

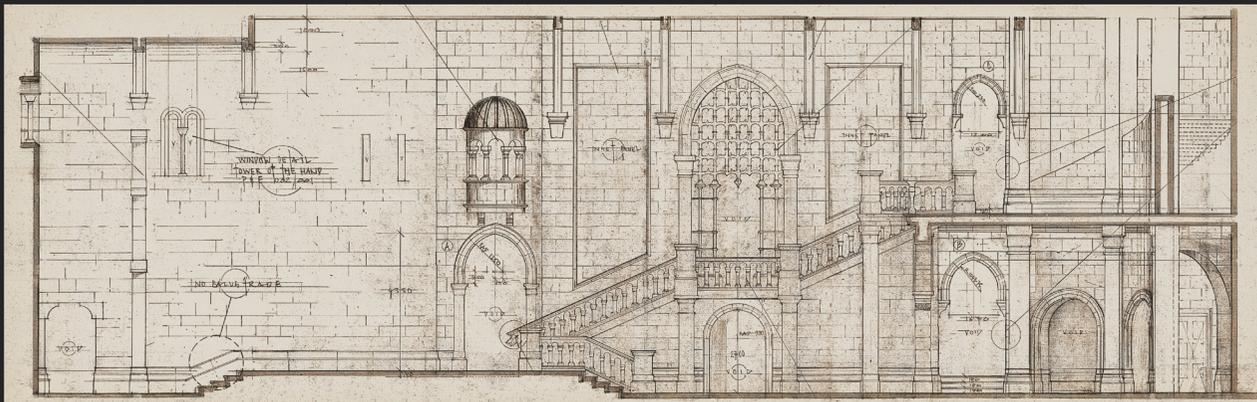


HOUSE OF THE DRAGON

In an imagined world where myth, mystery, family feuding and dragons merge, the design aim is to create a monumental world with its foundation just in reality, but a domain which creates a psychological climate for the dark narrative.

Jim Gray

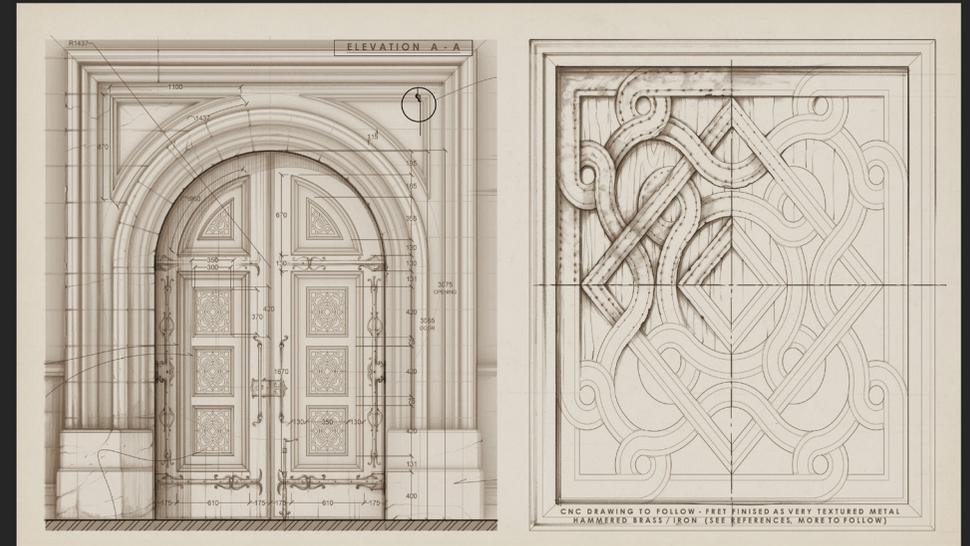
THE RED KEEP - ENTRANCE HALL - GRAND STAIRCASE



