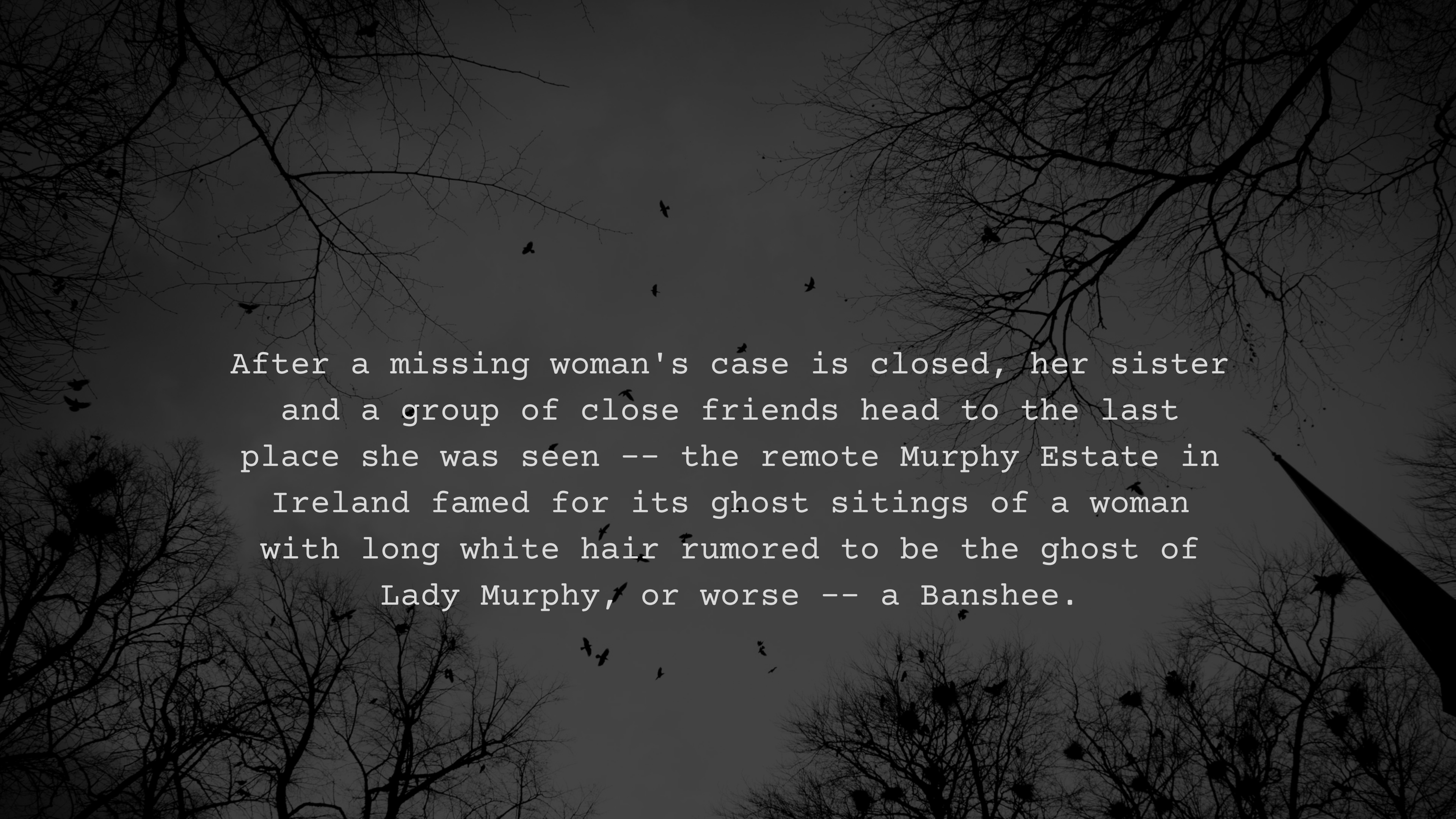

A Thriller Feature

TWISTED MASQUERADE

A Contained Gothic Tale





After a missing woman's case is closed, her sister
and a group of close friends head to the last
place she was seen -- the remote Murphy Estate in
Ireland famed for its ghost sitings of a woman
with long white hair rumored to be the ghost of
Lady Murphy, or worse -- a Banshee.

The Set Up:

MADDIE GRAYSON (20s, graduate student) wanted to pursue her dream to be a journalist in the realm of the paranormal -- not that she believed in any of it, but she knew many did, so she spent her time scouring paranormal sightings, anxious to pounce at the opportunity to make a name for herself.

When she heard about the hauntings at a remote estate in Ireland, she knew she had to go. The sightings had never been covered by anyone of merit, despite the enormity of social media and internet chatter.

What she discovered when she got there startled her and she knew she had to stay:

- true accounts of multiple missing girls,
- all in their twenties.
- occurrences exactly a year apart during a Samhain Festival,
- all tourists.
- investigations turned up zero leads,
- all labeled unsolved.

Maddie placed a call to her sister SIA GRAYSON (30s) to share that she would be extending her trip -- she intended to be the one to break the case on the disappearances locals shrugged off to a wandering woman with long white hair. Some locals referred to her as a ghost, others a banshee. Maddie, being the unbeliever she was, knew it was up to her to find out what happened to the missing girls.

That was the last time Sia heard from her sister. After a year, the investigation and search for Maddie Grayson are being called off.





