

H1: The astonishing adventures of Mhousos and Mhousi

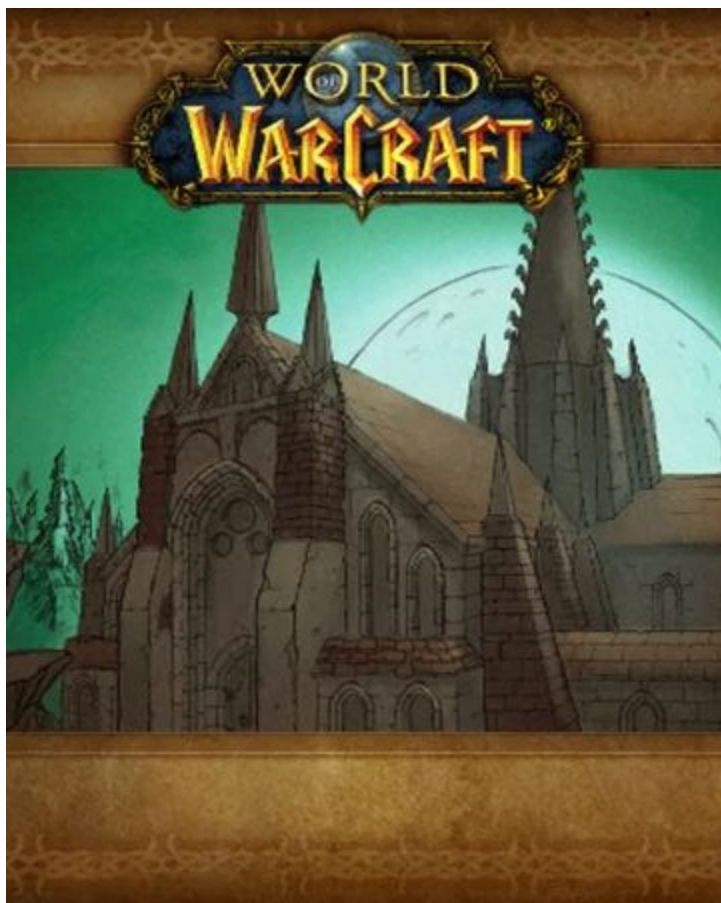
[intro video]

Hey there 🙌

We are the Rustbeards, a.k.a. Mhousi and Mhousos Rustbeard a couple, who plays WoW together and thereby improve their relationship day by day. Want to know the secret? Follow our journey and read along!

If you like what we do, [join us](#) and let's write WoW history together!

Upcoming Adventures:



Dungeon: Scarlet Monastery

The Monastery was once a proud bastion of Lordaeron's priesthood - a center for learning and enlightenment. With the rise of the undead Scourge during the Third War, the peaceful Monastery was converted into a stronghold of the fanatical Scarlet Crusade.



Dungeon: Uldaman

Uldaman is an ancient Titan vault that has laid buried deep within the earth since the world's creation. Dwarven excavations have recently penetrated this forgotten city, releasing the Titans' first failed creations: the Troggs.



Zone: Shimmering Flats

Deep within the salty desert of the Shimmering Flats in the Mirage Raceway, goblins and gnomes came together to decide, once and for all, which of them can make the best
~~suicide-capsule~~ rocket-car

Mhousi

A fierce and talented young Dwarf Hunter who is always ready to praise the Alliance with some honorable Horde kills and never afraid of the deepest and darkest dungeons in the World of Warcraft.



Mhousos

A brave Dwarf Paladin specialized in undead-slaying. Among his many great assets shines engineering through. He is also a highly regarded amongst the dwarfs as a tinkerer.



H1: MHOUSI



A fierce and talented young Dwarf Hunter who is always ready to praise the Alliance with some honorable Horde kills and never afraid of the deepest and darkest dungeons in the World of Warcraft.

Mhousi beginnings

Mhousi is from Dun Morogh as all Dwarves and Gnomes. When the idea of a Dwarf Hunter came up, a usual red haired male Dwarf was the first choice. Building on the image of Gimli from Lord of the Rings many WoW players choose this look for their Dwarves.

