

The title billows past CAMERA REVEALING...

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

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

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

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

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

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

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

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

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

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

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

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

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

27 A FRIGHTENED ASH 27
waves a shaky hand.

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

28 WISEMAN JOHN 28
An elderly man, in a long black cloak, steps forward.
WISEMAN JOHN
My Lord Arthur, I believe he is the promised one, written of in

the Necronomicon.

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

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

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

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

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

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

GOLD TOOTHED WARRIOR
 To the pit with the blackard!

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

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

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

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

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

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

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

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

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

40 ANGLE ON ARTHUR 40

ARTHUR
 LIEUTENANTS! Fetch me the blackard.

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

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

43 ASH 43
 glances behind him.

44 ASH'S P.O.V. - TRUCKING SHOT - TWO HORSEMEN IN PURSUIT 44

They diverge to either side of CAMERA.

45 ASH 45
whips his horse.

ASH

GIDDYPU!

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

47 ASH 47
ducks the blade.

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

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

50 THE SECOND HORSEMAN 50
winds up for another blow.

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

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

53 THE SECOND HORSEMAN 53
swings.

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

55 THE FIRST HORSEMAN 55
is knocked from his steed.

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

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

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

59 TRUCKING SHOT - THE SECOND 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.
FOOMP! He twists his stump and the chainsaw bracket locks into
place. CLINK!
He thrusts his chainsaw arm outward, pulling on the starter
cord; PUTT-PUTT-PUTT... The engine won't turn over. He curses
and yanks again.

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

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

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

64 THE SECOND HORSEMAN 64
charges and swings his broadsword.

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

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

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

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

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

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

71 EIGHT MOUNTED WARRIORS 71
gallop up, dismount and surround Ash with swords drawn.
ARTHUR
Bring the prisoner!
The warriors surge upon Ash. His sawed-off shotgun and chainsaw
are taken from him.
ASH
No!

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

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

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

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

76 EXT. PARCHED LAND - DAY - A WEARY ASH 76
bound in his iron shackles, whipped by Gold Tooth, who rides
alongside him.
GOLD TOOTH
Move along now!
DISSOLVE TO:

77 LONGSHOT - A WIND SWEEPED LANDSCAPE OF CRAGGY ROCK 77
CAMERA PANS along the line of Arthur and his horsemen, to find
a 12TH CENTURY BATTLE CASTLE built on the edge of a great cliff.
A drawbridge is lowered. Arthur's warriors ride over it.

78 CAMERA TRACKING WITH ASH 78
shackled alongside other prisoners, is prodded inside the castle

walls.

79 INT. CASTLE COURTYARD 79

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

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

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

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

SHEILA
Foul thing! A pox on your throat!
Thou art a Murderer! A black Murderer!

80 VILLAGE WOMEN 80
restrain her.

SHEILA
cries as the Village Women attempt to soothe her.

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

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

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

83 SHEILA 83
stares at him in hatred.

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

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

ASH
Who wants to know?

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

ASH
You ain't leadin' but two things

now, pal. Jack and shit. And Jack
 left town.

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

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

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

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

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

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

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

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

92 CLOSE ON THE EDGE OF THE PIT 92
 looking down into the blackness we hear:
 HENRY'S WARRIOR #1 (O.S.)
 I beg of you... by all that's
 holy! Lower a rope! Lower... Oh,
 for the love of god! no! NO!!!
 AIIIIIIiiiiiee!
 The sound of ripping and scratching. The SHRIEK of terror is
 cut short as...
 A GEYSER OF BLOOD
 erupts upward from the pit. Then silence.

93 ASH 93
 is frozen in fear.

TOWER GUARD (O.S.)
 There! He's escaping!
 ASH'S TERRIFIED GAZE
 jerks from the pit to...

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

95 THE TOWER ARCHERS 95
 spot him and fire arrows.

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

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

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

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

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

HENRY
I do not believe that he shall
listen.

101 THE WARRIORS 101
grab Ash and shove him into the pit.

102 ASH 102
tumbles down into the pit. He lands in a STEAMING pool of foul water at the pit's bottom. He stands and coughs out a mouthful
of the rancid water. He looks about.

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

104 ASH 104
spins to a small sound.

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

106 ASH 106
shifts his glance again.

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

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

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

110 CLOSER
110
Putrid water drains from it's empty eye sockets and mouth. It

jerks like a marionette as it advances.

