



## LOBSTER JOHNSON

### SPIRIT ARISE

If Lobster Johnson is destroyed while his Species is Human, remove all Wound Markers from this card and place him on any empty space either in your Start Zone or within 3 spaces of an Investigator figure you control. For the remainder of the game, Lobster Johnson's Species is Entity instead of what is listed on the card, and you may add 2 to his Move number.

### GHOSTLY INTANGIBILITY

While Lobster Johnson's Species is Entity, he can move through all figures and obstacles such as ruins, is never attacked when leaving an engagement, and cannot be targeted by opponents' non-adjacent figures for any attacks or for any opponents' special powers that require clear sight.

### HELPFUL GHOST

While Lobster Johnson's Species is Entity, all Investigators you control add one additional die when defending against a normal or special attack from an opponent's figure that is within 3 spaces of Lobster Johnson.



HUMAN

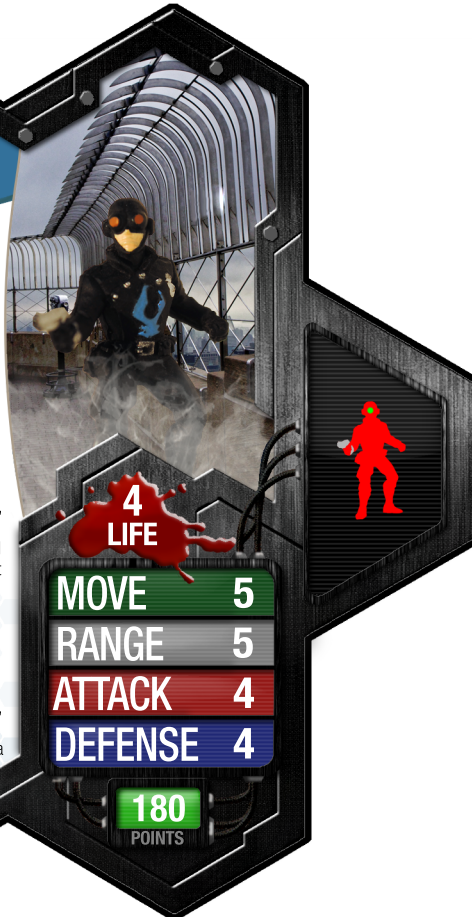
UNIQUE HERO

INVESTIGATOR

DETERMINED

MEDIUM

5



4  
LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

180  
POINTS