# BLOOD AND IRON

## A VAMPIRE NUN COVEN



WRITTEN BY

DANIEL KNAUF

DIRECTED BY

CIRO DAPAGIO

INVESTOR PRESENTATION

BLOOD AND IRON

# WHY THIS FILM

## A UNIQUE FUSION OF WAR AND HORROR

### HISTORICAL. VICERAL. ORIGINAL.

Set against the real events of 1968 and the Prague Spring, BLOOD AND IRON grounds supernatural horror in a brutal moment of history.

### A FRESH TAKE ON VAMPIRES

The vampire nun is an iconic image with endless potential—elegant, terrifying, and unlike anything audiences have seen before.

### ACTION WITH PURPOSE

A squad of soldiers. Outnumbered. Outmatched.
No escape. Every decision comes at a cost.
Survival is not promised.

### HIGH CONCEPT. BROAD APPEAL.

War film intensity. Horror film terror. Universal themes of sacrifice, faith, and brotherhood. A story that resonates across genres and around the world.

### ACHIEVABLE. IMPACTFUL.

Practical locations, limited cast, and grounded effects create a premium experience with a lean budget—delivering maximum impact on screen.



### CINEMATIC SCALE

Sweeping mountain locations, medieval sets, and intense night sequences create a visually stunning world.

### ICONIC ANTAGONISTS

Vampire nuns are instantly recognizable, deeply unsettling, and built for both box office and cultural impact.

### BUILT-IN CONFLICT

Soviet soldiers vs. an ancient evil. Two ideologies. Two worlds. One battlefield.

### SIMPLE. STRONG. CLEAR.

Easy to logline. Easy to market. Easy to remember. Impossible to ignore.

### FAITH. FEAR. SURVIVAL.

At its core, this is a story about what people will do to survive—and what they will sacrifice to protect others.

## THE LOGLINE

# A SOVIET SQUAD. AN ANCIENT EVIL. ONE CHANCE TO SURVIVE.

1968. After the suppression of the Prague Spring, a Soviet reconnaissance squad is cut off in the Carpathian Mountains.

Separated from their convoy and running out of options, they discover a hidden village untouched by time.

The villagers believe the soldiers are their prophesied saviors—destined to destroy an ancient covenant hidden within the mountain convent.

The soldiers think it's superstition.
Then they intend to rob the convent.

Then they discover the horror is real.



SYNOPSIS

# A STORY OF FAITH, GREED, AND SURVIVAL.

1968. After the Soviet Union crushes the Prague Spring, a reconnaissance squad is separated from their convoy in the Carpathian Mountains.

Running low on ammunition and fuel, the soldiers stumble upon a remote medieval village that seems frozen in time.

The villagers greet them as if they are prophesied saviors—destined to destroy the ancient evil that rules their lives.

The villagers speak of a covenant of sisters who dwell in the mountain convent and demand a sacrifice every full moon. One of their own is chosen by lottery.

The soldiers laugh it off as superstition.
But hunger and greed lead them to plan a raid on the convent's hidden treasures.

Inside, they discover the truth:
the sisters are not myth. The horror is real.
And no one leaves the mountain alive.

## AT THE HEART OF THE STORY

**HISTORICAL BACKDROP**
The brutal reality of 1968 and the aftermath of the Prague Spring.

**ISOLATED AND CUT OFF**
A squad with no support, no escape, and no choice but to push forward.

**AN ANCIENT EVIL**
A vampire covenant hidden behind faith, surviving for centuries.

**GREED AND CONSEQUENCE**
What begins as a robbery becomes a fight for survival against something ancient.

**ONE CHANCE TO SURVIVE**
United by circumstance. Forced to become heroes they never wanted to be.



BLOOD AND IRON

# THE WORLD OF BLOOD AND IRON

A PLACE FORGOTTEN. A WAR UNLEASHED.

Deep in the Carpathian Mountains, a village clings to life under constant shadow. High above, an ancient convent watches over the valley—its faith unyielding, its secrets buried.

This is a land cut off by nature and history. Beautiful. Brutal. Inescapable.

There is no escape. Only choices.



## A NATURAL FORTRESS

The Carpathian Mountains create a world that imprisons as much as it protects.