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

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

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

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

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

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

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

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

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

120 ASH 120
cries out in pain.

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

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

123 THE DEADITE 123
grabs Ash by the throat.

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

125 THE DEADITE 125
advances.

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

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

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

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

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

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

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

133 ASH'S STUMP 133

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

134 ASH WITH HIS CHAINSAW 134
He lands on his feet, in the path of the approaching beast.
ASH
Come on, you blasted piece of--
He thrusts out his chainsaw arm, yanking the starter cord and...
VERRROOOOOOM!!

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

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

137 DEADITE HAND MEETS SAW 137
Bzzzzzz!!

138 ASH 138
is splattered with black bile.

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

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

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

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

143 CAMERA MOUNTED ON ASH 143
Ash decapitates the beast.

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

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

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

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

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

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

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

You want some more? Huh?!

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

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

151 HENRY AND HIS TWO WARRIORS 151
quickly mount horses.

ARTHUR
Nay. Henry is my prisoners. He--

152 ASH 152
slaps Henry's horse.

ASH
GIDDYUP NOW!! HYAAAH!

153 THE STUNNED CROWD 153
parts allowing...

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

155 ARTHUR
155
stares at Ash with hatred.

ARTHUR
For that, I shall see you dead.

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

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

157 ASH SPINS, 157
pointing the barrel just past Arthur. He, but no one else, has spotted the surviving Second Deadite crawling up from the pit on the forgotten chain.
The crowds gasp is cut short by....BLAMMITY-BLAM!
The shotgun belches flame. The blast cuts the chain, leaving the Deadite teetering at the pit's edge.

158 ANGLE ON 158
BLAMMITY-BLAM!
The second shot blows the beast into a backflip, sending it summersaulting down into the pit.

159 THE SOUND OF THE GUNBLAST 159
echoes off the mountains like distant thunder.

160 SHEILA, THE WISEMAN, ARTHUR AND THE CROWD 160
look to Ash in reverence.

161 ASH 161
twirls the shotgun about western style: WHOOSH, WHOOSH, WHOOSH... and holsters it.

ASH
Bring me your hoo do man.

162 EXT. BLACKBIRDS 162
fly from a barren tree.

163 SOMETHING MOVES IN THE DARKNESS 163

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

164 EXT. TEMPLE RUINS - LONG SHOT - NIGHT 164

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

165 EXT. WITHIN THE RUINS - NIGHT 165

CLOSE UP - ASH

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

166 ASH AND SHEILA 166

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

167 SHEILA

167

is dresses in a revealing tunic. She looks good.

SHEILA

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

ASH

First you wanta kill me, now ya wanna kiss me. He spits out a mouthful of grape seeds.

ASH

Lady, just leave me alone.

SHEILA

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

ASH

They're mistaken.

She stares deeply into his eyes.

SHEILA

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

166 WISEMAN JOHN AND TWO OTHER CLOAKED WISEMEN 167

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

ASH

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

WISEMAN JOHN

Only the Necronomicon has the power. A power which we both require. It contains passages that can dispel the Evil from this

place and return you to your time.

ASH

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

WISEMAN JOHN

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

ASH

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

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

169 DOGS 169

around the fire begin to snarl and fight.

170 ASH AND SHEILA 170

turn to see...

171 THE OLD WOMAN 171

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

172 ASH 172

His haw drops. He slowly stands as...

173 THE BURNING WOMAN 173

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

POSSESSED WOMAN

YOU SHALL DIE!

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

POSSESSED WOMAN

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

174 THE POSSESSED WOMAN 174

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

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

Unseen by all, her bone white eyes flare open! A nasty grin forms on her face as she lies in the dust. Behind her, the Wisemen approach.

176 WISEMAN JOHN 176

kneels and reaches for her.

177 ASH'S HAND 177

clutches Wiseman John, not allowing him to touch her.

ASH

It's a trick. Get an axe.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

He studies his new hand. It will do nicely.

DISSOLVE TO:

213 EXT. CASTLE TURRET - NIGHT 213

ASH

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

DISSOLVE TO:

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

Arthur's castle in the distance. In the foreground, five men

on horseback appear over a ridge, thundering toward us. Their long wool capes billowing up behind them in the wind.

