Ronin Warclub (3)

Artifact - Equipment

Equipped creature gains +2/+1.

Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.

Equip 5.

Mycosynth Lattice (6)

Artifact

All permanents are artifacts in addition to their other types.

All cards that aren’t in play, spells, and permanents are colorless.

Players may spend mana as though it were mana of any color.

Phyrexian Dreadnought (1)

Artifact Creature - Dreadnought

Trample

If Phyrexian Dreadnought would come into play, sacrifice any number of creatures with total power 12 or greater instead. If you do, put Phyrexian Dreadnought into play. If you don’t, put it into its owner’s graveyard.

12/12

Vedalken Shackles (3)

Artifact

You may choose not to untap Vedalken Shackles during your untap step.

2, T: Gain control of target creature with power less than or equal to the number of Islands you control as long as Vedalken Shackles remains tapped.

Goblin Charbelcher (4)

Artifact

3, T: Reveal cards from the top of your library until you reveal a land card. Goblin Charbelcher deals damage equal to the number of nonland cards revealed this way to target creature or player. If the revealed land card was a Mountain, Goblin Charbelcher deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

Fodder Cannon (4)

Artifact

4,T, sacrifice a creature: Fodder Cannon deals 4 damage to target creature or player.