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Thread: [Crimson Desert Tools Can Have Some Very Unexpected Uses, And That Includes Cooking M](#)

Stanley - March 24, 2026, 4:35 am

Crimson Desert Tools Can Have Some Very Unexpected Uses, And That Includes Cooking M

Crimson Desert has a lot of skills, tools, and abilities that let you interact with the world in unconventional and unexpected ways. Players are learning this for themselves and have discovered that one of the game's earliest skill unlocks has multiple use cases that developer Pearl Abyss doesn't outright tutorialize. Blinding Flash is an ability you unlock super early in the game--like, within the first hour or two of entering Pywell. Pressing your lantern and normal attack buttons (L1+R1 on PlayStation 5; LB+RB on Xbox Series X|S) reflects light from your weapon's steel. Doing this does several actions, including revealing points of interest (like fast-travel locations, collectibles, and Abyss Artifacts for unlocking skills) in the world, blinding enemies in combat, and illuminating weak spots on bad guys. This ability has a plethora of other uses as well, many of which the game doesn't explicitly explain to you. While you can use Blinding Flash to solve puzzles by burning vines blocking your path and eradicate your foes with the OP BFF (Blinding Flash Finisher, a skill that unleashes several heavy attacks after blinding enemies), a redditor named Jec1027 discovered that you can use the ability to cook meat on the fly. Meanwhile, redditor kakanuikid learned that if you're near explosive barrels, Blinding Flash sets them on fire. Redditor CETQ found the move is a great way to get past enemies hiding behind shields. And redditors Accurate_Capital_930 and Lopsided_Cow_3057 figured in separate posts that the move works wonders at stunning bosses. Continue Reading at GameSpot

<https://www.gamespot.com/articles/crimson-desert-tools-can-have-some-very-unexpected-uses-and-that-includes-cooking-meat/1100-6538949/?ftag=CAD-01-10abi2f>