215 CLOSER ON RIDERS - TRUCKING SHOT 215

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

ASH

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

DISSOLVE TO:

216 EXT. MOUNTAIN - DAY 216

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

ASH

What's going on?

ARTHUR

points to...

217 THE TRAIL THAT LIES BEFORE THEM 217

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

WISEMAN JOHN

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

218 ASH 218

anxiously eyes the wall of swirling mist.

219 THE TWO WARRIORS 219

finish placing saddlebags of water and food onto...

ASH'S HORSE

which nervously pounds the earth with it's hooves.

WARRIOR #1

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

ARTHUR

A moment.

220 WISEMAN JOHN 220

moves close to Ash.

WISEMAN JOHN

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

ASH

Clattoo Verata Nicto. Okay.

WISEMAN JOHN

Repeat them.

ASH

Clattoo Verata Nicto.

WISEMAN #1

Again.

ASH

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

Ash rears up on his horse and gallops into the mist

221	ARTHUR AND WISEMAN JOHN	221
	watch as Ash disappears.	
222	IN A SEA OF MIST	222
	The sound of THUNDEROUS HOOFS. A form materializes out of the fog: It is Ash.	
223	CLOSER ON ASH	223
	He whips the horse.	
	ASH	
	HAAAAAAA!	
224	ANGLE ON ASH	224
	He gallops past. CAMERA PANS as he disappears into the thick fog.	
	FADE OUT.	
225	EXT. TRAIL'S ENTRANCE TO WOODS	225
	ASH	
	rides out of the wall of mist. He finds himself on a trail leading into a thick forest.	
226	EXT. WOODS	226
	LONG SHOT - ASH	
	rides slowly on through the darkening woods.	
227	CLOSER ON ASH	227
	He hears a sound and look to...	
228	A SECTION OF WOODS	228
	A branch SCRAPING against the bark of a tree.	
229	ASH	229
	hears a woman's soft laughter. He glance to...	
230	A BUBBLING BROOK	230
	and nothing more.	
231	THE EVIL FORCE P.O.V.	231
	powers through the woods toward Ash.	
232	ASH	232
	kick his steed and bolts.	
233	THE EVIL FORCE	233
	sweeps over the forest floor, gaining velocity.	

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

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

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

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

238 ASH 238
running for...

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

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

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

242 THE EVIL FORCE 242
emerges from over the ridge.

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

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

245 THE EVIL FORCE 245
draws closer.

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

247 EXT. SHED 247
ASH
Come on! Come on!
The chainsaw dies. He jerks out his arm to restart it. Putt.
Putt.
ASH
Blasted piece of junk!

248 THE EVIL FORCE 248
draws closer.

249 ASH 249
delivers a mighty kick to the door.

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

251 THE EVIL FORCE 251

Hammers at the door of the Shed.
 BANG!

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

253 CLOSE ON LOG BOLT 253
 It cracks.

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

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

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

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

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

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

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

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

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

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

He beholds...

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

265 INT. MILL 265
 ASH
 enters the Mill.

ASH

Anybody here?!

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

ASH

This place'll do for the night.
Get the book in the morning.

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

267 ASH 267
peers through the window.

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

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

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

ASH

Damn this cold.

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

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

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

ASH

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

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

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

276 ASH'S P.O.V. - THROUGH THE BROKEN WINDOW 276
Only the night woods. The "gnarled hand" comes back, sweeping down in front of the broken window, but it's revealed to be just a tree branch swaying in the wind.

277 ASH 277
reloads. He moves to the front door and peers out through a crack.

278 ASH'S EYEBALL 278
through the crack in the door.

279 ASH'S P.O.V. - THE WOODS BEYOND 279
CAMERA pushes through the crack to the woods beyond. There is movement.

280 LONG SHOT - EXT. MILL 280
The tiny figure of Ash steps from the Mill.

281 CLOSE UP - ASH 281
He sweeps the barrel of the shotgun toward the sound of sticks breaking.

282 ASH'S TERRIFIED HORSE 282
It rears up on it's hind legs. It's front hoofs come down toward Ash.

283 A STARTLED ASH 283
leaps aside just in time.

284 ASH 284
snags the horse's reigns.
ASH
Easy, boy.
The horse calms. Ash ties it to a tree, patting it's head. A shadow passes behind him. He turns toward the Mill.