**TOWERING PEAKS**
Jagged, unforgiving, and covered in snow for most of the year.

**ISOLATED & REMOTE**
Weeks of travel in any direction. No reinforcements. No help.

**HARSH WEATHER**
Blizzards, freezing winds, and whiteouts make movement slow and dangerous.

**HISTORY OF BLOOD**
Empires have marched here.
Armies have died here.
Evil has always found a home here.

## THE VILLAGE



A forgotten place of stone and wood. Hungry. Superstitious. Afraid of what hides beyond the fog and forest.

## THE CONVENT



An ancient order. A sacred duty. Within its walls, faith is weaponized against the coming darkness.

## THE NARROW BRIDGE



The only crossing. Easy to defend. Impossible to force. A line between safety... and slaughter.

## THE BLIZZARD



The mountain decides who lives. Whiteouts can hide you—or bury you. The cold takes as many as the enemy.

## THE MEDIEVAL WORLD



No modern comfort. No easy answers. A world of iron, faith, fear, and choices that cost everything.

## THE CARPATHIANS




MILES FROM CIVILIZATION. DAYS FROM HELP.
THIS LAND KEEPS ITS OWN COUNSEL.

> “THE MOUNTAINS DON'T CARE WHO YOU ARE. THEY ONLY CARE WHAT YOU'RE WILLING TO LOSE.”

| ELEVATION | WINTER TEMPS | SNOW COVER | FORESTS | TRAVEL TIME |
|---|---|---|---|---|
| 3,000–7,000 FT | –25°F TO 5°F | 7–9 MONTHS | DENSE & DARK | SLOW & DANGEROUS |

THE SETTING

# THE VILLAGE

## AN ISOLATED WORLD. BOUND BY FEAR.

Hidden deep in the Carpathian Mountains,
this village has been untouched by time—
and abandoned by the world.

The villagers live in constant fear of the covenant.
Every full moon, one of their own is taken.
No one questions it. No one escapes it.

They believe the soldiers are their salvation—
sent by God to end the darkness.
They do not know the price of hope.

### SUPERSTITION AS SURVIVAL
Centuries of fear have become their religion.

### THE FULL MOON LOTTERY
A ritual sacrifice. An ancient law. An endless cycle.

### SEPARATED FROM THE MODERN WORLD
No soldiers. No government. No escape.

### A PEOPLE ON THE EDGE
One spark of hope. One chance for freedom.
One terrifying truth.




> They have waited for someone
> to break the curse for centuries.
> They just don't know the cost.

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# THE HUMAN CORE

## AT WAR, CHARACTER IS EVERYTHING.

Stripped of rank, comfort, and certainty, these men and women are forced to confront what matters most—and what they are willing to become.

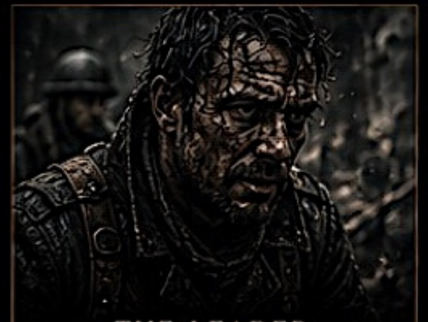
Their choices will decide more than survival. They will decide who they are.

This is the heart of Blood and Iron.



> WAR REVEALS WHO YOU ARE. FAITH DECIDES WHO YOU BECOME.

## COMPLEX. FLAWED. HUMAN.



### THE LEADER

Haunted by the past.
Burdened by command.
Must earn the right to lead.

Strength through sacrifice.



### THE SKEPTIC

Questions everything.
Trusts no one.
Forced to believe.

Faith through doubt.



### THE WOUNDED

Carries more than scars.
Fighting the war within
as much as without.

Healing through purpose.



### THE SISTER

Vows of silence.
A heart that sees everything.
Faith is her weapon.

Courage through compassion.



### THE UNIT

Different men.
One mission.
No one gets left behind.

Unity through brotherhood.

## THEIR JOURNEY IS OUR STORY

**STRANGERS**
Thrust together by war and circumstance.

→ **TRUST**
Built in chaos. Tested in blood.

→ **COMMITMENT**
They would die for one another.

→ **LEGACY**
Their choices echo long after they're gone.

