



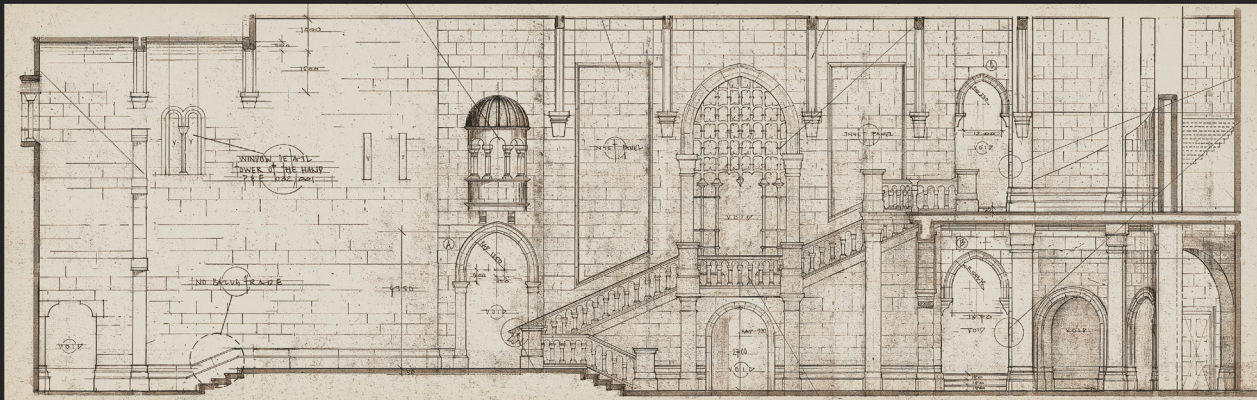
# HOUSE OF THE DRAGON

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*

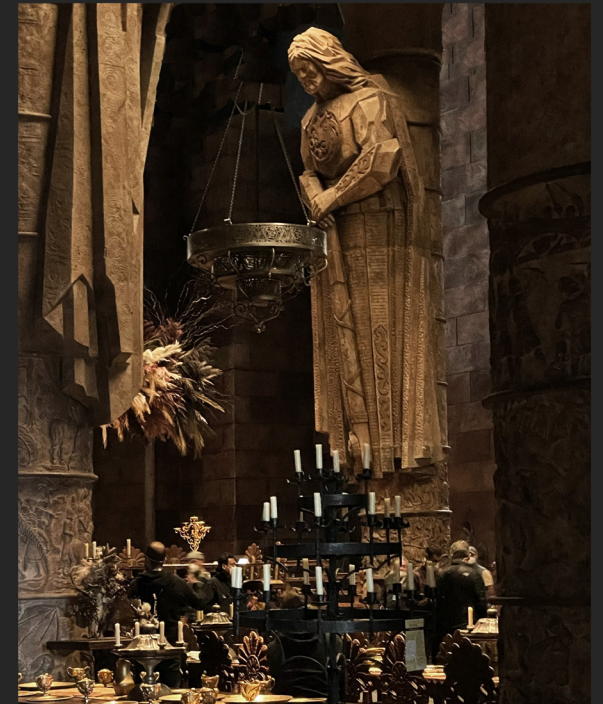


# THE RED KEEP – ENTRANCE HALL – GRAND STAIRCASE



