The Weekly Princess {1}{R}{G}

Legendary Creature — Human Noble R

If it's neither day nor night, it becomes day as The Weekly Princess enters. *(It becomes night next turn if a player casts no spells on their turn, and day if a player casts 2+ spells on their turn.)*
Whenever night becomes day, put a +1/+1 counter on The Weekly Princess. Then if she has seven or more +1/+1 counters on her, she deals damage equal to her power to each opponent.
When The Weekly Princess leaves the battlefield, it stops being day or night. *(Stop tracking it. Trust us, it's better this way.)*

CONFIDENTIAL 10/8/2024 DA1 RZ03 3 / 3

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