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

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

ASH (V.O.)

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

DISSOLVE TO:
3 INT. CABIN -
NIGHT

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

SUPERIMPOSE:
4 BOOK OF THE DEAD - CAMERA PANNING STRANGE SCRIPT
4
inscribed on the pages. Illustrations of demonic faces with
white eyes.
5 EXT. WOODS -
NIGHT
We take the point of view of a wind-like demon, swooping low
through the woods toward the cabin. CAMERA rips through the
cabin door and comes upon a SCREAMING Ash.
ASH (V.O.)
It got into my hand and it went bad.

6 CLOSE ON ASH’S POSSESSED
HAND
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
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
The Time vortex is created. Trees and a 1973 Delta 88
Oldsmobile are sucked up into the funnel cloud.
ASH (V.O.)
...I just didn't plan on coming along.

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

EXT. BARREN WASTELAND - DAY
ASH 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 HORSEMEN
in 12th century armor ride up over a hill. They halt before Ash.

WARRIOR #1

WARRIOR #2
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**

23

stares in confusion at the strange medieval figures.

**TWENTY-FIVE WARRIOR**

24

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

**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.

**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.

**ASH**

27

waves a shaky hand.

**ASH**

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

**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.

**ARTHUR**

29

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

**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.

**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**

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**

He tumbles from the horse.

34 **ASH**

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

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

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

36 **ASH**

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**

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**

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

39 **LONG SHOT - ASH - STUNTMAN**

he rides past CAMERA, almost falling from the horse.

40 **ANGLE ON ARTHUR**

**ARTHUR**

LIEUTENANTS! Fetch me the blackard.

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

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

42 **HIGH SHOT - TWO HORSEMEN**

They are gaining an Ash.

43 **ASH**

glesces behind him.
ASH'S P.O.V. - TRUCKING SHOT - TWO HORSEMEN IN PURSUIT

They diverge to either side of CAMERA.

ASH

whips his horse.

GIDDYPU!

THE FIRST

rides up alongside Ash and swings his Broadsword.

WHOOSH!!!

ASH

ducks the blade.

THE SECOND

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

THUNK!

ASH

ducks as the first horseman swings his blade again.

WHOOSH!
ASH looks left...

THE SECOND

winds up for another blow.

ASH

yanks back upon his horse's reigns.

THE THREE

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

THE SECOND

swings.

HIS

BROADSWORD

slams the First Horseman across the face.

THE FIRST

is knocked from his steed.

TRUCKING SHOT - THE FIRST

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 SWORDMAN 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.
60 FOOMP! He twists his stump and the chainsaw bracket locks into place. CLINK!
60 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.
ASH crumples. 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.

WISSEMAN 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.

DISSOLVE TO: 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: LONSHOT - 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.
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

hail. 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

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

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!!!
AIIIIiiiiiiii!

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

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

95

**THE TOWER ARCHERS**

spot him and fire arrows.

96

**ANGLE**

96

**PING! PING!**

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

97

**ARTHUR**

97

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

**CAMERA SWISH PANS with arrow...**

98

**PAN HALTS ON HENRY'S WARRIOR**

#2

98

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

99

**THE CROWD**

99

Cheers. They turn their attention to the remaining prisoners:

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

100

**ASH**

100

turns to Arthur and in a desperate, cowardly plea:

**ASH**

Hey, I never even saw these assholes before..

He spins to Duke Henry the Red.

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

**HENRY**

I do not believe that he shall listen.
THE WARRIORS

grab Ash and shove him into the pit.

ASH

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

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

UNDERGROUND CAVERNS disappear into the blackness.

ASH

spins to a small sound.

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

Nothing. Just the mist rising from the water.

ASH

shifts his glance again.

A SHADOW

rounds a corner and disappears from sight.

ASH

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.

ASH

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!

CLOSER

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

ASH

Scream

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

THE DEADITE'S HAND

clutches Ash's ankle and yanks him back down.

DOWN ANGLE ON
ASH

He falls away from the wall, his arms flailing.