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

286 EXT. MILL 286
ASH
stares in disbelief, then the wind slams the front door of the Mill, halting Ash's view. Ash races for the Mill.

287 INT. MILL 287
ASH
races through the door and toward CAMERA when...SMASH...Ash's reflection shatters. He's run into a mirror. Shivering, he picks himself up from the pile of broken glass. He moves to the fireplace and hunches before the flames, CAMERA PANS TO....

288 THE SHATTERED MIRROR PIECES 288
Each piece of mirror reflects an image of Ash. From the eight pieces of mirror spring...

289 EIGHT TINY ASHES 289
Two inch high versions of himself. They leap from the mirror fragments and land on the floor.

290 ASH 290
is unaware of them as he kneels close to the fire.

291 TINY ASH #1, #2, AND #3 291
grab a discarded dinner fork. Like men on a battering ram, they race forward to jam it into Ash's buttocks.

292 ASH 292
SCREAMS in agony and jerks forward, banging his head into the stove pipe.

293 TINY ASH #4, #5, AND #6 293
lift the barrel of the shotgun in Ash's direction. Another leaps upon the shotgun's trigger. BOOM!

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

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

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

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

298 TRACKING SHOT - THE FORK 298

a giant projectile as it ROARS AT CAMERA. PAN with it as it WHOOSHES past.
 FA-THONG!

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

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

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

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

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

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

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

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

307 TINY ASH #2 307
 is burned alive.

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

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

310 THE NAIL RIPS 310
 through Ash's shoe.

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

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

313 TINY ASHES #4 AND #5 313

suspend Tiny Ash #6 by his legs.

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

315 SUSPENDED TINY ASH #6 315
is released.

316 TINY ASH #6 - SLOW MOTION - WIND FAN 316
He free falls for a moment, then the tiny body arcing to form a perfect swam dive, plunges down into Ash's opened throat.

317 ASH 317
inhales the living beast whole. He chokes violently. He breaks his bonds an he hacks for breath. He puts his finger down his throat, trying to make himself vomit up the little man, to no avail.
He looks about to crush some of the little ASHES but they are gone. He places his hand on his stomach and dizzily stumbles to a chair. He goes pale.

ASH

Nasty little thing's inside me.
He stands indignant but double over in sudden pain.
Well let's see how you like a
little hot water!

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

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

318 CLOSE ON ASH'S ARM - STOP MOTION ANIMATION 318
We can see the outline of Tiny Ash #6's body squirming down Ash's arm, just beneath the skin.

319 ASH 319
watches in horror as...

320 THE TINY FIGURE 320
squirms down his wrist and disappears into his iron hand. The Iron hand snaps open and closes uncontrollably. The possessed iron hand swings at him.

321 THE IRON HAND 321
connects with an uppercut that knocks Ash out of frame.

322 ASH 322
lands next to an iron vice. He reaches for the EVIL HAND. But the hand has grabbed a mallet that BONK-BONKS him on the head. Ash is groggy as he is grabbed by the hair and yanked down into the opened vice.

323 THE EVIL IRON HAND 323
cranks the vice's handle.

324 THE VICE 324
tightens around Ash's head. Trapped, he looks to...

325 THE EVIL HAND 325
rummaging through a wooden toolbox. It comes upon a crude wooden punch.

326 ANGLE - THE EVIL HAND - UNDERCRANKED 326
stabs rapidly at Ash's good hand. But Ash expertly dodges each stab with an opening of the fingers or a closing of the thumb

is super fast motion.

327 ASH 327
with is head still wedged in the vice.

ASH
Why you dirty little...AHHHHHH!!

328 A PAIR OF IRON PLIERS 328
has entered frame and clamps down upon Ash's nose. He emits
a nasal SCREAM and shakes the pliers loose.

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

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

ASH
No! Not the teeth!

YANK!

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

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

ASH
Where the hell are ya!?

331 THE EVIL HAND 331
grabs a red hot fireplace poker from the fire.

ASH
I can't see ya!!

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

ASH
No, no--not the poke--
SSSSsssssssss!

332 ASH 332
jerks his head free from the vice with a SCREAM. He holds up
his iron hand. It's back to normal. Again under his control.

