

flies upward, past the face of the bewildered beast.

CAMERA MOUNTED TO THE HAND

as it ascends, Ash and the Deadite grow smaller below.

ABOVE THE PIT - THE DEADITE'S SEVERED HAND

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.

THE PIT - ASH

raises the chainsaw blade and neatly bisects the falling deadite hand. He spins and with a roundhouse blow...

CAMERA MOUNTED ON ASH

Ash decapitates the beast.

ABOVE THE PIT - THE WARRIORS AND VILLAGERS

stop cheering from the Deadite. They're starting to like this guy's guts and style.

THE LAST REMNANTS

of the beast sink beneath the murky waters of the pit.

ASH

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

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

ABOVE THE PIT - THE VILLAGERS

gasp as...

THUMP!

ASH'S CHAINSAW ARM

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 list clenched.

ASH

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

GOLD TOOTH


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.

HENRY AND HIS TWO WARRIORS

quickly mount horses.

ARTHUR

Nay. Henry is my prisoners. He--

ASH

slaps Henry's horse.

GIDDYUP NOW!! HYAAAH!

THE STUNNED CROWD

parts allowing...

HENRY AND HIS WARRIORS

to gallop off toward the open drawbridge and freedom.

ARTHUR

stares at Ash with hatred.

ARTHUR

For that, I shall see you dead.

ASH

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

ASH

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

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

THE SOUND OF THE GUNBLAST echoes off the mountains like distant thunder.


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

ASH Bring me your hoo do man.

EXT. BLACKBIRDS fly from a barren tree.

SOMETHING MOVES IN THE DARKNESS It prowls, skimming the surface of the ground, moving swiftly past rocks and over the crest of a hill revealing...

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

EXT. WITHIN THE RUINS - NIGHT 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.

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

SHEILA 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 wanta kill me, now ya wanna kiss me.

He spits out a mouthful of grape seeds.

ASH
Lady, just leave me alone.

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

ASH
They're mistaken.

She stares deeply into his eyes.

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

WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN

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

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

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

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

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

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

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

DOGS

around the fire begin to snarl and fight.

ASH AND SHEILA
turn to see...

171  THE OLD WOMAN

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

His haw drops. He slowly stands as...

173  THE BURNING WOMAN

spins sharply to him. Her voice changes as she SHRIEKS;

POSSESSED WOMAN

YOU SHALL DIE!
Her eyes are bone white. She is POSSESSED by the dark spirit. Her burning body is violently jerked about in the air by invisible hands. Her blackened lips pull back in a wild animal snarl. With two voice at once;

POSSESSED WOMAN

YOU SHALL NEVER WIN THE NECRONOMICON. WE SHALL FEAST UPON YOUR SOUL, AND THEN THE SOUL OF MAN!

174  THE POSSESSED WOMAN

collapses. Her face turned away from the Wisemen as it lays in the dust.

175  CLOSE ON POSSESSED WOMAN'S FACE - GROUND LEVEL CAMERA

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

kneels and reaches for her.

177  ASH'S HAND

clutches Wiseman John, not allowing him to touch her.

ASH

It's a trick. Get an axe.

178  THE POSSESSED WOMAN

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

179  PAPER MACHE STONE ARCHWAY

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

180  A GIGANTIC STONE

topples the next stone.

BOOM!

Which topples the next, which sets off a chain reaction.

BOOM! BOOM!

Like giant dominoes, they fall.
ASH watches the spectacle in horror as he sees...

ANGLE ON

The gigantic falling stones coming right at SHEILA!

THE FALLING STONE'S P.O.V. - SHEILA

She SCREAMS!

SHEILA'S P.O.V. - THE FALLING STONES

coming toward CAMERA.

BOOM! BOOM! BOOM!

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

ASH AND SHEILA rolls across the dusty stone courtyard.

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

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

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

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

ANGLE ON

The falling, gigantic domino-like stones.

BOOM! BOOM! BOOM!

EXT. WITHIN THE TEMPLE RUINS - PAPER MACHE STONE

THE POSSESSED WOMAN SHRIEKS in agony as... SMASH! The multi-ton stone crushes her legs to paste. Her legs are pinned but still she battles on, clutching Ash about his throat!

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

POSSESSED WOMAN - STOP MOTION ANIMATION

Her blackened lips pull back and her mouth opens to an impossibly large size, like a snake about to eat an egg.

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

GOLD TOOTH AND THREE OTHER WARRIORS
grab the beast and pull it off of Ash. Arthur comes to meet them. He carries a double-bladed battle axe.