ABOVE THE PIT - GOLD TOOTH AND OTHER VILLAGERS

hoot and cheer for Ash to be devoured.
grabs Ash, and begins hammering him with her rotted fists.

shouts for Ash's death.

The Deadite's fist enters frame, slugging Ash.

is knocked back into a shallow pool of steaming water.

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

cries out in pain.

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

rides into the castle, dismounts and pushes through the crowd with a bundle wrapped in cloth.


grabs Ash by the throat.

is thrown against the rock wall of the pit.

advances.

shouts down at Ash.

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.

tumbling downward. Blinding beams of sunlight bouncing off its blade of steel. Ash's Excalibur!
summons his strength and leaps upward.

Tumbling downward...

ascending, his teeth gritted, every muscle straining, he soars past CAMERA.

Ash rising up through frame to meet the falling saw.

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

He lands on his feet, in the path of the approaching beast.

Come on, you blasted piece of--

He thrusts out his chainsaw arm, yanking the starter cord and...

VERRRROOOOOM!!

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

lunes at Ash.

Buzzzzz!!

is splattered with black bile.

flies upward, past the face of the bewildered beast.

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

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.

raises the chainsaw blade and neatly bisects the falling deadite hand. He spins and with a roundhouse blow...
stop cheering from the Deadite. They're starting to like this guy's guts and style.

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

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

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

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

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

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

150 GOLD
TOOTH
150

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

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

151 HENRY AND HIS TWO
WARRIORS
151
quickly mount horses.

ARTHUR
Nay. Henry is my prisoners. He--

152 ASH
152
slaps Henry's horse.

ASH
GIDDYUP NOW!! HYAAAAH!

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.

**ASH**

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

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.

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

look to Ash in reverence.

**ASH**

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

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.
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.

SHEILA
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.

169 DOGS

around the fire begin to snarl and fight.

170 ASH AND SHEILA

170 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

172 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

176 kneels and reaches for her.
ASH'S HAND clutches Wiseman John, not allowing him to touch her.

ASH

It's a trick. Get an axe.

THE POSSESSED

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.

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.

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...

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.

THE POSSESSED WOMAN

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!

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

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

---DIE!

ARTHUR 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?
CLOSE ON
ASH
He considers.
INT. CASTLE - BLACKSMITH'S WORKSHOP - DAY
Ash and the blacksmith step into the shop.
ASH
points to the hand piece on a hanging suit of battle armor.
The blacksmith pounds upon the hand armor, modifying it.
SHEILA
knits a grey woolen garment as she watches Ash.
BLACKSMITH'S WORKSHOP - DAY
The blacksmith attaches the shock absorber spring to the iron hand.
ASH
tightens the tension on the shock absorber springs with a ratchet like device.
ASH
extends his arm triggering the tightly wound spring. WHOOSH! CLANG!
SHEILA
gasps.
ASH'S SPRING-DRIVEN IRON HAND
SNAPS open with great force.
ASH
studies his new hand. It will do nicely.

DISSOLVE TO:
EXT. CASTLE TURRET - NIGHT
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

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

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

ASH

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

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY

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

ASH

What's going on?

ARTHUR

points to...

217 THE TRAIL THAT LIES BEFORE THEM

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

anxiously eyes the wall of swirling mist.

219 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.
moves close to Ash.

**WISEMAN JOHN**

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

**ASH**

Clatto Verata Nicto. Okay.

**WISEMAN JOHN**

Repeat them.

**ASH**

Clatto Verata Nicto.

**WISEMAN #1**

Again.

**ASH**

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

Ash rears up on his horse and gallops into the mist

221 **ARTHUR AND WISEMAN**

watch as Ash disappears.

222 **IN A SEA OF**

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

223 **ASH**

He whips the horse.

224 **ANGLE ON**

**ASH**

HAAAAAA!

224 **ASH**

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

225 **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 **WOODS**

226 **LONG SHOT - ASH**

rides slowly on through the darkening woods.

227 **ASH**

**CLOSER ON**

227 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

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

INT. SHED - CLOSE ON INTERIOR

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

THE EVIL FORCE

emerges from over the ridge.
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

The blade bites into the log that bolts the door.