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

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

334 ASH 334
SHRIEKS and SHRIEKS and races out of the mill. The CAMERA
follows him in docu-horror style as he flees into the dark
woods.

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

brambles. He races up to the CAMERA and cries out as this protrusion upon his shoulder becomes more pronounced.

ASH

Dear God, it's growing bigger!

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

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

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

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

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

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

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

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

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

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

346 HIGH SHOT AS THE TWO ASHES 346
circle one another like wolves.
GOOD ASH
What... are you? Are you me?
BAD ASH
WHAT... ARE GOO? ARE GOO ME?!! You
sound like a jerk!
GOOD ASH
Why are you doing this?!
BAD ASH
Wanna know? 'cause the answers
easy. It's cause I'm the bad Ash,
and yer...

347 EVIL ASH 347
Dances a funny jig around Ash. He SMACKS Ash across the face as he sings:
EVIL ASH
...Little goody two-
SMACK!
...shoes, little goody two-
SMACK!
...shoes, little good--

348 EVIL ASH 348
the shotgun barrel is suddenly shoved into his frame, pointing
at his nose.
BLAMMITY-BLAM!
The blast blows Evil Ash off his feet.

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

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

351 GOOD ASH 351
clutching the smoldering shotgun.
GOOD ASH
Good...Bad...I'm the Ash with the
gun.

352 LONG SHOT - ASH 352
staring down at the body of his evil self.
ASH
I know better than to bury you
whole.

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

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

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

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

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

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

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

360 EXT. GRAVEYARD - NIGHT 360
ASH
with shovel in hand, drags a bloody burlap bag from the Mill.
Grunting, he pulls the remains of his Evil twin to the base of
an old Oak Tree in the graveyard.
Ash mumbles nervously to the bloodies burlap bag at his feet
as he digs a grave.
ASH
Now you see what's what. Man's
body is his own personal property.
Don't anybody try to take that
away from him.

361 ASH 361
finishes digging and lifts the bloody burlap sack. As he heaves

the bag into the grave, the Evil Ash head spills out.

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

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

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

EVIL ASH HEAD
Huh?

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

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

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

ASH
(muttering under his
breath)
Rest in pieces.

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

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

ASH
This must be it. The cemetery.

368 ASH 368
moves toward the cemetery.

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

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

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

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

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

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

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

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

377 CAMERA PANS AGAIN REVEALING... 377

A THIRD!

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

379 A BAFFLED ASH 379
steps close.

ASH

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

He reaches for the first book and opens it.

380 ANGLE ON 380
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 it's pages and becomes airborne, flying right at CAMERA like a bat!

391 BATBOOK P.O.V. - CAMERA RIG - UNDERCRANKED 391
Swooping erratically around Ash's head.

392 THE BATBOOK 392
shrieking, chases Ash around, pecking at his neck.
ASH
Dear God, help me... ahhh!!!
The Batbook is pecking at his eyes!

393 ASH 393
pulls it from his face and throws it. It lands back on it's
pedestal.

394 ASH 394
faces the remaining book. He slowly reaches for it as the wind
kicks up. Ash gently lifts it and turns it over.

395 CLOSE ON BOOK 395
It's cover is bound in the dried skin of a man's face! Two empty
eye sockets stare out from it. This is the Book of the Dead...

396 ASH 396
bristles in fear.
ASH
Okay. The words. Say the words.
KLATOO!... VERATA... uh... Uh...
Necta... uh... Nectar...
Necktie... uh...
He hesitates, then calls out boldly.
ASH
KLATOO... VERATA...
NECTtphhhhhhhhhh...
He deliberately muffles the last word that he can't remember.
The wind stops. It seems to have worked. He looks about with
growing confidence.
ASH
Okay then.
But he loses his smile as... a LOW RUMBLE is heard on the
soundtrack.

397 LONG SHOT - CEMETARY 397
ASH
A tiny figure among the gravestones which tremble and one by
one are thrust from the earth.
ASH
Hey, wait a minute. Everything's
cool! I said the words! I did!

398 EXT. CASTLE - NIGHT 398
A violent storm in the distance. Lightning flashes.

399 INT. CASTLE COURTYARD - NIGHT 399
A DOOR
blows open revealing Wiseman John. He looks at the gathering
storm with foreboding.
WISEMAN JOHN
Something is amiss.

