



- I. EGG
- II. NYMPH
- III. JUVENILE
- IV. FULL-GROWN

## IMAGO LIFE CYCLE

When it comes to Imago, there is little agreement. Wary Farmerlings claim the Imago are an unearthed pre-historic blight. Brood monks claim the Imago brought balance and salvation to a world run riot. Lordlings see the Imago as rivals for the same territory. The details of the Imago life cycle are embellished and obscured by myths and children's bedtime stories. Even lifelong experts throw up their hands when asked where the cicadas go in the winter, why they eat chalk, or how they call the Slip.

## IMAGO REACTIONS

Imago Priorities: 1. Protect the brood 2. Devour chalk 3. Stay dry

1d10	When threatened	When near chalk, chalk technology, or dead bodies	When wet	When blinded by a flare or exceptionally bright light
1-3	Retreat	Ignore distractions	Flee	Flee
4-6	Call the brood	Call the brood	Dry off	Freeze
7-10	Attack	Devour the source	Attack	Attack