THE EVIL

draws closer.

INT.

CLOSE ON CHAINSAW BLADE

halfway through the log. Sawdust flies.

EXT.

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

draws closer.

ASH

delivers a mighty kick to the door.

INT.

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

Hammers at the door of the Shed.

BANG!

INT.

A terrified Ash braces his back against the door.

BANG!

Earth shaking in its intensity. The planks of the door shudder behind Ash.
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.

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

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 -**

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.

**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

**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

**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

**282 ASH'S TERRIFIED HORSE**

282

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

**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

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

285

He sees am 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

**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....

THE SHATTERED MIRROR

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

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. SSSSSSssss. 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.

BUCKET-HEADED ASH 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.

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

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

Ooops.

TINY ASH #2 is burned alive.

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

TINY ASH #3 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!!

THE NAIL RIPS through Ash's shoe.

ASH 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

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

suspend Tiny Ash #6 by his legs.

314 TINY ASH #7 AND #8

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 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 swim dive, plunges down into Ash's opened throat.

317 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.

318 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.

319 ASH

watches in horror as...

320 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.
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

with is head still wedged in the vice.

ASH

Why you dirty little...AHHHHHH!!

A PAIR OF IRON PLIERS

has entered frame and clamps down upon Ash's nose. He emits a nasal SCREAM and shakes the pliers loose.

ASH

Soon as I get out of this thing I... YIEEEE!!

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

ASH

No! Not the teeth!

YANK!

THE EVIL HAND

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.

ASH'S HEAD

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--

SSSssssssssss!

ASH

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

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

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

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

ASH

Dear God, it's growing bigger!

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

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!

TWO HEADED ASH A LEG rips out of his stomach. Another foot POPS out from his back.

TWO ADDITIONAL ARMS sprout from Ash's body! A LEG rips out of his stomach. Another foot POPS out from his back.

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...

EVIL ASH

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

...Little goody two-

SMACK!

...shoes, little goody two-

SMACK!

...shoes, little good--
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.

STUNTMAN
blown backwards into a double backflip.

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

GOOD ASH
clutching the smoldering shotgun.

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

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

GOOD ASH
I know better than to bury you whole.

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!

MONTAGE SEQUENCE:

Ash's hand light a torch.

FRIGHTENED BATS
fly from the base of the windmill.

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.

360 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 bloodies burlap bag at his feet as he digs a grave.

ASH

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

361 ASH

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

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

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

as a shovelful of dirt is heaped atop the CAMERA.

365 ASH

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

ASH (muttering under his breath)

Rest in pieces.

366 ASH

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

367 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.

ANGLE ON

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

381 CLOSE ON BOOK OF THE DEAD - BACKWARDS MOTION

dead leaves and mist are sucked into the book.

382 ASH - MAKE-UP APPLIANCE

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

383 ASH'S HAND -
PUPPET

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

384 LONG SHOT - ASH
PUPPET

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

385 ASH'S PUPPET HEAD

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

386 ASH PUPPET

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

387 INTERVOLUMETER SHOT -
ASH

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

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

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

shrieking, chases Ash around, pecking at his neck.

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

393  **ASH**

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

394  **ASH**

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**

395  **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...

396  **ASH**

bristles in fear.

**ASH**

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

396  **ASH**

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

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

**ASH**

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

397  **LONG SHOT - CEMETARY**

**ASH**

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

**ASH**

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

398  **EXT. CASTLE - NIGHT**

A violent storm in the distance. Lightning flashes.

399  **INT. CASTLE COURTYARD - NIGHT**

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**

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

ASH UNDERCRANKED -

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!
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 CLIMBS ASH 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 - 426
NIGHT

Now far from the danger but still he rides hard.

ASH
I'm through bein' their garbage boy. I did my part of the bargain.
He pats the saddlebag, where the book is and grins.
Now they owe me. Like in the deal. I want back.

He whips his horse...

HA! GIIDDUP NOW!!

...and rides off into the darkness.

DISSOLVE TO:

427  EXT. CASTLE - LONG SHOT - 427
NIGHT

ASH
A tiny figure, rides toward the castle.