## UNIVERSAL THEMES

**FAITH UNDER FIRE**
Belief is tested when every answer is taken from you.

**BROTHERHOOD**
Men bound by duty discover what it really means to stand for one another.

**SACRIFICE**
In a world built on violence, some choose to give more than they have.

**THE COST OF EVIL**
Evil wins when good men look away. Someone must choose differently.

**REDEMPTION**
No one escapes this war unchanged. Forgiveness is as hard as survival.

NOT JUST SOLDIERS.
NOT JUST SAINTS.
HUMAN BEINGS.

THAT'S WHAT MAKES THIS STORY UNFORGETTABLE.

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# THE SEVEN SOLDIERS

ORDINARY MEN. EXTRAORDINARY NIGHTMARE.

1968. The Prague Spring has been crushed.

A squad of Soviet soldiers is cut off in the Carpathian Mountains.

Separated from their convoy and running on fumes, they discover a hidden village frozen in time.

What begins as a chance to survive... becomes a fight to protect the innocent from an ancient evil.

They are the last line between the villagers and a hundred vampires.



## THE SEVEN SOLDIERS

**SOVIET SOLDIERS**
Veterans of war. Hardened by battle.

**STRANDED**
Cut off. Outnumbered. Out of options.

**DISCIPLINED**
Trained to follow orders. Forced to break them.

**BROTHERS IN ARMS**
Different backgrounds. One mission: survive.

**BOUND BY CHOICE**
When hope is lost, loyalty is all that remains.

**SOVIET UNION**
A crumbling empire.
Orders mean everything.

**THE CARPATHIANS**
Beautiful. Brutal.
Merciless to the weak.

**A HIDDEN COVENANT**
An ancient evil.
Older than faith itself.

**ONE FINAL STAND**
For the villagers.
For each other. For survival.

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# THE VAMPIRE COVEN

THEIR FAITH IS ETERNAL. THEIR HUNGER IS ENDLESS.

For centuries, the Vampire Coven has survived in plain sight—cloaked in the symbols of the Church and protected by fear.

They rule the mountain convent and the village below. Every full moon, a villager is chosen by lottery and offered as a sacrifice.

The blood of the innocent sustains them.
The darkness protects them.

They feed in ritual.
They rule through terror.
They have survived for centuries.



## DESIGN PHILOSOPHY

**ELEGANT TERROR**
Vampire nuns as a fusion of sacred beauty and absolute evil.

**GOTHIC REALISM**
Grounded, tactile, and inspired by medieval European history.

**RITUAL & SYMBOLISM**
The cross, the veil, and the habit—used as weapons of power.

**PRACTICAL HORROR**
Makeup, prosthetics, and in-camera effects over CGI.

**TIMELESS & ANCIENT**
Older than faith. Older than empires. Older than fear itself.

## WHO THEY ARE

### THE CONVENT
Hidden high in the Carpathians. A place untouched by time and law.

### THE COVEN
Seven sisters bound by an ancient oath. United in purpose. Immortal in darkness.

### THE SACRIFICE
Every full moon, one is chosen. The lottery is sacred. The blood is life.

### THEIR POWER
Not just strength—influence, manipulation, and a terror that spans generations.

### THEIR NATURE
They feel no remorse. They know no mercy. They exist to consume and to rule.

### THEIR WEAKNESS
Ancient evil can be wounded. But only by those willing to pay the ultimate cost.

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# THE PLAN

## A BRUTAL STORY. A DISCIPLINED APPROACH.

We will deliver a high-impact genre film with the scale, authenticity, and visual quality of a major studio production—executed with a lean, efficient plan.
Every dollar is on screen.

### FOCUSED SCOPE. MAXIMUM IMPACT.

One squad. One village. One convent.
A contained story that delivers relentless action and unforgettable horror.

### PRACTICAL. REAL. BELIEVABLE.

Practical sets, real locations, in-camera effects, and practical makeup create a gritty, immersive world audiences can feel.

### LEAN BUDGET. SMART EXECUTION.

A tight 28-day shoot with an experienced crew and efficient planning keeps costs down without compromising quality.

### STRONG COMMERCIAL POTENTIAL.

A perfect blend of war film and horror with global appeal—positioned for theatrical, streaming, and international markets.




