

TECH-SNO



Qualifying Breeds			
All			
Primary			
Basic	Piebald	Iridescent	Wasp
White			
Secondary			
Alloy	Basic	Shimmer	Facet
Teal - Jade			
Tertiary			
Circuit			
White			
Accepted Eye Colors			
Ice		Lightning (Except Spiral and Fae)*	

*Lightning Eye Fae and Spirals qualify for the Lightning Subspecies [Spire Acolyte](#).

Lore ::

_____High-tech machines with lots of power output have a bad habit of overheating very quickly, and no one knows this better than the Stormcatcher. To combat this problem, he has outsourced many of his projects to the Southern Icefields, where the freezing cold keeps his data servers nice and cool all year round. Maintaining these servers are specialized dragons which are both familiar with the technology of the Shifting Expanse and comfortable with the harsh weather of the Icefields. Whether they were born in ice or lightning, all these dragons have been united by the same call: for science!

Social ::

Highly intelligent creatures, they spend most of their time tinkering with technology rather than being social. Many like to work alone but at the end of the day will gather together in groups of 6-20 individuals to discuss their developments. These groups often refer to themselves as "companies" instead of clans. They're fairly shy of dragons not of their own subspecies, and when they do interact with others, they tend to either be very quiet or chatter on about their work nonstop, no inbetweens.

Lairs ::

The quality of the lair depends on the particular company inhabiting it. Some groups prefer to keep their lairs incredibly immaculate and pristine, and usually take care to reform the ice and snow that melts around their equipment. Though few outside the Tech-Snos will see these lairs that are deeply embedded within the spires of the Fortress of Ends, they are a sight to behold. Then there are the other companies that are so focused on their work they let their lairs melt and fall apart around them, forcing them to move around often. The ruined lairs are usually found in the shadows of the Cloudscape Crags and amongst the Frigid Floes.

Tactics ::

These dragons are not ones for hard hitting melee combat. They avoid fighting as much as possible, trying to keep their work and lairs hidden beneath snow and ice. If they are involved with combat,

it's usually their engineered defenses doing the work for them. Few Tech-Sno dragons have abilities that lend toward successful melee combat, but some have harnessed the energies of their tech for magical techniques. That being said, if their work or company is ever threatened, they will fight with every ounce of their being to defend it.

"Charged" Variant



Qualifying Breeds			
All			
Primary			
Basic	Piebald	Iridescent	Wasp
White			
Secondary			
Alloy	Basic	Shimmer	Facet
Teal - Jade			
Tertiary			
Circuit			

Cerulean	Cyan	Robin	Mint
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Accepted Eye Colors	
Ice	Lightning (Except Spiral and Fae)*

*Lightning Eye Fae and Spirals qualify for the Lightning Subspecies [Spire Acolyte](#).

“Charged” Lore ::

Among most companies, there are a few who are “Charged”. They tend to be the most skilled and creative with their inventions, and have taken in a lot of the extra energy their servers tend to give off. The energy gives them not only greater affinity with their technology, but also their brightened appearances. Their heightened abilities make them honored members of their companies.

“Blu” Variant



Qualifying Breeds
All

Primary				
Basic	Piebald	Iridescent	Crystal	Wasp

White - Ice

Secondary			
Alloy	Basic	Shimmer	Facet
Cobalt - Azure			

Tertiary
Circuit
White

Accepted Eye Colors	
Ice	Lightning

“Blu” Lore ::

The Blu variant of the Tech-snos tend to be the most out going members of their companies. The Blus are the most adapted to the harsh environs of the Southern Icefields, which allows them to move across the lands more easily. While they’d rather stay home in the lair working on tech with their brethren, the Blus are the scouts and messengers, taking finished pieces and supplies between companies and finding new lairs when the old ones melt down. The tech they do get to work on tends to be more energy efficient than their brethren’s. This means they don’t absorb nearly as much energy off their tech, making their appearance more cold and icy than the other Tech-snos.

"Overseer" Variant



Qualifying Breeds				
All				

Primary				
Overseer Tech-snos must be White/Grey or Grey/White, not XXY				
Basic	Piebald	Iridescent	Wasp	Poison
White				Grey

Secondary		
Toxin	Alloy	Facet
Grey	White	

Tertiary	
Circuit	
Mint	

Accepted Eye Colors	
Ice	Lightning

"Overseer" Lore ::

The most revered members of the Tech-Sno dragons are the Overseers. Often times there is only one Overseer for several companies in an area. The dragons were once Charged but have begun to deteriorate from the immense energies being stored in their bodies. This is no reason to mourn, however, as their condition is seen as a form of "ascending" to a better self.

Breeders ::

:: @Orili ::

[Varen](#) x [Isolwyn](#)



Varen
#25337671

Coatl 3% | Nocturne 97%
Iridescent 100% ☐ Iridescent 100%
Facet 50% ☒ Shimmer 50%
Circuit 100% ☐ Circuit 100%



Isolwyn
#25428009

[Thorun](#) x [Lelula](#)



Thorun
#26537052

Charged Tech-sno
Imperial 15% | Skydancer 85%
Crystal 50% ☐ Iridescent 50%
Facet 50% ☒ Shimmer 50%
Glimmer 50% ☒ Circuit 50%



Lelula
#24980134

:: @Kiradeki ::

[Trojan](#) x [Virus](#)



Trojan
#16725102

Blu Tech-sno
Imperial 97% | Coatl 3%
Iridescent 100% ☐ Iridescent 100%
Shimmer 100% ☒ Shimmer 100%
Circuit 100% ☐ Circuit 100%



Virus
#16498108

Credit/Species Originator :: Stego #140185 (formerly known as Nakkurusu)
Current Organizer :: Orili #245339