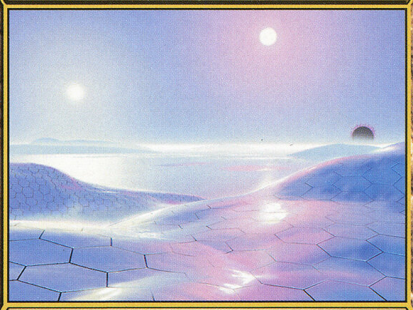
Glimmervoid



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At the beginning of the end step, if you control no artifacts, sacrifice Glimmervoid.

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An empty canvas holds infinite possibilities.

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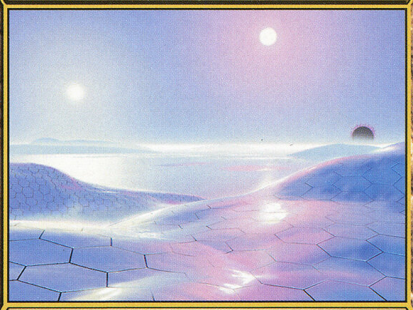
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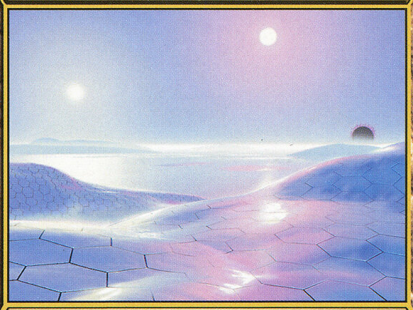
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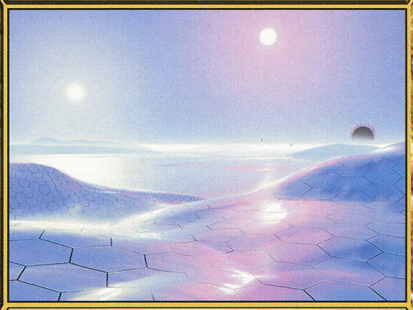
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