

NO PRAYERS
DOWN HERE

HELL HAS HANDS

FEATURE SCREENPLAY

A FEATURE SCREENPLAY BY V. HOLLIDAY

She already survived death. Hell is the rematch.

LOOKBOOK

PROJECT OVERVIEW

Hell Has Hands

Dark fantasy. Supernatural action. A revenge story with a soul.

FEATURE SCREENPLAY

IN DEVELOPMENT

ADULT AUDIENCE

LOGLINE

After she is murdered by the men who killed her boxer father, a fierce underground fighter trades her soul for a chance to return to life. She must battle through the Nine Rings of Hell, only to discover that survival comes at a permanent and devastating cost.

“

This is not a story about escaping Hell. It is a story about what a person is willing to become to leave it.

FORMAT

Feature screenplay

GENRE

Dark fantasy / Supernatural action thriller

TOPE

Brutal, mythic, emotional, rain soaked and visually driven

CORE PROMISE

Every victory brings her closer to life and further from the person she was.

THE STORY

A second chance with teeth

Murder gives her a reason to descend. Love gives her a reason to fight her way back.

SPOILER LIGHT SYNOPSIS

A gifted underground fighter has spent her life learning how to endure pain. When the same men responsible for her father's death finally come for her, she dies with unfinished business and rage strong enough to survive the grave.

In the darkness beyond death, she accepts an impossible bargain: cross the Nine Rings of Hell, defeat what waits inside them and earn one chance to return. Each ring transforms the rules of combat. Some enemies attack the body. Others weaponize memory, guilt and grief.

The deeper she goes, the less the journey resembles revenge and the more it becomes a test of identity. Returning to life may be possible. Returning unchanged is not.

“*The hands that made her a fighter may be the same hands that drag her into darkness.*”

THE PROTAGONIST

The Fighter

Her greatest weapon is not strength. It is the refusal to stay down.

WHO SHE IS

Disciplined. Furious. Protective. Proud. She was raised around boxing and inherited more than technique from her father. She carries his lessons in her stance, his absence in her anger and his unfinished fight in every decision she makes.

STRENGTH

She adapts under pressure and turns pain into information.

WOUND

She mistakes endurance for healing.

NEED

To decide who she is when revenge is no longer enough.

FIGHTING STYLE

Close range. Relentless pressure. Precise body shots. Survival instinct sharpened into strategy.

SCREEN PRESENCE

A grounded human body moving through impossible, mythic spaces. Sweat, rain, blood and fire keep the fantasy tactile.

“ *She does not enter Hell as a chosen one. She enters as someone with nothing left to lose.* ”

Four forces pulling her forward

The action grows from emotion. Each fight must cost more than blood.

01

THE FATHER

His death is the wound beneath the revenge. The ring, the discipline and the need to finish what he could not all begin with him.

02

THE MURDER

Her own death turns grief into a physical destination. The men responsible remain above while she is trapped below.

03

THE BARGAIN

The promise of return is real, but every deal in Hell is written to collect more than it gives.

04

THE COST

The final question is not whether she can win. It is whether the person who wins can still live with the result.

ACTION IS THE SURFACE. GRIEF IS THE STORY.

The Nine Rings of Hell

Each level is an arena, a moral trap and a step further away from ordinary life.



1

PHYSICAL

Combat is immediate and brutal. The body learns the rules first.

2

PSYCHOLOGICAL

Memory and guilt become weapons. Victory requires exposure, not denial.

3

MYTHIC

The deeper rings feel older than punishment and larger than any one religion.

4

PERSONAL

Every opponent reflects a part of what she fears becoming.

“*Hell should feel constructed for her, as though every ring has been waiting for the exact wound she carries.*”

DESCENT

VISUAL LANGUAGE

Cold life. Burning death.

A graphic novel contrast built from rain, shadow, ember and silhouette.

THE LIVING WORLD

Steel blue, wet asphalt, practical light, crowded frames that still feel lonely.

HELL

Black stone, blood red architecture, open flame and impossible depth.

HELL HAS LAS HANDS

FEATURE SCREENPL SCREENPLAY

RAIN

Pressure that never stops

HANDS

Violence, labor, inheritance

ROPE

The ring as memory and boundary

FIRE

Transformation, not warmth

SHADOW

Threats seen before they are understood

VOID

STORM

BLOOD

EMBER

BONE

Three spaces. One emotional journey.

Every location should reflect where she is in the fight for her own identity.



THE CITY

RAIN SOAKED REALISM

A bruised urban world of alleys, gyms, back rooms and hard fluorescent light. Violence feels close and human.



THE NINE RINGS

MYTHIC BRUTALITY

Vast arenas, towering gates and landscapes built around punishment. Scale makes the fighter look small without making her powerless.



THE BOXING GYM

MEMORY AND RETURN

The most familiar space becomes the most emotionally charged. Empty ropes and worn canvas hold the shape of her father's absence.

A supernatural revenge film with a human pulse

Built for viewers who want stylized action without losing emotional consequence.

AUDIENCE

Adults who enjoy dark fantasy, supernatural action, horror imagery and revenge stories led by complicated characters.

GENRE PROMISE

Visceral fights. Escalating worlds. A clear goal. A price that becomes more frightening than failure.

CREATIVE TOUCHSTONES

CONSTANTINE

Occult world building and underworld scale

SPAWN

Graphic darkness and infernal imagery

THE BATMAN

Rain, silhouette and oppressive atmosphere

JOHN WICK

Clean motivation and escalating combat design

THE DIFFERENCE

The spectacle is rooted in a Black female fighter whose physical power does not erase her vulnerability. The story treats grief, rage and survival as connected forces instead of simple motivation.

“ *The farther she travels into fantasy, the more personal the story becomes.* ”

A story about what survival takes from us

Created by V. Holliday

Hell Has Hands centers a Black woman who is allowed to be furious, skilled, frightened, stubborn and powerful at the same time. Her strength is not presented as immunity from pain. It is the way she moves through pain without letting anyone else define what it means.

The film's scale grows from a personal loss into a mythic descent, but the emotional question remains intimate: after fighting so hard to return, what part of yourself must still be waiting when you arrive?

“ *Winning should feel possible. Coming home should feel uncertain.* ”

PROJECT STATUS

Feature screenplay in development

AVAILABLE MATERIALS

- Screenplay
- Lookbook
- Logline and synopsis
- Concept artwork

[HOLLIDAYCREATES.COM](https://hollidaycreates.com)

V. HOLLIDAY

Concept artwork represents visual direction and is not final production design.