197 THE POSSESSED WOMAN
197 vomits out the flaming log, taking off a man's head.

POSSESSED WOMAN
The Evil lives. Slay me and ten will rise to take my place. All will die. ALL WILL -

CHOP!

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

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

POSSESSED WOMAN'S HEAD
---DIE!

200 ARTHUR
200 grabs the laughing head and tosses it into the darkness. The head sails away as the laughter receded.

WISEMAN JOHN
Now. Will thou quest for the Necronomicon?

201 CLOSE ON ASH
201 He considers.

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

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

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

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

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

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

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

209 SHEILA
209 gasps.
ASH'S SPRING-DRIVEN IRON HAND
SNAPS open with great force.

ASH'S SPRING DRIVEN HAND
clenches closed with such great power, that it bends a iron goblet.

He studies his new hand. It will do nicely.

DISSOLVE TO:

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:

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.

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

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

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...

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.

ASH anxiously eyes the wall of swirling mist.

THE TWO WARRIORS finish placing saddlebags of water and food onto...

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

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

ARTHUR A moment.

WISEMAN JOHN moves close to Ash.

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

ASH Clatto Verata Nicto. Okay.

WISEMAN JOHN Repeat them.

ASH Clatto Verata Nicto.

WISEMAN #1 Again.

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

Ash rears up on his horse and gallops into the mist

ARTHUR AND WISEMAN JOHN watch as Ash disappears.

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

CLOSER ON ASH He whips the horse.

ASH HAAAAAA!

ANGLE ON ASH He gallops past. CAMERA PANS as he disappears into the thick fog.
FADE OUT.
225 EXT. TRAIL'S ENTRANCE TO WOODS
ASH rides out of the wall of mist. He finds himself on a trail leading into a thick forest.
226 EXT. WOODS
LONG SHOT - ASH rides slowly on through the darkening woods.
CLOSER ON ASH
He hears a sound and look to...
A SECTION OF WOODS
A branch SCRAPING against the bark of a tree.
ASH
hears a woman's soft laughter. He glance to...
A BUBBLING BROOK
and nothing more.
THE EVIL FORCE P.O.V.
powers through the woods toward Ash.
ASH
kick his steed and bolts.
THE EVIL FORCE
sweeps over the forest floor, gaining velocity.
ASH
frantically weaves his horse around storm felled trees which jut from the ground.
THE EVIL FORCE
rips through the trees, splintering them to toothpicks. It burrows underground, and resurfaces, always closing upon Ash.
ASH
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 groggly stands and stumbles onward.
THE EVIL FORCE
follows Ash down a wooded trail.
ASH
running for...
EXT. WOODEN SHED
a grain storage house in the clearing ahead.
ASH comes up to the shed's door. Locked. He heaves his body against it but it won't give.

INT. SHED - CLOSE ON INTERIOR DOOR

A log, that serves as the door's bolt, holds fast.

THE EVIL FORCE emerges from over the ridge.

ASH 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!

INT. SHED - CLOSE ON INTERIOR DOOR

The blade bites into the log that bolts the door.

THE EVIL FORCE draws closer.

INT. SHED

CLOSE ON CHAINSAW BLADE halfway through the log. Sawdust flies.

EXT. SHED

ASH

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

ASH Blasted piece of junk!

THE EVIL FORCE draws closer.

ASH delivers a mighty kick to the door.

INT. SHED

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.

THE EVIL FORCE

Hammers at the door of the Shed.

INT. SHED

A terrified Ash braces his back against the door.

BANG!

Earth shaking in its intensity. The planks of the door shudder behind Ash.
CLOSE ON LOG BOLT

It cracks.

ASH

presses himself against the door for all he's worth, praying that whatever it out there, won't get in.

BANG! Splinters fly.

CLOSE ON LOG BOLT

BOOM! The crack widens.

THE DOOR FRAME

behind Ash begins to buckle beneath the hammering blows.

ASH

begins to SCREAM. And the BANGING halts.

LONG SHOT - INT. SHED

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

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

INT. SHED - SAM-O-CAM - INTERVOLOMETER

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.

EXT. SHED - SIDE SHOT

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

EXT. REAR DOOR OF SHED

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.

THE EVIL FORCE

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

EXT. SHED- DUSK

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...

