**Hired Muscle** 1BB

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Hired Muscle.
At end of turn, if there are two or more ki counters on Hired Muscle, you may flip it.

**Creature — Human Warrior** 2/2



**Legendary Creature — Spirit** 4/4

Remove a ki counter from Scarmaker: Target creature gains fear until end of turn.

**Scarmaker**

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