

Dungeon-Finder 1.0

Alignment Method Mapped
Alignment coordinates (int law, int good)

Lawful-Good:

(5,5) (4,5) (3,5)
(5,4) (4,4) (3,4)
(5,3) (4,3) (3,3)

Neutral-Good:

(2,5)(1,5)(0,5)(-1,5)(-2,5)
(2,4)(1,4)(0,4)(-1,4)(-2,4)
(2,3)(1,3)(0,3)(-1,3)(-2,3)

Chaotic-Good:

(-3,5) (-4,5) (-5,5)
(-3,4) (-4,4) (-5,4)
(-3,3) (-4,3) (-5,3)

Lawful-Neutral:

(5,2) (4,2) (3,2)
(5,1) (4,1) (3,1)
(5,0) (4,0) (3,0)
(5,-1) (4,-1) (3,-1)
(5,-2) (4,-2) (3,-2)

Neutral:

(2,2)(1,2)(0,2)(-1,2)(-2,2)
(2,1)(1,1)(0,1)(-1,1)(-2,1)
(2,0)(1,0)(0,0)(-1,0)(-2,0)
(2,-1)(1,-1)(0,-1)(-1,-1)(-2,-1)
(2,-2)(1,-2)(0,-2)(-1,-2)(-2,-2)

Neutral-Evil:

(-3,2), (-4,2) (-5,2)
(-3,1), (-4,1) (-5,1)
(-3,0), (-4, 0)(-5,0)
(-3,-1), (-4,-1)(-5,-1)
(-3,-2), (-4,-2)(-5,-2)

Lawful-Evil:

(5,-3) (4,-3) (3,-3)
(5,-4) (4,-4) (3,-4)
(5,-5) (4,-4) (3,-3)

Chaotic-Neutral:

(2,-3)(1,-3)(0,-3)(-1,-3)(-2,-3)
(2,-4)(1,-4)(0,-4)(-1,-4)(-2,-4)
(2,-5)(1,-5)(0,-5)(-1,-5)(-2,-5)

Chaotic-Evil:

(-3,-3), (-4, 3)(-5,-3)
(-3,-4), (-4,-4)(-5,-4)
(-3,-5), (-4,-5)(-5,-5)