400 HORSES IN THE CASTLE GROUNDS 400
WHINNIE in hear. Sheila steps into frame and stare fearfully
out at the storm.

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

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

403 ASH 403

falls.

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

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

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

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

408 THE SKELETAL HANDS 408
toss Ash to...

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

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

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

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

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

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

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

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

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

418 THE ARMS 418
reach for him, but he is too fast. He stamps on one of the
skeletal arms, pinning it to the ground.
ASH
(in a snarl)
Keep you damn filthy bones outta
my mouth.
SNAP! He breaks the boney arm in two and runs away from the sea

of limbs. A bone arm rips from the grave and reaches for the Book of the Dead but Ash scoops it up first. He leaps over another set of groping arms that rip from the ground!

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

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

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

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

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

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

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

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

DISSOLVE TO:

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

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

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

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

431 INT. CASTLE COURTYARD - NIGHT 431
TWO WARRIORS
hold Ash's horse as he dismounts. There are excited shouts from

the villagers

VILLAGERS

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

432 INT. CASTLE COURTYARD - NIGHT 432

ASH

is led to the THREE WISEMEN.

WISEMAN JOHN

The Necronomicon. Quickly.

433 ASH 433

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

WISEMAN JOHN

Did you bring the Necronomicon!

434 ASH 434

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

ASH

Yes. It's just that...

WISEMAN JOHN

Just what?!

ASH

Nothing. Here

Ash produces the Necronomicon.

Now send be back. Like in the
deal.

435 WISEMAN JOHN 435

takes the book and suddenly goes pale.

WISEMAN JOHN

No...I sensed something had gone
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

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

WISEMAN JOHN

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

ASH

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

439 ASH 439
looks about at the condemned faces.

440 ASH'S P.O.V. - THE VILLAGERS 440
CAMERA PANS past the doomed faces in the crowd.

ASH

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

441 ASH 441
sees Sheila, but looks away, consumed with the guilt that he's
doomed her.

ARTHUR

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

442 ASH 442
is solemn.

443 ARTHUR

443
and the others turn away in contempt.

444 SHEILA

444
moves closer.

SHEILA

I still believe that thou wilt
help us.

ASH

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

and... I'm sorry for it.

SHEILA

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

ASH

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

He bows his head and moves off.

A high pitched SHRIEK is heard!

445 ALL HEADS 445
look to the sky.

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

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

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

ASH

449 ASH 449
No!
races to intercept. He plants himself between Sheila and the
beast.

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

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

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

453 ASH 453
swings his sword upward.

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

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

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

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

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

SHEILA

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

459 ASH 459
shakes his fist at the receding beast.

ASH

Damn you!

460 THREE MOUNTED SCOUTS

460

come riding in through the castle doors.

SCOUT

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

ARTHUR

How far from here?

SCOUT

But two days ride.

ARTHUR

Then these winged ones are only the first of them.

WISEMAN

Perhaps we should go from this place while we can.

GOLD TOOTH

We could be safe in the mountains.

WARRIORS

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

461 ANGLE ON

461

BLAMMITY-BLAM!

All eyes look to...

462 ASH

462

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

ASH

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

463 ARTHUR

463

takes a challenging step forward.

ARTHUR

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

ASH

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

ARTHUR

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

ASH

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

464 THE CROWD

464

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

BLACKSMITH

I'll stand by you.

465 A WARRIOR 465
steps forward. Then another.
WARRIOR #7
You may count on my steel.
WARRIOR #8
And mine!

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

467 ARTHUR
467
reluctantly joins them.

468 EXT. GRAVEYARD - STOP MOTION ANIMATION - NIGHT 468
EVIL ASH
directs teams of skeletons to dig at the graves.
EVIL ASH
Dig! Dig faster! I want every black
hearted, worm infested, son of
a bitch that ever died in battle!
We'll storm their castle and take
the book! Then my lads, eternal
life shall be ours!

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

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

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

472 EVIL ASH 472
looks down at her with lust.
EVIL ASH
Why ain't you a sweet little
thing?
His boney digit caresses her lips.
SHEILA
Don't touch me! You foul thing!
EVIL ASH
Your gonna learn to live me missy.
SHEILA
The Promised one will come for
you.
SKELETAL EVIL ASH
yanks her to her feet.
EVIL ASH
Darlin' I'm gonna save him the
trouble.
He clutches her squirming body in a boney embrace.

