

Brio World Object Search

Quick Guide

quick reference guide for how to find objects in the world object spawner. i will be making a list of areas i find this way, but for now, this works for trial and error investigation. there are outliers, but overall, this is how the vast majority of areas are named.

for how to put the formula together to find areas in the world object spawner, and this goes for *any* area, it's

AREA	ZONE	TYPE	NUMBER
g	3	d	2

g3d2

which gives you the ala mhigo dungeon

for anywhere, any expansion, the type will be:

d - dungeons

e - solo duties, cutscenes, and noncombat instances

f - overworld

r - raids

t - instanced cities

there are definitely exceptions - for example, the omega raids use "o" rather than "r"

the second part of the filename is the subzone! so we tack on an underscore, then a letter, then a number.

g3d2_a1

outside the ala mhigan palace

the third part is the item type, which can be a bit odd as the labeling and names can be inconsistent or hard to understand.

g3d2_a1_bos1a

the scorpion boss arena

"bos" is shorthand for "boss", of course, and "1a" is which arena and which part.

another example: r2d3

r - coerthas

2 - this one is a bit odd, as r2 seems to generally refer to coerthas areas added in heavensward. so

despite being central highlands, which is usually r1, xelphatol is r2. this specific dungeon is included to show an exception to the rule.

d - dungeon

3 - dungeon 3, xelphatol

r2d3_v1

v1 - inside the stronghold

r2d3_v1_ixl01

"ixl" here means "ixal", so all items in the "ixl" type will be ixal structures. 01 is an airship.

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