



More Kitchen Upgrades: Country Quaint Refrigerator

Problem: What's a kitchen without a refrigerator?

Solution: Build one with mirrors and shelves

I adore kitchens. Having a nice one is always a top priority in my real life. With all the unique furniture items available in EverQuest 2 there are a few necessities that are noticeably missing, two of which will be covered in this issue – refrigerators and sinks.

Refrigerator Supply List

You can use this technique to make varied refrigerator configurations, depending on placement and preferences. In this case, I needed to match the Qeynos Starter Kitchen I sell in my store, [Alysiaa's Friendly Furnishings](#).

- Wispy Vampiric Mirror x 3
- Shelves x 2
- Decorative food items
- Alder Chest x 2

Building a refrigerator in EQ2 is much like the [guide](#) I wrote for doing custom cabinet work. It's all about finding pieces whose style and visual aesthetic support combining them in inventive ways, in order to "create"

something new. It also requires having the patience to align your components with near perfection.

To simulate a fridge, at a minimum, I wanted an opaque door. For the wow effect, I elected to have the sides opaque too. The option that came to mind was the Vampiric Mirror. I also used [Ever Seek](#)'s searchable database to see if there were other options. I didn't find anything I liked as well as the vamp mirror, so I stuck with it.

I'm still perfecting a country quaint kitchen motif which is a big seller in my EQ2 Ex [furniture shop](#). I'm using Alder chests for my design to match the set I sell in the store but you could use any chest that suits your taste, as long as its width can be resized to match the mirror dimensions. For the interior shelves, I wanted metal which seems more appropriate in a cooled container. Here again, choose what suits your kitchen's tone and style.

You'll need an extra chest to help with placing and aligning the mirrors. Using room dividers and chests is a very common technique. Lastly, if you're going through the work of building a refrigerator, you'll want some food items to display inside. Bad news is that the vast majority of display-only food items come from special events like the City Festivals, Halloween, Thanksgiving celebrations, etc. If you don't have any, search the Broker or ask your guild members for help.

The most important thing to remember is that the interior is built first!

This means you place the food items on the shelves BEFORE you construct the sides. If you forget or want to tweak things later, you'll need to remove at least one panel and replace it when you're done.

CONSTRUCTING YOUR REFRIGERATOR

1. Place shelves equally spaced on whatever serves as the back wall. Arrange your decorative food items. As you can see from this semi-finished picture, one of the crates will be dropped on top of the shelves and food to temporarily act as a wall on which you will place the mirrors.



2. Align the guide box evenly spaced and squarely centered on your food and shelves. Use CTRL + Scroll Wheel to raise it above where the glass panels will end.



3. You can optionally drop a cover on top of the chest to use as a guide. This will help with aligning the tops of the mirrors (doors / sides).



4. When the chest is perfectly aligned, you'll be placing the mirrors on as sides and doors. This image illustrates why I elected to put a temporary top marker. I used a carpet to help make sure the front and sides were at the same height.



- When the mirrors are in place, slide the chest to the top using CTRL + Scroll Wheel.

You can experiment with different configurations. The one illustrated in the steps has one side and two front doors. Whereas the second image has three glass sides.



Animate Your Stove

Problem: Qeynos Stove is lifeless

Solution: Add smoke and fire to simulate cooking

I enjoy watching my provisioner cook in EQ2, even though I've seen the animations hundreds of times. My real life love of cooking bleeds over into any game that supports it. Compared to those animations, the Qeynos Stove is rather dull but it's something you can spice up in two quick steps.

Stove Animation Supply List

- **Paladin Brazier**
- **Halasian Andiron**

1. Position your stove in its planned location. Visually note where the burners and oven doors are on the stove. As best you can, put the brazier and andiron in those spots. This will require trial and error.



- When they're both lined up "just right" replace your stove and voila, your stove has some life to it. I'm still on the hunt for something small enough to put on burners as pots.



The Ghetto Sink is Born

Problem: No craftable sinks and basins with water are expensive

Solution: Make a very ghetto version

Who knew that a skull post and two low-level buckets could be turned into a passable – from a distance, sink. It's very prairie-style accommodations.

Ghetto Sink Supply List

- Skull Post
- Kaladim Bucket
- Halasian Bucket

Sometimes a decorator has to do what she must do. It was killing me that I didn't have a sink in my kitchen. At the time, I couldn't afford the water basins I'd seen used in other homes. I wracked my rather warped brain and the ghetto sink was born.



1. To hide the skull post you need a top cabinet. Center the post and Kaladim buck under the cabinet. Resize the post as necessary to hide the skull, using SHIFT + Scroll Wheel.



2. Raise the Kaladim bucket up (CTRL + Scroll Wheel). Rotate the post until one of the bars faces forward to simulate a water spicket.



3. Resize the Halasian bucket so that it's smaller than the Kaladim. Center it below and use CTRL + Scroll Wheel to move it up into position, leaving it just slightly below the outer bucket.



It's certainly not glamorous but when it's all said and done, it does the trick well enough for the effort and fills the gap nicely.

