



CREATIVE FORCE WRESTLING:
BLACK LIGHT 32 | Season Premiere
Date: Jan 12 2026
The Foundry: Venice Florida
Website: CreativeForceWrestling.com
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SHOW OPENING:

Pyro erupts as **Black Light** ignites the Foundry. The camera sweeps across a packed, electric crowd — every seat filled, every voice loud. Venice is ready.

Chaz and **Bert** welcome everyone to the season premiere of **Black Light**, promising a night stacked with momentum-shifting matchups.

They waste no time setting the stakes, announcing tonight's **main event**, **Dominic Hex** goes one-on-one with **Killjoy**.

We're kicking things off hot.

A brand-new debut steps into the spotlight as **Mara Grave** makes her first walk to a **CFW** ring, facing **Vanessa Vale** — who looked absolutely phenomenal at *Kingdom Come* against **Lena Wilde**. High expectations. No margin for error.



Mara Grave steps into the aisle, face marked, breathing steady. No pause, no acknowledgment—just a straight line to the ring.



| MATCH ONE |

MARA GRAVE vs VENESSA VALE

| 1 FALL – 20 MIN TIME LIMIT |

Mara Grave enters without pause or pageantry. Face paint fractured. Eyes forward. She doesn't play to the crowd—she advances through it. Venessa Vale follows, taped ribs visible beneath her gear. The reaction is mixed. Respect remains, but so does tension.

Chaz: "Venessa Vale representing The Seers—Ace Dalton was crowned their new leader at Kingdom Come. That still hasn't fully sunk in."

Bert: She looked phenomenal against Lena Wilde, but tonight won't be any lighter."

The bell rings. The opening exchanges are cautious. Venessa controls early with clean arm drags and leg kicks, testing balance and distance. Mara absorbs it, watching, adjusting. When she strikes, it's sudden—short forearms, crowding pressure, driving Venessa backward. Vale shifts strategy, targeting the leg again, grounding Mara briefly with a headlock. The pace slows. Calculated.

Bert: "Vale's dissecting—very deliberate."

Chaz: "That's The discipline. You can see the training in everything she's doing."

Mara powers free and shifts the tone instantly with a snapping suplex and grinding body shots, focusing on the ribs with sharp, repeated blows that force Venessa to protect her midsection. As the match approaches the 10-minute mark, the effects of Kingdom Come begin to show. Venessa rallies with precision—knee strikes, a rolling elbow, a quick near fall that surges the crowd—but it doesn't last. Mara catches a springboard attempt mid-air.

No hesitation. She holds Venessa just long enough for the moment to settle—then drops her hard. Mara pulls her up, hooks both arms, and ends it decisively.

Grave Consequence.

Snap sit-out piledriver. Clean. Heavy. Final.

Three count.

Match Stats

Winner: Mara Grave

Finish: Grave Consequence

Time: 10:42

Method: Pinfall

Updated Record: 1-0

| MATCH TWO |

NICO BLAZE vs THEO QUINN

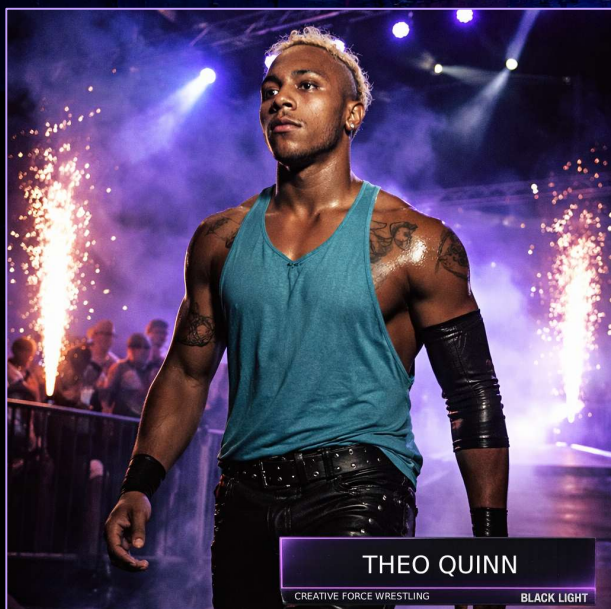
| 1 FALL – 20 MIN TIME LIMIT |

Chaz: "Next up, two of the most exciting young prospects in Creative Force Wrestling. Theo Quinn. Nico Blaze. Both made noise in the Player Battle Royal and both showed they belong at Kingdom Come."

Bert: "And it's not just flashes, Chaz. These are two athletes who wrestle with urgency. Speed, elevation, risk. Nico Blaze **made it all the way to the final three** in that Battle Royal—outlasting veterans, surviving chaos."

Chaz: "Theo Quinn showed up too. High energy, fearless, and every time he steps into the ring it feels like he's trying to make something happen."

Bert: "Exactly. One win here can change how the locker room sees you. Both of these guys fly, both take chances, and both are hungry. This one could get real fast."



Theo Quinn makes his way out, followed shortly by **Nico Blaze**. The anticipation in the Foundry is unmistakable.

| MATCH TWO | **NICO BLAZE VS THEO QUINN** | CONTINUED |

The opening minutes are fast but controlled, both men testing speed and timing rather than forcing mistakes. Nico Blaze looks sharp early, pulling Theo Quinn into his pace with quick resets and sudden bursts of offense, while Theo answers with athletic counters, refusing to get dragged into a pure sprint. The crowd stays engaged as the match settles into rhythm—crisp exchanges, clean breaks, neither willing to give ground.