However, playing in a couple would have been weird with two male characters and there came the idea of Mhousi. Of course choosing the right name is always hard. We have to admit, we were inspired by a WoW name generator, and adapted it to our liking.



Mhousi today

Today (March 2020), Mhousi is level 34 and puts a lot of effort into learning and self-development. All her class skills, professions and secondary skills are maxed out or almost maxed out for her current level. See table below

Mhousi's current skillset

Class Skills	Current score	Max score
Beast Mastery	170	170
Marksmanship	170	170
Survival	170	170
Professions		
Alchemy	211	225
Herbalism	222	225
Secondary Skills		
Cooking	220	225

First Aid	225	225
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Favourites



Zone: Dun Morogh

As a true Dwarf, Mhousi's favourite zone is Dun Morogh. She loves the all year long cold and snow in the area and likes to get lost in the mountains and forest of her homeland.

Although, she is always out and about discovering new lands and waters, when she is in Ironforge, she always stops by and visits her favourite tutor, Tinkmaster Overspark.



Questline: Raene's Cleansing

While her heart belongs to Dun Morogh, Mhousi is always eager to quest in far away places. From what she has seen up until today, Mhousi loves Ashenvale and its quests, Raene's Cleansing in particular. As it allows her to take Furbolg form from time to time, since she kept Dartol's Rod of Transformation but pssst..



Dungeon:Gnomeregan

Being the longest dungeon, Gnomeregan is tough to conquer but it is worth it. Growing up in Dun Morogh meant a close relationship with the Gnomes built on trust and brotherhood.

Therefore Mhousi is always glad to go back to his friend's home to pay respect by killing hideous Troggs.

Pets and hobbies



Mhousi has explored working with three pets so far. She had the strongest bond with *Husilaci* being her first pet, a grey Crag Boar from Dun Morogh. They were together up until level 15 and grew very close, also with Mhousos.

However, the time came for a change. While a boar has its advantages it is not the best tank as it does not have a high enough DPS (damage per second).



Once in Kalimdor, the choice was obvious for a Moonstalker. *Cicánka* was a great companion, she had many great skills to pass over to future pets, like cower, growl and claw. However, Mhousi always knew she was not really a cat person. They spent some time together but did not make history.

Today, Mhousi works together with *Palikutya* a Ghostpaw Runner from Ashenvale. *Palikutya* is a great pal, he quickly learned all the skills *Cicánka* possessed, and keeps learning and developing at lightspeed.



Palikutya

Level 34 Wolf
(Loyalty Level 6) Best Friend







60
 60
 60
 60
 60

Strength:	67	Attack:	170
Agility:	57	Power:	114
Stamina:	145	Damage:	49 - 63
Intellect:	33	Defense:	170
Spirit:	48	Armor:	1748

Training Points: 13

Close

Palikutya is particularly strong in attack and acquired all major armor skills (frost, arcane, fire, ...). One of his greatest virtue is, however, loyalty. He follows Mhousi down into the

deepest and scariest dungeons. What is more, he often even leads the way and helps Mhousi out in mapping unknown areas.

Here is to many more of their adventures!

H1: MHOUSOS

Intro

A brave Dwarf Paladin specialized in undead-slaying. Among his many great assets shines engineering through. He is also a highly regarded amongst the dwarfs as a tinkerer.



Mhousos beginnings

The Rustbeard's family history is intertwined with the proud tradition of dwarven machinery. Most of the members were esteemed siege tank operators or flying machine pilots in the Second War. So it was not a big surprise that Mhousos was quite adept in the fine art of engineering as well. After all, he had arclight spanners and gyromatic micro-adjustors as toys in his younger years.

What comes as a surprise, however, is that he had an aptitude to wielding the Holy Light as well. There was a great debate regarding his future amongst the family. Some wanted him to be a warrior like his forebearer, some wanted him to join the Explorers League, and some wanted him to join the Church of the Holy Light.

Well, Mhouses just did all that. He is a brave Dwarf Paladin, specialized in undead-slaying, but is regarded highly amongst the dwarfs as a tinkerer.

Even the gnomes have noticed his bright mind. In Loch Modan he helped out with the Trogg infestation and joined the Explorer's League right there and there. He is fascinated with the old history of the dwarves and tries to learn what role the Holy Light played in the creation of the dwarves. Did it guide the Titans during the forming of his forebearers?