The Mission:

Sia, unable to accept that her sister vanished without a trace, convinces a group of their closest friends to go with her to Ireland to retrace Maddie's steps.

When they arrive, there is a mix-up with their reservation at their BnB, and everything else is sold out everywhere for the local Samhain festival celebrating Ireland's beloved lore, complete with actors, performances, and street vendors.

Unable to find a place to stay, they take a room in a guest house on the extensive Murphy Estate grounds during what appears to be a twisted masquerade version of the town celebrations. The Murphy's guests have darker appetites than the locals and this private celebration is complete with masqueraders, props, and faux sacrificial rituals, including nudity.

The rules of the estate are clearly laid out: There is only one -- no walking the grounds outside the main gates at night during Samhain. No explanation is given other than it isn't safe.

Sia and her friends keep their heads down (well, not all of them) and do some poking into the whereabouts of Maddie, drawing the attention of the elusive estate owner, CONNER MURPHY (40s). Conner asks one of his guards to disguise himself as a belligerent guest and snoop around to find out what the outsiders are up to. This creates confusion with their investigation and draws unwanted attention and a touch of mayhem, disrupting Sia's mission to find out what happened to her sister.





The Legend:

Sia's group uncovers a spooky legend that seems to be centered around Lady Murphy's disappearance and not much else. It's as if Maddie was never there.

The rumors of the woman who walks the grounds rouse the curiosity of a couple of Sia's friends. Intrigued, they head out to see what mischief they can turn up.

It's not long before the woman with long flowing white hair makes her ghostly appearance.

Sia's friends, unable to contain the adrenaline rush of the sighting, rile up the Murphy guests, further frustrating Connor when a few of his guests take off in search of the elusive roaming woman.

After some ado, Connor manages to wrangle his flock and reminds them of the rules of the Murphy Estate, of which he not so gently reminds them that there is only one -- no walking the grounds beyond the gates at night.

The whispering and sideways glances among the Murphy guests don't bode well with Connor. He threatens to turn Sia and her guests out if they can't follow the one very simple rule of the estate.





The Conflict:

After two of Sia's friends go missing, Sia calls on the aid of the only local who takes her claims of foul play seriously, DECLAN KELLY (30s), a local cop.

Declan has an agenda of his own, his cousin is among the missing. She was on holiday from studying abroad, during what just happened to be the same time as the festival several years prior.

In fact, Declan informs Sia that all the disappearances have taken place during the festivities over the years. All girls accepted rooms at the Murphy Estate. He still lives with the guilt of urging his cousin to stay at the Murphy's. He can't shake the suspicion that things aren't as they appear at the Murphy Estate and possibly in his entire town.







The Discovery:

Declan and Sia's investigation leads to a room of computers and monitors. All of their conversations, movements -- everything has been viewed by Connor -- why?

Sia finds herself alone amongst the eccentric Murphy guests when her remaining friends go missing. She is unsure who to trust even, Declan. The one thing she can't do now is RUN!

She does the next best thing -- she blends!

Knowing that all her actions are being observed, Sia does her best to suppress her growing paranoia and fear, and through sheer will for answers befriends Conner. Getting close to the reclusive man proves much easier than she anticipated.



The Consequence:

As Conner's feelings for Sia grow, he becomes jealous of her secret meetings with Declan, unaware the meetings are just a way to avoid the cameras and exchange information without detection.

Sia uncovers the ID's of the missing women. Unaware that Conner is onto her, she hides the IDs in her room until she can disclose her findings to Declan.

Conner misleads Declan and uses the missing women's IDs to set him up with local authorities to get him out of the way. Why didn't he just kill him?

With no word from Declan, Sia has to fast track her investigation alone, trying not to get caught.

In Sia's efforts to discover the truth and the whereabouts of her sister and friends, she discovers that the woman in white may not be an apparition or a mythological character from Irish folklore after all, but Lady Murphy herself, in the flesh.

Feeling abandoned by Declan and ignored by locals when she reaches out for help one last time, Sia hatches a plan to wait and follow Lady Murphy at the next sighting.





The Mistake:

The festival comes to a close and the guests leave. Only Sia remains.

Sia does manage to follow Lady Murphy, only to discover the old woman suffers from dementia and mental illness. She has battled mental illness her entire life.

Sia stumbles into a confrontation with Lady Murphy and her son. She hides, eavesdropping on their entire conversation. When Conner, in a state of rage, locks a bewildered and confused Lady Murphy away, Sia believes wholeheartedly that Conner is the bad guy. Desperate to find out if her friends are still alive, Sia confronts Lady Murphy when the coast is clear and frees her from her locked-off quarters. BIG MISTAKE!

Sia is captured by Lady Murphy -- the true villain of the family.





The Resolution:

Declan comes to the rescue and kills Lady Murphy and wounds Conner.

It is brought to light that Conner tried to protect his mother, even staged her death years prior when he first started to suspect his mother was killing people on her outings. He knew how much the festival meant to his mother and would let her roam freely during the celebrations.

As he became more concerned, about his mother's state of mind, he installed cameras to monitor Lady Murphy's whereabouts and watch her actions. He covered up her murders and tried to protect her as best he could.

Declan arrests Conner and takes him away. Sia is comforted by medics.

When the coroner goes to remove Lady Murphy's body, the old woman's corpse is gone!



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