428  EXT. CASTLE WALL - 428
NIGHT

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

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

429  EXT. CASTLE - 429
NIGHT

THE DRAWBRIDGE
swings down.

430  ASH 430

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

431  INT. CASTLE COURTYARD - 431
NIGHT

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

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

432  INT. CASTLE COURTYARD - 432
NIGHT

ASH
is led to the THREE WISEMEN.

WISEMAN JOHN
The Necronomicon. Quickly.

433  ASH 433

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

WISEMAN JOHN
Did you bring the Necronomicon!
slurps down more of the water, averting his eyes from the Wiseman.

ASH
Yes. It's just that...

WISEMAN JOHN
Just what?!

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

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

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

436  THE
CROWD
436
murmurs at this bad news.

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

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

ASH
Yeah. basically.

WISEMAN JOHN
Did you speak the exact words?!

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

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

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

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

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

ASH

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.
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.
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!

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.

ARTHUR

takes a challenging step forward.

ARTHUR

How will we stop an army of the
dead at out 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!

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

467 ARTHUR
reluctantly joins them.

468 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!

469 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.

470 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?

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.

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

DISSOLVE TO:
EXT. VAST VISTA OF BARREN LAND - DAY
Ash rides toward the castle of Henry the Red that can be seen in the distance.

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...

HENRY THE
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...

478 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?!

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

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

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

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

EXT. MOUNTAIN - DAY

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

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

GOLD TOOTH
lights the fuse with a torch.

493 ASH

draws back and releases the arrow. ZING!

494 THE ARROW

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

495 ARTHUR'S WARRIORS

watch in awe.

496 EXT. CASTLE LOOKOUT TOWER - DUSK

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

497 A WARRIOR

rides in through the castle gates screaming:

WARRIOR

They're coming! The Deadites approach!

498 INT. CASTLE COURTYARD

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

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

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

501 EXT. BATTLEFIELD TRACKING SHOT

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

502 SKELETON #1

plays the drums upon a set of hollow skulls.

503 SKELETON #2

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

504 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.

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.

EXT. CASTLE - ATOP THE WALL

ASH, ARTHUR AND THE WARRIORS

ASH

Arrows!

ARTHUR

Load!

TWELVE ARCHERS

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

Torch boy!

A TORCH BOY

runs behind the archers, lighting the fuses on each of the powder charges. As the last arrow is lit....
ARTHUR looks to the approaching army.
The LINE OF DEADITES rolls their wooden barricades closer.

ARTHUR turns to Ash for the signal.

ASH holds up a finger. He waits.

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

THE BURNING FUSES about to disappear into the powder charges.

ASH waits one more beat. The turns to Arthur.

ASH Fire! ARTHUR Fire!

TEN ARCHERS fire a volley of smoking arrows.

SMOKING AND SPUTTERING ARROWS rain down from the castle wall.

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

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

FLAMING DEADITES roll on the ground unable to extinguish themselves.

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

THE WARRIORS CHEER Ash in surround.
A SCOUT races up to Ash.

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.

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.

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.

538 THE NEW DEADITE CAPTAIN gULPS AND RACES FORWARD INTO THE RANKS SHOUTING: NEW DEADITE CAPTAIN RAM THE GATES!

539 TWO GROUPS OF FOUR SKELETONS USE TREES AS BATTERING RAMS AND BATTER THE LARGE WOODEN DOORS OF THE CASTLE. BOOM!–BOOM!

540 INT. CASTLE – THE CASTLE DOORS BEGIN TO BUCKLE BENEATH THE HAMMERING BLOWS.

541 TWO VILLAGE WOMEN SCREAM!

542 TEN WARRIORS WEDGE LOGS TO BUTTRESS THE BUCKLING CASTLE DOORS.

543 EXT. CASTLE EVIL ASH ARROWS!

544 A ROW OF SIX SKELETAL ARCHERS FIRE A VOLLEY OF ARROWS. AS THEY RELOAD. BEHIND THEM...

545 A SECOND LINE OF SIX SKELETAL ARCHERS FIRE THEIR ARROWS.

546 A VOLLEY OF DEADITES' ARROWS PIERCE FIVE WARRIORS ATOP THE CASTLE WALL. THEY FALL.

547 INT. CASTLE TWO DEAD WARRIORS FALL TO THE COURTYARD. VILLAGERS LIFT THEM AWAY ON STRETCHERS.

548 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.
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.  