Mhousesos today

Mhousesos is currently travelling across Azeroth, searching for ancient relics, uncovering mysteries and helping those who need it. Currently he is preparing for the Scarlet Monastery, once a beacon of knowledge, to retrieve some books for the League.

Skills table

Class Skills	Current score	Max score
Holy	190	190
Protection	190	190
Retribution	190	190

Professions		
Engineering	216	225
Mining	201	225
Secondary Skills		
Cooking	299	300
First Aid	260	300
Fishing	262	300

Favourites



Zone: Duskwood

An eerie, dark place, full on sorrow and pain. The Embalmer, the risen corpse of Mogran and the evil necromancer Morbent Fell all had to be stopped, in the name of the Light! Killing undeads is what paladins are good at and Mhousos is a prime example for that.



Quest: Scythe of Elune

What first starts out as multiple small, unrelated quests ends up being one giant investigation with one item at it's center: The Scythe of Elune. 'Tis a real shame it didn't continue in Shadowfang Keep.



Dungeon: Blackfathom Deeps

Ancient Kaldorei secrets to uncover? Cursed naga and demons to exorcise? Crazy Old God cultists to defeat and ancient beasts to battle? What's not to love?



Engineering and paladins. An odd pairing, but an effective one. Mhousos is often the tank in a 5-man party, he is the one getting his hands dirty and facing the enemies head on. Having some explosives always helps in this regard.

While Mhousos enjoys partying up with Mhousi and her pets, *Husilaci* sometimes gets carried away and initiates combat with enemies that needed no such action. There's been plenty of hairy situations due to this, and the Advancend Target Dummy helps immensely. The diversion provided by the weird contraption is what the party usually needs to cast some healing spells or tend to the wounds with more mundane methods.

(H1: ADVENTURES)

TBA

PvP - OUR SPECIALTY

H1: BEHIND THE SCENES

This is a space for all your questions for the Rustbeards, a sneak peek into our everyday life. Browse around for some more personal information on us and send us your questions!

Q: Mhousi, tell us about the saddest moment in your WoW career so far.

A: The saddest moment has definitely been when I had to let *Husilaci* go. *Husilaci* was my first pet, a grey Crag Boar, naturally from Dun Morogh - the starting point for the Dwarf race. When I decided to be hunter, I already knew that I would want a boar to be my first pet. Somehow that seemed the coolest choice.

Husilaci was with us until level 15, he really became part of the family. Although, we both knew the day would come as it is best for a hunter to tame many different pets for pet skill, Mhousos and I were both devastated.

Q: Mhousos, how do you feel about playing with a beginner? What are your biggest challenges?

A: Frankly, as with any relationship the key is patience and the willingness to cooperate. This is actually not the first time for Mhousi and I to play together. Back in 2019, we played a little with Night Elves on a private server. Back then, I have to admit I had either of these traits.

2019 was a nostalgic moment for me, to play WoW again after 10 years and I was just so eager to level up that I didn't pay enough attention to how Mhousi and I could work together. Eventually, Mhousi stopped playing and after I reached tier2 as a level 60 I quit as well....

But back to the question, the biggest challenge is not to spoil everything for the other one.

When you are an experienced player it is important that you do not always take the lead. You have to leave some space for your partner to discover WoW the way they want it. Decide for next quest lines, zones to visit, try different skills to see what they like, and so on and so forth.

Another critical matter is not to go beyond 2 or 3 levels of difference between the two of you. Nothing ruins the game more than if you have zero feeling of success because you 5 level higher partner kills everything for you.

The key is that you have to rely on each other, helping out one another in risky situations. Now that is what makes great teams!

H1: JOIN US

Are you a couple and want to play with us? Join our community and write history with the Mhouses!

Name of your character (text)

Level of your character (text)

What is your race and class? (checkbox)

Dwarf, Gnome, Human, Night Elf

Druid, Hunter, Mage, Paladin, Priest, Rogue, Warlock, Warrior

Are you a couple? (radio) Yes, No

Tell us about yourself and your motives to join us (textarea)

Buttons: SUBMIT, RESET