Chaz: "You can feel the tension early—neither guy wants to blink first."

Bert: "That's confidence. No rush. No panic."

Momentum shifts when the aerial game opens up. Blaze strikes first—springboard offense, a sharp dropkick, then a flying knee that sends Theo to the ropes. A rolling near fall follows, then another after a high-angle snap suplex. Theo survives and adjusts, cutting Blaze off mid-motion with deep arm drags and stiff forearms, forcing the fight closer to the mat. Control swings back and forth, stretches of advantage traded without dominance.

The risks escalate. Theo lands a running corner strike and a clean high crossbody for a close two. Blaze answers with a sudden pop-up cutter that nearly ends it. The Foundry reacts to every near fall now—mistakes punished instantly, openings disappearing just as fast.

Bert: "This is where fatigue changes everything."

Chaz: "And neither one of them is backing off."

The final stretch is frantic but clean. Blaze connects with a diving aerial attack that looks decisive—Theo barely kicks out and rolls to the apron. Smelling the finish, Nico goes back to the air one more time, launching with confidence. Theo meets him at impact, absorbs the landing, rolls through, and traps the shoulders just long enough.

One.

Two.

Three.

Theo releases immediately, almost surprised, as the bell rings. Nico sits up in disbelief, realizing how close it was. The crowd responds to both men—appreciation for the fight, respect for the finish.

Match Stats

Winner: Theo Quinn

Finish: Counter Pinfall

Time: 15:23

Method: Pinfall

Updated Record: 1-0

| MAIN EVENT |

DOMINIC HEX vs KILLJOY

| 1 FALL – 30 MIN TIME LIMIT |

Chaz:

"Dominic Hex's story is inseparable from Creative Force Wrestling. No one exploded onto the scene the way he did. **Undefeated**. Unstoppable. Every opponent leveled, every challenge answered. And then he ran into **The Seers**."

Bert:

"**Águila Feral. Killjoy**. One loss to each, and suddenly the momentum that defined **Hex** slipped through his fingers. The question isn't just what he lost—it's whether the confidence that carried him early is starting to crack."

Chaz:

"Tonight's main event is about more than a win. Hex stands across the ring from Killjoy, one of the men who stopped him cold. This is a chance to reclaim what he lost—or prove that the era of Dominic Hex is changing."



The Foundry explodes as Dominic Hex steps out, expression unreadable, moving with calm authority toward the ring. Marisol Vela walks beside him, focused and deliberate, the crowd fully behind Hex as he looks ready to take back what was once his.

| MAIN EVENT | **DOMINIC HEX VS KILLJOY** | CONTINUED |

The main event feels heavy from the opening lock-up. **Dominic Hex stalks Killjoy**, trying to slow him down, grinding the pace the way he once dominated CFW—targeting the neck, dragging the fight to the mat, forcing Killjoy to carry his weight. Early on, Hex looks like his old self, stacking sharp slams and short strikes into the first near fall of the match. Chaz notes the control; Bert warns it never lasts forever against someone like Killjoy.

Killjoy absorbs it, survives, and answers back with force. A **Spinal Trap** folds Hex, followed by a crushing Scream Engine that rattles the ring. The match settles into a brutal rhythm—Hex firing sudden counters and tight throws, Killjoy responding with raw power and momentum. Near falls come fast now, each one closer than the last, both men clearly slowing but refusing to yield. Marisol urges Hex on as he nearly steals it in a scramble, but Killjoy muscles free.

Hex commits, stepping in for one last push—and that's the opening. Killjoy catches him, lifts, and drives Hex face-first into the rising knee. **The Laughing End**. The count is academic.

Killjoy stays down afterward, breathing hard, the damage evident. Hex drags himself up, defiant even in defeat. Then the mood shifts.

The Seers' music hits.

Ace Dalton, the CFW Champion, steps onto the stage, and then heads down to the ring.

Chaz:

"That's Ace Dalton."

Bert:

"He was handed control of the Seers at Kingdom Come, and we still don't know how Killjoy—or any of them—feel about it. What we do know is Hex just went through a war, he's barely on his feet, and Ace is coming down right now."

Chaz:

"You've got to wonder why. This doesn't feel like a celebration. I don't like the timing, Chaz."

Match Stats

Winner: Killjoy

Finish: The Laughing End

Time: 9.54

Method: Pinfall

Updated Record: 3–1

| MAIN EVENT | **DOMINIC HEX VS KILLJOY** | CONTINUED |

Ace Dalton slides into the ring, locks eyes with Killjoy, then turns to Dominic Hex as he reaches his feet. No warning. They swarm. Hex is cut off and dropped under heavy shots. Killjoy powerbombs him hard.

Chaz: "They're beating the hell out of him!"

Killjoy hauls Hex up—**The Laughing End**. Ace points. Again—**The Laughing End**.

Bert: "This is sickening. Ace is on a power trip. This isn't the guy that I know."

Ace signals once more. A third **Laughing End** leaves Hex motionless.

Chaz: "Ace Dalton is sending a message to CFW."



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