### BUDGET OVERVIEW

**$1,500,000**
TOTAL BUDGET

| PRODUCTION | CAST & CREW | LOCATIONS & SETS | ACTION & STUNTS | MAKEUP & EFFECTS | POST PRODUCTION | CONTINGENCY |
|---|---|---|---|---|---|---|
| 35% | 20% | 15% | 10% | 10% | 7% | 3% |

### PRODUCTION SCHEDULE

PRE-PRODUCTION — 8 WEEKS → PRINCIPAL PHOTOGRAPHY — 28 DAYS → POST-PRODUCTION — 12 WEEKS → DELIVERY — Q4 2026 → RELEASE WINDOW — Q1 2027

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# THE VISION

## WE TELL THE STORY THEY TRIED TO BURY.

A character-driven war horror that explores fear, faith, and survival in a world where evil wears many faces.

A grounded, brutal, and unflinching experience that honors history while delivering unforgettable cinema.

This is not just a movie.
This is a reckoning.



### TONE & STYLE

**RAW & REAL**
No fantasy. No superpowers. Just men against pure evil.

**HISTORICAL AUTHENTICITY**
Inspired by true events and rooted in real history.

**WAR HORROR**
The brutality of war meets the darkness beyond.

**HOPE IN DARKNESS**
Faith, brotherhood, and courage are their only light.

### WHAT SETS BLOOD AND IRON 2.0 APART

**HUMAN STORY**
We focus on the hearts and minds of ordinary men, not just battles.

**SPIRITUAL DEPTH**
Explores faith, evil, and the cost of doing what is right.

**GROUNDED WAR**
Tactics, exhaustion, fear, and sacrifice—war as it truly is.

**UNIQUE SETTING**
The Carpathian Mountains and an isolated village like no other.

**NO COMPROMISE**
R-Rated. No watering down. No rewriting. No apologies.

**GLOBAL APPEAL**
A story that transcends borders, cultures, and generations.

BLOOD AND IRON

# THE APPROACH

## REALISM. RESTRAINT. RELENTLESS STORYTELLING.

We take a grounded, immersive approach that puts story and character first. The horror is earned. The action is brutal and believable. The world feels lived-in, not exaggerated.

Our focus is on practical filmmaking, strong performances, and a visual style that feels timeless—not tied to trends.

We respect the genre. We respect the audience.

### OUR FILMMAKING PRINCIPLES

**CHARACTER FIRST**
We build fully realized characters whose choices drive the story.

**PRACTICAL & PURPOSEFUL**
We prioritize practical effects, real locations, and in-camera execution.

**HISTORICAL INSPIRATION**
We draw from real history and folklore to create depth and authenticity.

**EMOTIONAL IMPACT**
We go beyond shock to deliver moments that resonate and endure.

**DISCIPLINED STORYTELLING**
Every scene serves the story. No wasted time. No empty spectacle.



"THIS ISN'T A STORY ABOUT VICTORY.
IT'S A STORY ABOUT WHAT IT COSTS TO STAND FOR GOOD
WHEN EVIL HAS ALREADY WON SO MUCH."

### VISUAL & TONAL REFERENCES



**THE HIDDEN VILLAGE**
A place cut off.
Secrets buried.



**THE MOUNTAIN PASS**
Danger on every side.
No way back.



**THE CONVENT**
Faith is their weapon.
Something waits within.



**THE SISTERS**
Protectors. Believers.
Willing to sacrifice.



**THE LAST STAND**
When all hope is gone,
they choose defiance.

### CURRENT STATUS

- SCREENPLAY COMPLETED (DANIEL KNAUF)
- RIGHTS SECURED
- DIRECTOR ATTACHED (CIRO DAPAGIO)
- INVESTOR ROUND OPEN

### NEXT STEPS

FINANCING CLOSE → CASTING → LOCATION LOCK (BULGARIA / KEY WEST) → PRE-PRODUCTION → PRINCIPAL PHOTOGRAPHY → POST PRODUCTION → WORLDWIDE DISTRIBUTION

WRITER: DANIEL KNAUF (CARNIVÀLE, DRACULA, THE BLACKLIST) | DIRECTOR: CIRO DAPAGIO | GENRE: WAR HORROR | BUDGET: $1.5 MILLION | TARGET: THEATRICAL • STREAMING • WORLDWIDE SALES | LOCATIONS: BULGARIA & KEY WEST

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# THE IMPACT

## A STORY THAT STAYS.

Blood and Iron is a character-driven war horror that blends historical realism with supernatural dread.

It delivers a grounded, emotional experience that lingers long after the credits roll.