EXT. ABANDONED MILL

An empty place of stone and wood. Driven by the wind, the Mill's giant grinding wheel slowly turns with a squeak.
INT. MILL
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.
INT. MILL - THREE SHOTS - INTERVOLOMETER
Shadows lengthen on the floor and stretch across the walls.
ASH peers through the window.
EXT. MILL - LONG SHOT THE SUN - DAY
a gigantic ball of fire as it sets behind the Mill. The wind
kicks up.
INT. MILL
ASH
listens as the cabin CREAKS like an old ship beneath the force
of the gale.
THE WOODEN SHUTTERS
on the window quietly KNOCK. Ash shivers and rubs his arms for
warmth.
ASH
Damn this cold.
ASH
looks about the Mill and spots an iron stove.
GASOLINE
pours out of Ash's chainsaw over some logs in the stove's belly.
ASH
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.
WIDE SHOT - ASH
behind him, through the window, a large gnarled hand sweeps
past.
ASH
spins, raises his shotgun and fires.
BLAMITY-BLAM!
The window is ripped away in a shower of glass.
ASH'S P.O.V. - THROUGH THE BROKEN WINDOW
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.

ASH

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

ASH'S EYEBALL

through the crack in the door.

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

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

LONG SHOT - EXT. MILL

The tiny figure of Ash steps from the Mill.

CLOSE UP - ASH

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

ASH'S TERRIFIED HORSE

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

A STARTLED ASH

leaps aside just in time.

ASH

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.

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

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

EXT. MILL

ASH

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

INT. MILL

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....

THE SHATTERED MIRROR PIECES

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

EIGHT TINY ASHES

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

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

TINY ASH #1, #2, AND #3 grab a discarded dinner fork. Like men on a battering ram, they race forward to jam it into Ash's buttocks.

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

TINY ASH #4, #5, AND #6 lift the barrel of the shotgun in Ash's direction. Another leaps upon the shotgun's trigger. BOOM!

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

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

ASH pulls the fork from his buttocks and heaves it.

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

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

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

ASH 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. SSSSSssss. He pries his face loose with a spatula.

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

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

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

**ASH**

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 as his chest. Then his arm. He rips back his shirt sleeve.

**ASH**

CLOSE ON ASH'S ARM - STOP MOTION ANIMATION

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

**ASH**

watches in horror as...

**THE TINY FIGURE**

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.

**THE IRON HAND**

connects with an uppercut that knocks Ash out of frame.

**ASH**

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.

**THE EVIL IRON HAND**

cranks the vice's handle.

**THE VICE**

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

**THE EVIL HAND**

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

**ANGLE - THE EVIL HAND - UNDERCRANKED**

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.

ASH
327
with his head still wedged in the vice.

ASH
Why you dirty little...AHHHHHH!!

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... YEEEEEE!!

THE PAIR OF IRON PLIERS
dip into Ash's mouth and clamps down upon a back molar.

ASH
No! Not the teeth!

YANK!

THE EVIL HAND
329
jerk 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.

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

ASH
Where the hell are ya?!

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!

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!!!

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.

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.

EXT. WOODS - 12MM LENSE - NIGHT
ASH
staggering 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!

THE PROTRUSION SWELLS AND GROWS LARGER.

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!

TWO HEADED ASH

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

THE BAD ASH HEAD

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

THE GOOD ASH HEAD

retaliates by gouging the eyes of the Bad Ash head.

TWO HEADED ASH

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

TWO ADDITIONAL ARMS

sprout from Ash's body!

A LEG

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

TWO HEADED ASH

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.

SPLIT SCREEN - WIDE SHOT

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

BAD ASH.

They square off beneath the moonlight.

HIGH SHOT AS THE TWO ASHES

circle one another like wolves.

GOOD ASH

What... are you? Are you me?

BAD ASH

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

GOOD ASH
Why are you doing this?!

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

347 EVIL ASH

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

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

bitten backwards into a double backflip.

350 EVIL ASH'S BODY

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

351 GOOD ASH

crushing the smoldering shotgun.

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

352 LONG SHOT - ASH

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

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

354 MONTAGE SEQUENCE:

Ash's hand light a torch.

355 FRIGHTENED BATS FLY

from the base of the windmill.

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

THE CHAINSAW

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

ASH

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.

EXT. NIGHT SKY - BLOOD RED CLOUDS

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

EXT. GRAVEYARD - NIGHT

ASH

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

Ash mumbles nervously to the bloody 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.

ASH

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

INT. GRAVE - THE EVIL ASH HEAD

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?

CLOSE SHOT - THE EVIL DEAD

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

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

as a shovelful of dirt is heaped atop the CAMERA.