473 EXT. GRAVEYARD - LONG SHOT 473
Silhouetted by the large full moon, Evil Ash forces his kiss
upon Sheila. Around them, the skeletons sharpen their swords
on tombstones.

DISSOLVE TO:

474 EXT. VAST VISTA OF BARREN LAND - DAY 474
Ash rides toward the castle of Henry the Red that can be seen
in the distance.

475 WIDE SHOT - ASH 475
is suddenly intercepted by FOUR OF HENRY'S HORSEMEN. They
surround him.

HENRY WARRIOR #1

He wears the insignia of Arthur!

HENRY WARRIOR #2

Slay him!

The draw their swords when...

476 HENRY THE RED 476
rides up between his warriors and Ash.

HENRY

Stay your arms!

Henry turns to Ash.

HENRY

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

ASH

The Army of the Dead.

HENRY

What of them?

ASH

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

HENRY

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

ASH

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

Henry laughs.

HENRY

Why should I endanger my people
to save my enemy?

ASH

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

477 EXT. A CRAGGY MOUNTAIN TOP - NIGHT 477
EVIL ASH AND SHEILA

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

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

EVIL ASH

Who rules?!

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

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

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

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

483 THE DELTA'S ENGINE 483
is shattered.

484 ASH 484
frowns.

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

486 THE SAND 486
is brushed away revealing gear wheels.

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

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

489 EXT. CASTLE COURTYARD - DAY 489
ASH
walks along, inspecting a line of forty medieval warriors who
stand at attention. He halts before a warrior and stares hard
at him. The Warrior glances towards Ash.

ASH
You eyeballin' me boy?

WARRIOR #9
No, M'Lord.

ASH
I can't hear you!

WARRIOR #9
NO, M'LORD!!

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

WARRIOR #9
NO, M'LORD!

ASH
Where you from, mouse?!

WARRIOR #9
I hail from the village of Perth.

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

490 EXT. MOUNTAIN - DAY 490
ASH
takes charcoal from a dead fire and chips of dried cow dung.
He mixes them with sulfur.

491 THE BLACK POWDER 491

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

EVIL ASH

Excellent. Proceed.

508 SKELETON CAPTAIN #1 508

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

SKELETON CAPTAIN #1

Forward!

509 THE MACABRE MARCHING BAND 509

now pound the attack beat on their drums.

510 A LINE OF DEADITES 510

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

511 EXT. CASTLE - ATOP THE WALL 511

ASH, ARTHUR AND THE WARRIORS

ASH

Arrows!

ARTHUR

Load!

512 TWELVE ARCHERS 512

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

Torch boy!

513 A TORCH BOY 513

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

514 ARTHUR

514

looks to the approaching army.

515 THE LINE OF DEADITES 515

rolls their wooden barricades closer.

516 ARTHUR

516

turns to Ash for the signal.

517 ASH 517

holds up a finger. He waits.

518 TWELVE ARCHERS 518

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

519 THE BURNING FUSES 519

about to disappear into the powder charges.

520 ASH 520

waits one more beat. The turns to Arthur.

ASH

Fire!

ARTHUR

Fire!

521 TWELVE ARCHERS 521

fire a volley of smoking arrows.

522 SMOKING AND SPUTTERING ARROWS 522

rain down from the castle wall.

523 TWO WOODEN BARRICADES 523

are hit with the explosive arrows. They explode.

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

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

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

527 THE WARRIORS 527
CHEER Ash in sensurround.

528 A SCOUT 528
races up to Ash.

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

529 ASH 529
turns to the South.

530 A SECOND WAVE A DEADITES 530
approach.

ASH
CATAPULTS...SOUTH!

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

ARTHUR
Powder!

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

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

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

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

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

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

538 THE NEW DEADITE CAPTAIN 538

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

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

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

541 TWO VILLAGE WOMEN 541
scream!

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

543 EXT. CASTLE 543
EVIL ASH
Arrows!

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

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

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

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

548 ARTHUR
548
shouts to Ash:
ARTHUR
Where is Henry?!

ASH
He'll be here.