This is not just entertainment.
It is a story about the choices we face,
the darkness we resist,
and the cost of standing against evil.

It is a story that stays.

### WHY IT MATTERS

**TIMELESS THEME**
The struggle between good and evil is universal and eternal.

**WIDE AUDIENCE APPEAL**
War, horror, and faith-driven storytelling resonate across global markets.

**FRANCHISE POTENTIAL**
Rich world and characters built for sequels, series, and extended media.

**STRONG MARKET POSITION**
A unique blend of genres with high commercial potential.

**LASTING IMPRESSION**
A story that challenges, haunts, and inspires.



EVIL FEEDS ON FEAR. HEROES STAND ANYWAY.

## THE STORY CONTINUES.

### EXAMPLE SCENES



**A VILLAGE IN RUINS**
Silence. Then the whispers begin.



**THE CONVENT**
Faith is their weapon. Prayer is their armor.



**THE DARKNESS RISES**
Evil takes many forms. Some wear human faces.



**NO RETREAT**
Outnumbered. Outgunned. Unbroken.



**THE CHOICE**
Stand. Fight. Protect. Or lose everything.

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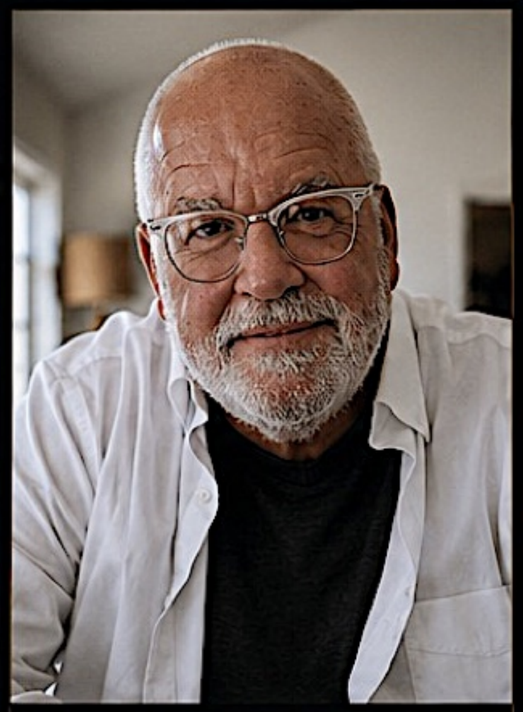
# THE FILMMAKERS

THREE VISIONARIES. ONE DARK EPIC.

Blood and Iron is brought to life by an acclaimed creative team with a proven ability to craft unforgettable stories, compelling characters, and cinematic worlds that endure.

STORY. VISION. EXPERIENCE.
BUILT FOR GREATNESS.



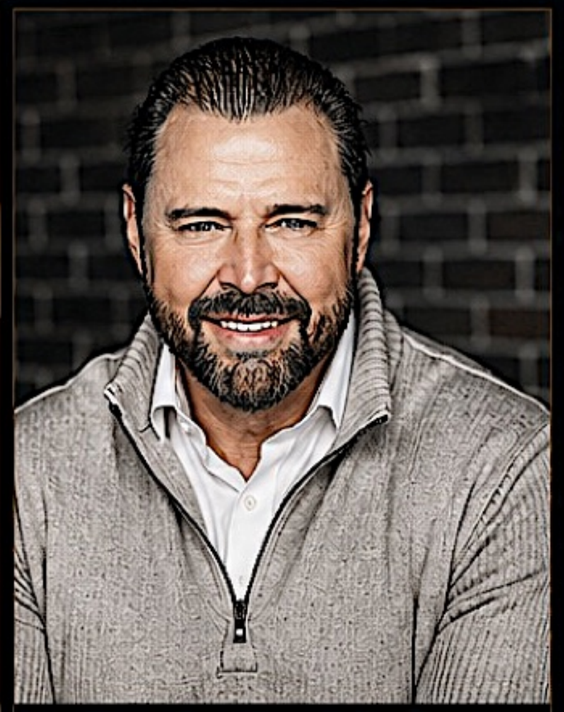


## DANIEL KNAUF

WRITER / EXECUTIVE PRODUCER

Creator of HBO's *Carnivàle*
Creator / Showrunner of *Dracula*
Writer / Executive Producer of *The Blacklist*

A master of dark storytelling and mythic worlds. Daniel creates stories that haunt, inspire, and resonate across generations.