THE RED KEEP – ALTAR ROOM & THRONE ROOM



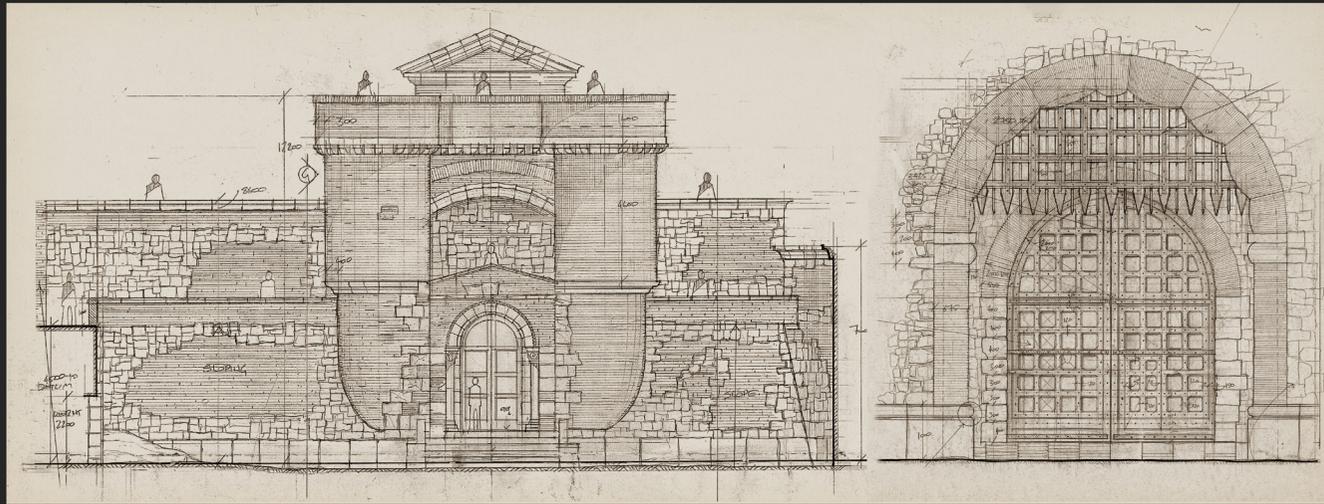
THE RED KEEP - INTERIORS



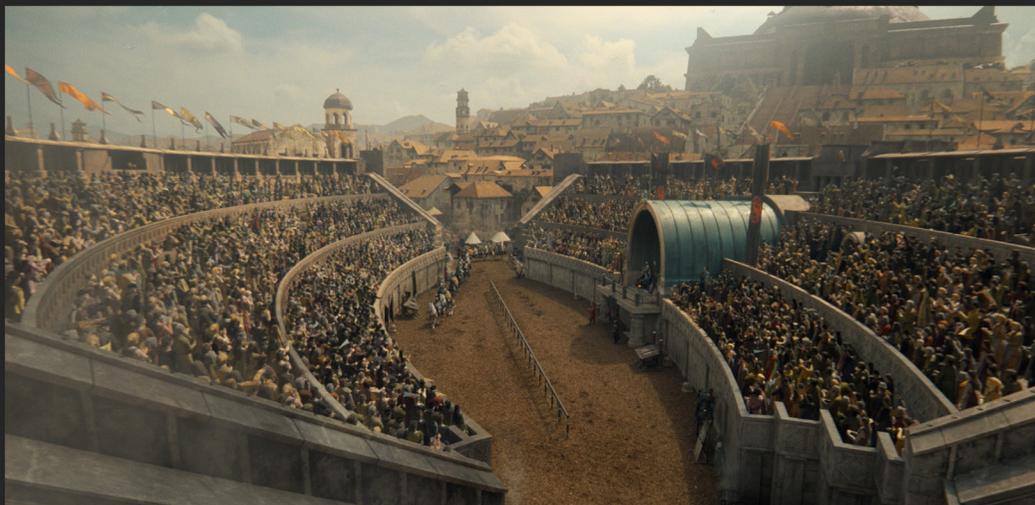
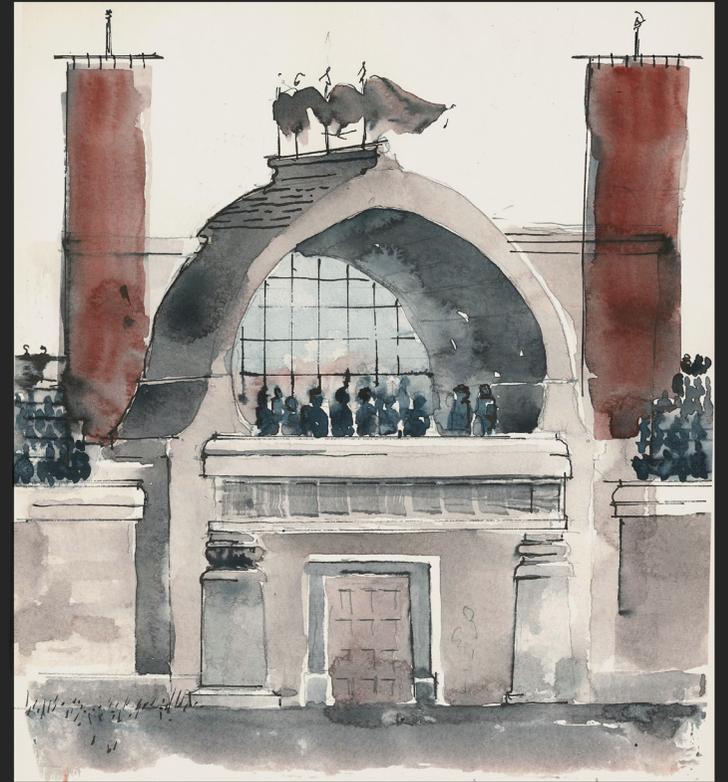
THE RED KEEP - INTERIORS



THE RED KEEP - OUTER COURTYARD



TOURNAMENT



DRAGON PIT ARENA



DRAGONSTONE



HIGH TIDE



STORM'S END