ASH

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

ASH

(muttering under his breath)

Rest in pieces.
backlit by the moon, brings the burial maker swiftly into the
ground. A flash of lightning reveals...

THE GRAVEYARD

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

ASH

This must be it. The cemetery.

ASH moves toward the cemetery.

ASH'S P.O.V. - THE CEMETERY

In the center, lies a massive slab of black stone.

ASH

draws closer, his teeth chattering as the wind blasts at him.

He glances down to...

ASH'S P.O.V. - TRACKING SHOT - SKULL

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.

CLOSE ON ASH

His hair is whipped up by the wind. He looks to...

THE MASSIVE BLACK STONE IN THE CEMETERY'S CENTER

backlit by the rising moon, creates eerie beams of light and
shadow.

ASH

arrives at the foot of the massive stone.

UNDERCRANKED - THE STONE

Atop it sits... THE BOOK OF THE DEAD.

CAMERA PANS REVEALING...

A SECOND BOOK OF THE DEAD!

CAMERA PANS AGAIN REVEALING...

A THIRD!

CAMERA RACES BACK AT SUPER SPEED TO REVEAL:

THREE BOOK OF THE DEAD!!

A BAFFLED ASH

steps close.

ASH

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

He reaches for the first book and opens it.

380 ANGLE ON

380

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

381 CLOSE ON BOOK OF THE DEAD - BACKWARDS MOTION

381
dead leaves and mist are sucked into the book.

382 ASH - MAKE-UP APPLIANCE

382
Wind hits Ash's face as he feels the suction of the book growing stronger.

383 ASH'S HAND - PUPPET

383
is stretched as it's pulled down into the book.

384 LONG SHOT - ASH PUPPET

384
Ash's arms stretch down into the book's black page.

385 ASH'S PUPPET HEAD

385
stretched and screaming, is also pulled on by the book.

386 ASH PUPPET

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

387 INTERVOLOMETER SHOT - ASH

387
His face vibrates like jello until it finally snaps back to normal.

ASH
Woah. Wrong book.

He turns to study...

388 THE TWO REMAINING BOOKS

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

389 THE BOOK

389
moves ever so slightly as he reaches for it.

ASH
Huh.

Ash reaches for it again and the book bites him!

390 THE BOOK OF THE DEAD - PUPPET

390
Rodent teeth have appeared on the surface of the Book. The Book flaps 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!

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

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

CLOSE ON BOOK

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...

ASH bristles in fear.

ASH Okay. The words. Say the words.

KLATOO!... VERATA... uh... Uh... Necta... uh... Nectar...

Necktie... uh...

He hesitates, then calls out boldly.

ASH KLATOO... VERATA...

NECTtphhhhhhhhhhh...

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.

LONG SHOT - CEMETARY

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!

EXT. CASTLE - NIGHT

A violent storm in the distance. Lightning flashes.

INT. CASTLE COURTYARD - NIGHT

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

WISEMAN JOHN

Something is amiss.

HORSES IN THE CASTLE GROUNDS

WHINNIE in hear. Sheila steps into frame and stare fearfully out at the storm.
EXT. CEMETARY - NIGHT

ASH runs for his horse, clutching the Necronomicon.

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

ASH
falls.

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

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

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

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

THE SKELETAL HANDS
toss Ash to...

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

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

ASH
No.. no more...
The skeletal fists pepper Ash's face with punches.

ASH
Leave me alone! Leave me aHUUU!

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

UNDERCRANKED - ASH

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

ASH
open his mouth wide with in a SCREAM!

SIDE SHOT - COLLAPSIBLE SKELETON ARM

The boney fist is thrust into Ash's screaming mouth up to the skeleton's boney elbow.
415 EXTREME CLOSE SHOT - ASH'S EYES
They bulge as he swallow the arm.

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

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

418 THE ARMS
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
atop the horse. He glances back in fear to see...

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

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

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

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

424 A FEARFUL ASH
kicks the horse and rides off.

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

426 EXT. WOODS - ASH - NIGHT
Now far from the danger but still he rides hard.
ASH
I'm through bein' their garbage
boy. I did my part of the bargain.
He pats the saddlebag, where the book is and grins.
Now they owe me. Like in the deal. I want back.
He whips his horse...
HA! GIIDDUP NOW!!
...and rides off into the darkness.