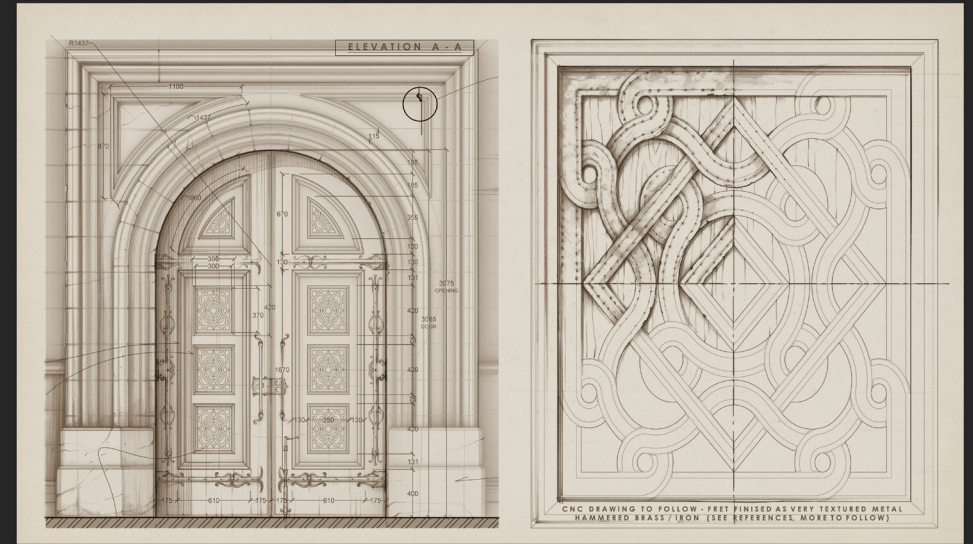


# THE RED KEEP – ALTAR ROOM & THRONE ROOM





# THE RED KEEP – INTERIORS



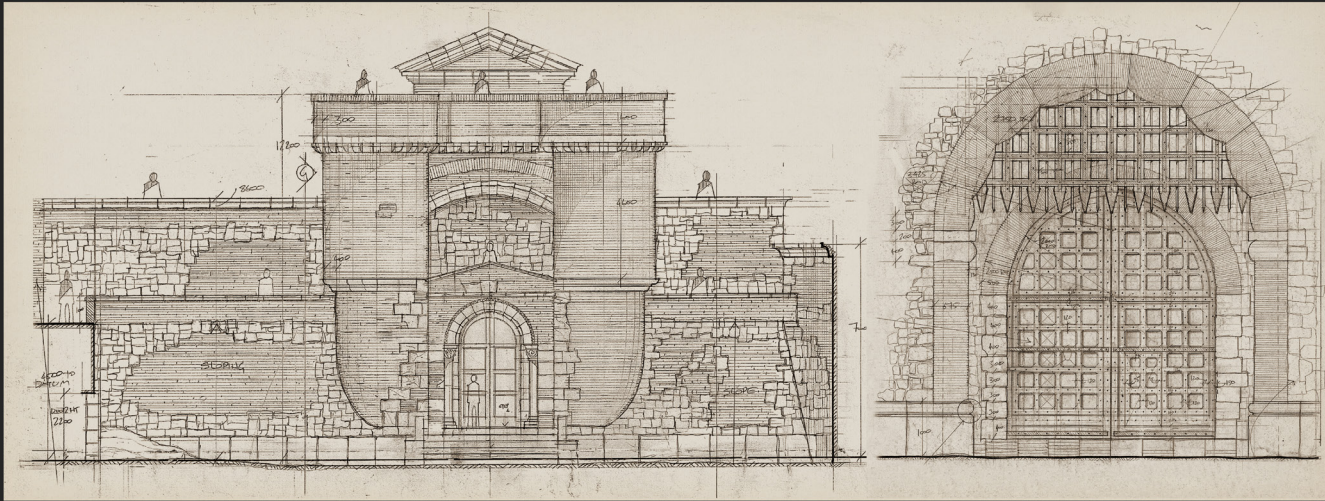


# THE RED KEEP – INTERIORS



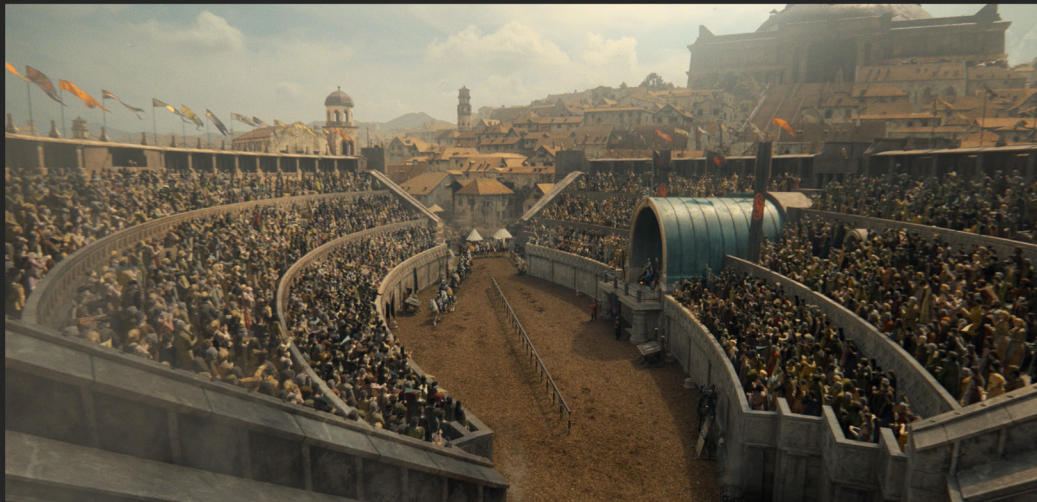


