War Barge 4



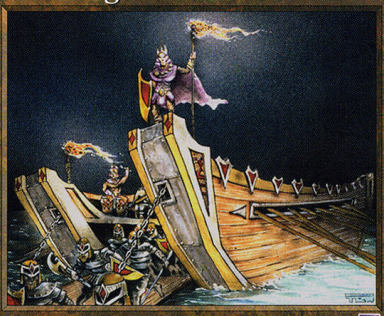
Artifact

3: Target creature gains islandwalk until end of turn. When War Barge leaves play this turn, destroy that creature. A creature destroyed this way can't be regenerated.

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