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

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

550 A LEGLESS SKELETON 550
crawls in with a knife in its teeth.
ARTHUR
They're coming in. What now?!

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

552 ARTHUR
552
shocked at Ash's cowardly desertion, turns to his men and
shouts:
ARTHUR
Fall back! Man the Parapet! Protect
the book or God save us all!

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

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

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

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

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

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

LADDERS!

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

559 TWO WARRIORS 559
push away ladder #1.

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

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

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

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

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

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

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

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

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

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

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

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

571 THE VILLAGERS ATOP THE PARAPET 571

cheer!

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

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

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

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

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

577 EVIL SHEILA 577
leaps onto the moving Deathcoaster to face Ash.
EVIL SHEILA
Thou didst find me beautiful once.
ASH
Honey...You got real ugly.

578 EVIL SHEILA 578
attacks with a SHRIEK!

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

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

581 THE DEATHCOASTER 581
careens out of control.

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

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

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

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

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

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

588 ASH 588

looks to...

589 EVIL ASH 589
approaching the Necronomicon.

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

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

592 ASH 592
watches in horror as...

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

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

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

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

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

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

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

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

601 ASH 601
rabbit punches CAMERA.

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

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

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

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

606 EVIL ASH 606
leaps from the parapet and lands atop the catapult. The Skeleton

looks down at Ash with a nasty grin of bone.

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

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

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

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

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

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

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

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

615 THE SKELETON AND BURNING SACHEL 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.

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.

620 EXT. SEASHORE - ARROWHEADS - DUSK 620
are dipped into the flame of a bonfire. They ignite.

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

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

DISSOLVE TO:

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

DISSOLVE TO:

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

625 THE WISEMEN 625
 mix a vat of liquid over a fire as they recite a passage from
 the Necronomicon. A flask is dipped into the liquid.
 WISEMAN JOHN
 hands the flask of liquid to Ash.
 WISEMAN JOHN
 The Book tells us that each drop
 allows a man to sleep a century.
 Swallow six drops, and thou shalt
 awaken in thine own time.
 ASH (V.O.)
 Yeah. Right...
 Ash takes the flask and studies it.
 ...but what other choice did I
 have?

DISSOLVE TO:

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

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

It gallops off.

628 INT. CAVE - DAY 628
ASH
Places a black powder charge at the mouth of the cave. He ignites the fuse and climbs into the car.
ASH (V.O.)
I locked the door.

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

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

631 INT. DEATHCOASTER 631
ASH
uncorks the flask filled with the Wiseman's brew.
ASH (V.O.)
I closed my eyes.
He lets six drops fall into his mouth. One for each century he must sleep.
ASH (V.O.)
I took a drink.
Ash is unaware that an extra drop has fallen into his mouth! A 7th drop! Ash swallows the liquid.
ASH (V.O.)
I didn't know if it was day or night. I started... to get drowsy... And I slept...

632 ASH 632
falls into a deep slumber.

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

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

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

636 THE SUN 636
rises then sets.

637 THE MOON 637
follows.

638 A CRACK 638
forms along the surface of the aging rock wall.
ASH (V.O.)
Dreams last lasted centuries.

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

640 A FROST 640

covers Ash.

641 ICICLES 641
on the ceiling of the cave melt. The water drops down onto
Ash's face. He stirs.

642 ASH 642
awakens in a heap of rusted scrap, which was once the
Deathcoaster. His clothes and armor having deteriorated, he is
buck ass naked as he staggers to the mouth of the cave. He digs
at the rocks that block the cave's entrance. Sunlight streams
into the hole he has created.

643 EXT. HILLSIDE 643
ASH
climbs from the cave and steps into the sunlight.

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

644 ASH 644
beholds...

645 A FUTURISTIC CITY - 645
after the next Nuclear war: a dead land.

646 ASH'S P.O.V. 646
A FRACTURED CLOCK TOWER
lays sprawled on its side. The time of mankind's death frozen
on the cracked face of the clock.

647 A SHATTERED BRIDGE 647
abruptly ends, a third of the way across a river it once
spanned. Upon it, rest heaps of futuristic, yet rusted taxicabs
piled eight deep in some places.
CAMERA PULLS BACK from a stunned Ash, amidst the atomized pieces
of iron and bone.

ASH
....I found that I had slept too
long.

648 ASH 648
is so small a dot now, and so far away, that we almost can't
hear his terrified SCREAM!

CUT TO BLACK.

THE END.