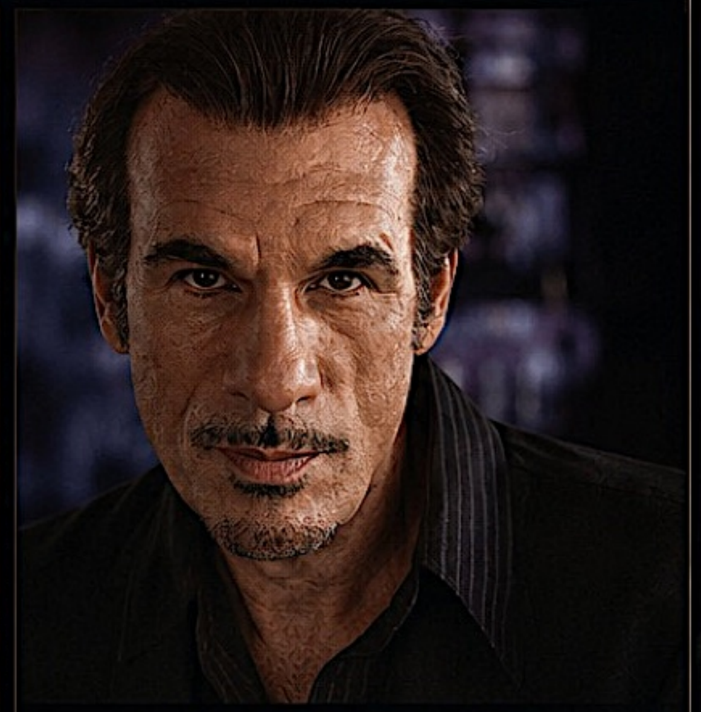


## CIRO DAPAGIO

DIRECTOR / PRODUCER

*MobKing* • *Burning Bridges*
*A Good Run* • *Call Him King*

An accomplished filmmaker with a passion for character-driven stories and high-impact cinema. Ciro brings vision, grit, and relentless creativity to every frame.



## ROBERT DAVI

PRODUCER

Acclaimed Actor. Filmmaker. Musician.

A career spanning more than four decades across film, television, music, and the stage.

Robert brings creative insight, industry relationships, and a legacy of excellence to elevate *Blood and Iron*.

"THIS ISN'T JUST ANOTHER VAMPIRE STORY.
THIS IS A STORY ABOUT WHAT IT COSTS TO STAND FOR GOOD
WHEN EVIL HAS ALREADY WON SO MUCH."

**DARK & EPIC**
A brutal war horror epic rooted in faith, sacrifice, and survival.

**CHARACTER DRIVEN**
Complex. Flawed. Human. Characters audiences will fight for and fear for.

**CINEMATIC WORLD**
A rich, immersive world where gothic horror meets historical realism.

**TIMELESS IMPACT**
A story that entertains, provokes, and endures long after the credits.



# THANK YOU

# THE STUDIO BEHIND THE FILM

A growing slate. A direct audience connection.
Production tools for the people making the work.



## 98%

**MOBKING audience response**

Rotten Tomatoes

Popcornmeter · 1,000+ ratings




### Blood and Iron

In development




### MOBKING

Feature film




### Burning Bridges

Television pilot

Audience score checked November 12, 2026 · rottentomatoes.com/m/mobking



# CDP WIZARD

The studio’s people, connected.

**Existing CDP Films capability**

| | |
|---|---|
| **One searchable studio directory** | Centralized fan, talent, and crew records make it easier to find the right people and maintain their connection to the studio. |
| **Casting with context** | Check-in and evaluation tools help the team organize participation and review candidates. |
| **A view across the properties** | Traffic and engagement reporting brings activity across connected CDP properties into view. |

Supporting casting, audience relationships, and informed studio decisions.



# SET SORCERER

A shared home for the work of production.

**Existing CDP Films capability**

| | |
|---|---|
| **Bring the team together** | Shoot invitations, attendance, call times, and production updates keep participants connected to the day's work. |
| **Keep the paperwork organized** | Scripts, releases, signatures, and production paperwork stay accessible within the production workflow. |
| **Turn access into approved content** | Production photos and videos move through staff review and team galleries, supporting approved website and social use. |

From production coordination to a growing collection of approved material.