ARTHUR  
They're coming in. What now?!

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

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

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

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

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

TWO WARRIORS  
push away ladder #1.
FOUR SKELETONS ON LADDER #1
swing away from the wall and crash to the ground.

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

WARRIOR #2
knocks the deadite off the ledge and shouts back toward Arthur.
WARRIOR #2
We can't hold this wall much longer!

A DEADITE ARROW
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 ATOP 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.

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.

578  EVIL
SHEILA

578
Thou didst find me beautiful once.

579  ASH

579
Honey...You got real ugly.

579
attacks with a SHRIEK!

579
spins out his double barreled shot gun and...

579
BLAMMITY-BLAM!

579
...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.

580
the Deathcoaster 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.

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

ASH AND EVIL 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.
WHOOSH!  KLANG!  WHOOSH!  KLANG!
Man and Skeleton battle with flaming torch and sword.

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.

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

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.

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

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.

SKELETON ASH
You're finished.
He extends the Necronomicon to taunt Ash.
SKELETON ASH
I possess the Necronomicon. I've
crushed your pathetic army. Now
I'll have my vengeance!

He raises his sword for the death blow...

609 THE SHRILL CALL OF BATTLE
TRUMPETS

609

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

610 ASH AND THE
SKELETON

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

610

A jubilant CHEER rises from the castle as...

611 DUKE HENRY THE RED AND FIFTY OF HIS
MEN

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

612 THE SKELETON - ATOP THE
CATAPULT

turn...

612

ASH and the
SKELETON

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

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

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

616

A CHEER goes up within the castle courtyard as Henry's Warriors
rush 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
are dipped into the flame of a bonfire. They ignite.

621 THE INTEGRATED ARMY OF HENRY AND ARTHUR'S MEN
Form a row of archers.
They fire their flaming arrows toward the sea.

622 THE ARROWS
622
strike a wooden ship that holds the body of Arthur.
ASH (V.O.)
We said goodbye to Arthur. Sure we had our problems. But in the end, he was all right.

DISSOLVE TO:
623 EXT. SEASHORE -
DUSK
ASH AND THE OTHERS
watch the funeral pyre sail off. It's flickering flames play upon their faces.

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

FLAMES OF THE FIRE - CAMERA PULLS BACK TO REVEAL...
625 THE WISEMEN
625
mix a vat of liquid over a fire as they recite a passage from the Necronomicon. A flask is dipped into the liquid.

WISEMAN JOHN
hands the flask of liquid to Ash.

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

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

DISSOLVE TO:
626 EXT. CASTLE - LONG SHOT -
DAY
ASH
rides off.
ASH (V.O.)
I had to find a place to crash.
For a very long time.

EXT. CAVE - DAY 627
ASH
with the aid of his horse, drags the Deathcoaster inside the cave.
He sets the horse free. ASH
YAHH!!
It gallops off.

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.

INT. MOUTH OF THE CAVE 629
BOOM!
The powder charge blows. The cave's entrance is sealed shut with an avalanche of rock.

INT. CAVE - DEATHCOASTER 630
The car headlights come on, piercing the blackness.

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...

ASH 632
falls into a deep slumber.

DISSOLVE TO:
INT. DEATHCOASTER'S HEADLIGHTS 633
fade.

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

ASH

...And dreamed.

THE HANDS ON ASH'S WRISTWATCH

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.

THE SUN

rises then sets.

THE MOON

follows.

A CRACK

forms along the surface of the aging rock wall.  

ASH (V.O.)

Dreams last lasted centuries.

A BARREN TREE

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

A FROST

covers Ash.

ICICLES

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

ASH

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.

EXT. HILLSIDE

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

CUT TO BLACK.

THE END.