# THE RED KEEP – OUTER COURTYARD





# TOURNAMENT





# DRAGON PIT ARENA



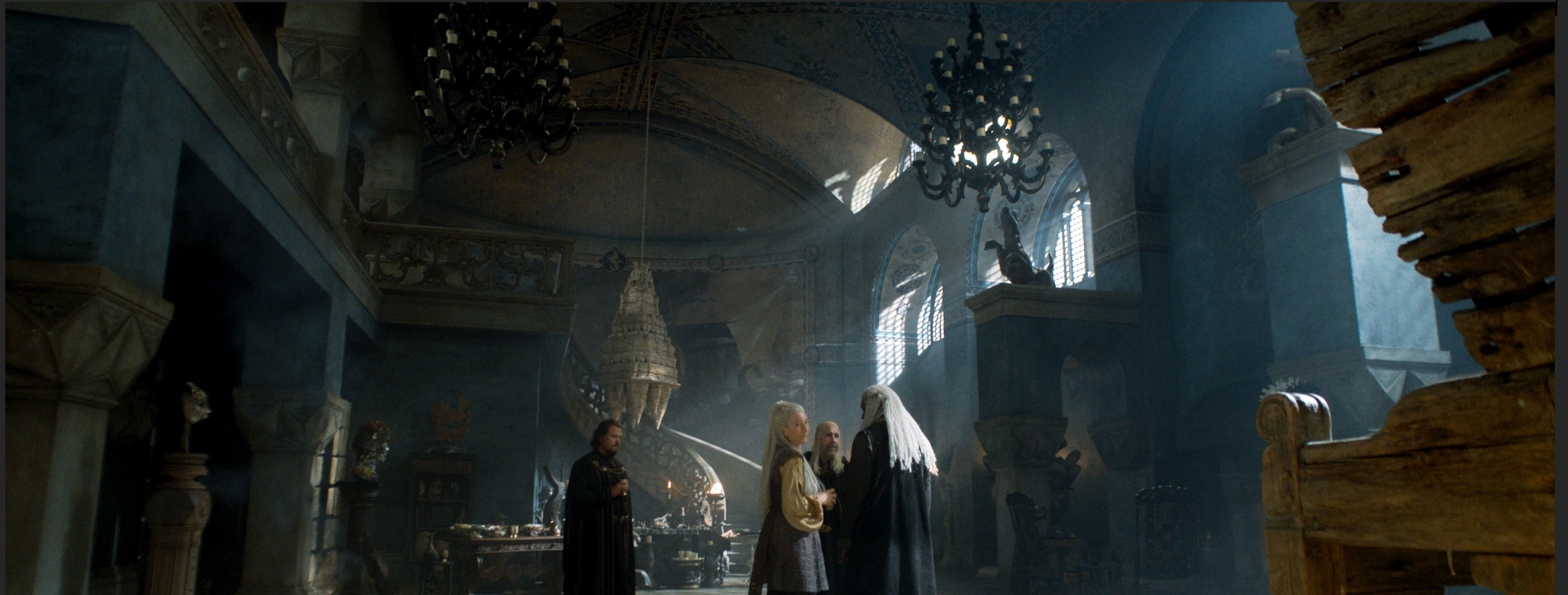
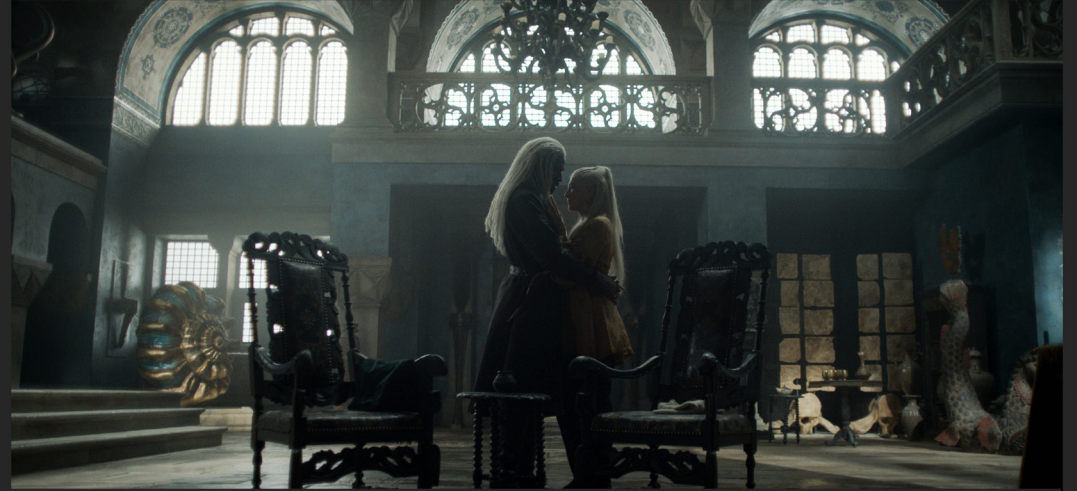


# DRAGONSTONE





# HIGH TIDE





# STORM'S END