DISSOLVE TO:
427  EXT. CASTLE - LONG SHOT - NIGHT
427  ASH
A tiny figure, rides toward the castle.
428  EXT. CASTLE WALL - NIGHT
428  GOLD TOOTH and two guards stand atop a tower and shout down to the gatekeeper.
        GOLD TOOTH
        Open the gates. The Promised one has returned!
429  EXT. CASTLE - NIGHT
429  THE DRAWBRIDGE
        swings down.
430  ASH
430  rides across the lowered bridge and into the torchlight of the castle.
431  INT. CASTLE COURTYARD - NIGHT
431  TWO WARRIORS
        hold Ash's horse as he dismounts. There are excited shouts from the villagers
        VILLAGERS
        The stranger has returned! He's brought the book!
432  INT. CASTLE COURTYARD - NIGHT
432  ASH
        is led to the THREE WISEMEN.
        WISEMAN JOHN
        The Necronomicon. Quickly.
433  ASH
433  pours a bucket of water over his head and begins drinking.
        WISEMAN JOHN
        Did you bring the Necronomicon!
434  ASH
434  slurps down more of the water, averting his eyes from the Wiseman.
        ASH
        Yes. It's just that...
        WISEMAN JOHN
        Just what?!
        ASH
Nothing. Here
Ash produces the Necronomicon.
Now send be back. Like in the deal.

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.

THE CROWD
436
murmurs at this bad news.

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.

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

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
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
looks about at the condemned faces.

440 Ash's P.O.V. - The Villagers
Camera pans past the doomed faces in the crowd.

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

441 Ash
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
is solemn.

443 Arthur
and the others turn away in contempt.

444 Sheila
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.

All Heads
A high pitched shriek is heard!

445 Two Winged Deadites
look to the sky.
possessed women with bat-like wings, swoop down.

TEN VILLAGERS
scream as they flee from the winged beasts.

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

ASH
No!

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

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

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

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

ASH
swings his sword upward.

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

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

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

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

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.

ASH
shakes his fist at the receding beast.

ASH
Damn you!

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...

462  ASH

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

takes a challenging step forward.

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

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

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

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

464  THE CROWD

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

steps forward. Then another.
WARRIOR #7
You may count on my steel.

WARRIOR #8
And mine!

THE CROWD
steps forward vowing their allegiance to the cause.

ARTHUR
reluctantly joins them.

EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT

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 by ours!

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

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

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

EVIL ASH
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.
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

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

475 WIDE SHOT - ASH

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

HENRY WARRIOR #1
He wears the insignia of Arthur!

HENRY WARRIOR #2
Slay him!

The draw their swords when...

476 HENRY THE RED

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

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...

EVIL ASH

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?!

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

EXT. CASTLE - DAY

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

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

INT. CASTLE - BLACKSMITH SHOP - DAY

ASH AND THE BLACKSMITH look under the hood of the Delta 88, parked in the Blacksmith's shop.

THE DELTA'S ENGINE is shattered.

ASH frowns.

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

THE SAND is brushed away revealing gear wheels.

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

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

EXT. CASTLE COURTYARD - DAY

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

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.
EXT. BATTLEFIELD TRACKING SHOT

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

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

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

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

FOUR VIKING SKELETONS
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.

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

A SKELETON AND DEADITE CAPTAIN
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.

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

SKELETON CAPTAIN #1
Forward!

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

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

ASH, ARTHUR AND THE WARRIORS
Arrows!

ASH

ARTHUR
Load!

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

Torch boy!

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

ARTHUR
514
looks to the approaching army.

THE LINE OF DEADITES
515
rolls their wooden barricades closer.

ARTHUR
516
turns to Ash for the signal.

ASH
517
holds up a finger. He waits.

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

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

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

ASH
Fire!
ARTHUR
Fire!

TWELVE ARCHERS
521
fire a volley of smoking arrows.

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

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

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

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

A BURNING SKELETON
526
continues to advance only to collapse into a smoldering heap.
CHEER Ash in sensurround.

A SCOUT

SCOUT

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

ASH

turns to the South.

A SECOND WAVE A DEADITES

approach.

CATAPULTS...SOUTH!

INT. COURTYARD

THREE WOODEN CATAPULTS

are wheeled into position.

ARTHUR

Powder!

GOLD TOOTH AND OTHER WARRIORS

hoist large sacks of black powder onto spoons of the catapults. Their fuses are lit.

ASH

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

LONG SHOT - CASTLE

Three flaming projectiles whine as they hurl over the castle walls.

THREE FALLING SATCHELS P.O.V.'S

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.

