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Thread: [Crimson Desert Features Multiple Playable Characters And A Missile-Firing Mech](#)

Stanley - January 29, 2026, 4:05 pm

Crimson Desert Features Multiple Playable Characters And A Missile-Firing Mech

Ahead of Crimson Desert's March 19 launch, developer Pearl Abyss has shared a 15-minute features-overview video detailing some of what you can expect in the open-world action-adventure game. This includes a grappling hook, a mountable dragon, a pilotable mech to wreak some havoc, and two more playable characters. The features-overview video went over primary protagonist Kliff's journey of saving the world of Pywel, a medieval-fantasy continent that is embroiled in conflict from political and supernatural forces. Over the course of 15 minutes, Pearl Abyss showcased just a few elements of the game, like the two additional playable characters that will accompany Kliff on his expedition. We don't meet them, so we don't know their names or their lore, but they look rather fascinating, and the studio said each of the playable characters has their own skills, combat styles, and weapons. One is a swift female warrior with a gigantic sword (claymore style) who appears to wield a flintlock pistol. The other is a bruising male tank using some sort of Barret-like arm cannon and a massive axe. Later in the video, we can see Kliff traversing the massive open-world with multiple mid-air jumps, a grappling hook to latch onto and swing from ledges, a huge dragon to "soar high above" Pywel, and a missile-firing mech so you can blow a bunch of stuff up instead of just swinging your sword and RKO-ing enemies to oblivion. Continue Reading at GameSpot

<https://www.gamespot.com/articles/crimson-desert-features-multiple-playable-characters-and-a-missile-firing-mech/1100-6537772/?ftag=CAD-01-10abi2f>

DemonAsylum - January 29, 2026, 10:49 pm

I am cautiously optimistic about this game. What I've seen for it so far looks quite good and right up my alley. As of right now I don't think it will be something I get day 1, but I hope what I see upon it's release cements it being a game I do want to grab at some point.

Aeowulf - January 30, 2026, 4:02 am

It looks great. I don't know why I just can't get in to "fantasy" games. Looks like its going to be good though.

DemonAsylum - January 30, 2026, 12:04 pm

(Jan 30, 2026 05:02 AM)Aeowulf Wrote: [\[CITE\]](#) It looks great. I don't know why I just can't get in to "fantasy" games. Looks like its going to be good though.

Damn so you're not a fan of Elder Scrolls for instance? Witcher? Dragon Age?

Aeowulf - January 31, 2026, 1:47 pm

(Jan 30, 2026 01:04 PM)DemonAsylum Wrote: [\[CITE\]](#) Damn so you're not a fan of Elder Scrolls for instance? Witcher? Dragon Age?

Yeah. I like the concept... I just can't get into them. But Fallout, I can get into for some reason. ? I have no idea...