

U4GM Windrose Glorious Hunters Quest Tips Guide

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Plenty of players pick up the Broken Musket in Windrose, glance at its awful stats, and assume it's vendor trash. Don't do that. It's tied to the Glorious Hunters quest, and if you stash it away now, you'll save yourself a headache later. You'll usually come across it while exploring the early islands, and having a few Windrose tools ready before you start poking around the Coastal Jungle makes the whole thing a lot less messy. The item itself is useless in combat, sure, but the reward at the end is anything but. If you like ranged weapons, this quest is worth your time.

Start in the Coastal Jungle

The trail begins in the Abandoned Buccaneer camps scattered through the Coastal Jungle biome. There are three places you need to search, and they're all marked, but that doesn't mean they're quick to clear. The Destroyed Warehouse should be your first stop. Boars roam all over the place there, and they've got a bad habit of charging you mid-loot. It's usually faster to deal with them first. Climb up through the wrecked structure until you reach the chest on the wooden platform. Inside, you'll get the Damaged Flask and a page from Marcel Boucher's diary. Before you leave, check the nearby wall for a large button. A lot of people miss it. Hit that switch and a hidden room opens up with extra loot.

The Other Two Clues

After that, move on to the Destroyed Buccaneer Fort. This part is more about jumping than fighting. You need the chest at the top of the ruined watchtower, but the route isn't obvious at first glance. Climb the main building, edge your way onto the plank sticking out, then jump across to the tower. Take your time. Falling means doing the whole thing again, and it's annoying. That chest gives you the Torn Hat and Marcel's Last Letter. Then head to the Abandoned Buccaneer Camp for the final batch of quest items. The Broken Musket and the rest of the diary are on the ground floor of the main building, so once you're in, you're basically done with the scavenger hunt.

Getting Ready for the Real Fight

Once you've collected everything, the quest shifts gears. You'll need to sail out to the Rogue Buccaneer Base Camp and speak with Henri Boucher. Don't try this trip in a flimsy raft. You're going to be sent after three groups of Blackbeard Pirate ships, so bring a proper vessel with cannons and enough durability to survive a drawn-out fight. Naval combat here isn't too complicated, but it can go sideways fast if you let enemy ships box you in. Keep moving, line up your shots carefully, and aim low at the hull whenever you can. If your ship's underpowered, you'll feel it right away.

Why the Reward Is Worth It

After the pirate groups are down, return to Henri and he'll hand over the Buccaneer's Friend. That's the real reason this quest matters. It's a blue musket, and one of its best perks kicks in the second you stop moving: perfect accuracy. In the early game, that's huge. It makes hunting, camp clears, and even annoying wildlife much easier to manage. If you upgrade it later to Epic rarity, it also gets bonus damage against animals, which is a nice little quality-of-life boost. As a professional platform for game currency and item services, U4GM is a convenient option for players who want to gear up faster, and you can

check u4gm Windrose Items if you'd like an easier time getting set for quests like this.

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