EVIL ASH

turns to the Skeleton Captain #1 who rides alongside him.

SKELETON CAPTAIN #1

Permission to regroup, m'Lord.

EVIL ASH

You needn't bother.

EVIL ASH

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.

THE NEW DEADITE CAPTAIN gulps and races forward into the ranks shouting:

NEW DEADITE CAPTAIN RAM THE GATES!

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

BOOM!-BOOM!

INT. CASTLE - THE CASTLE DOORS

begin to buckle beneath the hammering blows.

TWO VILLAGE WOMEN scream!

TEN WARRIORS wedge logs to buttress the buckling castle doors.

EXT. CASTLE

EVIL ASH Arrows!

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

A SECOND LINE OF SIX SKELETAL ARCHERS fire their arrows.

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

INT. CASTLE

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

ARTHUR 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.

EXT. CASTLE

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

A LEGLESS SKELETON crawls in with a knife in its teeth.
They're coming in. What now?!

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.

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!

THE WARRIORS

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

ARTHUR'S MEN CLIMB ATOP THE PARAPET

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

INT. COURTYARD - SIX OF ARTHUR'S WARRIORS

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

EVIL SHEILA

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

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!

TWELVE EVIL DEAD

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

TWO WARRIORS

559 push away ladder #1.

FOUR SKELETONS ON LADDER #1

560 swing away from the wall and crash to the ground.

TWO SKELETONS ON LADDER #2

561 leap onto the parapet and battle the men with swords.

WARRIOR #2

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

WARRIOR #2

We can't hold this wall much longer!

A DEADITE ARROW

563 pierces his armor and he falls to his death.
INT. COURTYARD

A VIKING DEADITE
looks up as he hears...
CHUG! CHUG! CHUG!

DEADITE'S P.O.V.

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

THE DEATHCOASTER

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

GOLD TOOTH
shovels coal into the Deathcoaster's furnace.

ASH
is at the helm. He pulls a cord.

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

THE VIKING DEADITE
is cut to ribbons by swirling blades.

THE VILLAGERS ATOE THE PARAPET
cheer!

EVIL DEAD

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

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

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

EVIL SHEILA
Thou didst find me beautiful once.
ASH
Honey...You got real ugly.

EVIL SHEILA
attacks with a SHRIEK!

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

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

THE DEATHCOASTER
careens out of control.

ASH
tumbles from the helm and hits the ground.

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

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

LADDER #2 - ARTHUR
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.

BELOW IN THE COURTYARD - ASH
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.

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

ASH
looks to...

EVIL ASH
approaching the Necronomicon.

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

A FLAME ARROW
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!

ASH watches in horror as...

THE FLAMES RECEED

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

ASH AND EVIL ASH 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.

ASH'S SWORD imbeds in a wooden beam.

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

ASH grabs a burning iron torch from its mount.

ANGLE ON WHOOSH! KLANG! WHOOSH! KLANG!

Man and Skeleton battle with flaming torch and sword.

ANGLE ON 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.

ABOVE...

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

ASH rabbit punches CAMERA.

CLOSE ON SKELETON HEAD

Ash's fist bursts out all it's rotted teeth.

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

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

ASH 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!

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.
GLORIOUS BEAMS OF MORNING SUNLIGHT

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

LONG SHOT - THE BATTLEFIELD - MORNING

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

CLOSE SHOT - TWO DEADITE SKULLS

Engulfed by flames, crack in the heat.

DISSOLVE TO:

EXT. SEASHORE - ARROWHEADS - DUSK

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

THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN

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

THE ARROWS

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:

ASH AND THE OTHERS

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

DISSOLVE TO:

INT. CASTLE COURTYARD - NIGHT

ASH (V.O.)

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

THE WISEMEN

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

WISEMAN JOHN

Hands the flask of liquid to Ash.

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

ASH (V.O.)

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

DISSOLVE TO:

626  EXT. CASTLE - LONG SHOT - DAY

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

627  EXT. CAVE - DAY

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

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

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

630  INT. CAVE - DEATHCOASTER

The car headlights come on, piercing the blackness.

631  INT. DEATHCOASTER

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  
634  ...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  
643  climbs from the cave and steps into the sunlight.  
ASH (V.O.)  

And when I awoke...
ASH beholds...

A FUTURISTIC CITY - after the next Nuclear war: a dead land.

ASH'S P.O.V.

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

A SHATTERED BRIDGE 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

BLACK.

CUT TO THE END.