
Akawalli, the Seething Tower
Legendary Creature — Fungus
Descend 4 — As long as there are four or more permanent cards in your graveyard, Akawalli, the Seething Tower gets +2/+2 and has trample.
Descend 8 — As long as there are eight or more permanent cards in your graveyard, Akawalli gets an additional +2/+2 and can't be blocked by more than one creature.
3/3
U 0298
LCI • EN RISHXXV
™ & © 2023 Wizards of the Coast


Akawalli, the Seething Tower
Legendary Creature — Fungus
Descend 4 — As long as there are four or more permanent cards in your graveyard, Akawalli, the Seething Tower gets +2/+2 and has trample.
Descend 8 — As long as there are eight or more permanent cards in your graveyard, Akawalli gets an additional +2/+2 and can't be blocked by more than one creature.
3/3
U 0298
LCI • EN RISHXXV
™ & © 2023 Wizards of the Coast


Akawalli, the Seething Tower
Legendary Creature — Fungus
Descend 4 — As long as there are four or more permanent cards in your graveyard, Akawalli, the Seething Tower gets +2/+2 and has trample.
Descend 8 — As long as there are eight or more permanent cards in your graveyard, Akawalli gets an additional +2/+2 and can't be blocked by more than one creature.
3/3
U 0298
LCI • EN RISHXXV
™ & © 2023 Wizards of the Coast


Akawalli, the Seething Tower
Legendary Creature — Fungus
Descend 4 — As long as there are four or more permanent cards in your graveyard, Akawalli, the Seething Tower gets +2/+2 and has trample.
Descend 8 — As long as there are eight or more permanent cards in your graveyard, Akawalli gets an additional +2/+2 and can't be blocked by more than one creature.
3/3
U 0298
LCI • EN RISHXXV
™ & © 2023 Wizards of the Coast