

Hi, I'm Franek (or Frakom on the internet). I'm a long-time prowess player (since Mono red phoenix) and an even longer red player. Over the years I had some smaller and bigger successes both online and in paper mostly playing red decks and mostly in Modern. Recently I finished 32nd on LMS Prague with a record of 11-4. The tournament itself had 1055 players and to advance to day 2 you had to be 7-2 or better. During my preparation for the tournament, I saw that prowess while quite a beloved archetype among red players didn't have a lot of written content about it and most of the content was from pre MH2 era when UR prowess was a dominant deck, but safe to say a lot changed since then. So after some time, I decided to change this a bit and write something to help fellow (and future) prowess players, share what I learned and how I approach the current iteration of the deck. Prowess is a tricky deck to navigate and a lot depends on the player (some people like playing it more tempo-ish, some like to play more all-in, and so on). Of course, I'm not the best player in the world and I don't feel like I can tell people how they should play but I think I know enough to help "younger" adepts of red magic. Of course feel free to disagree with me, comment, or pm me things you would do differently, maybe I will learn something from that. As for the guide for now, I'll only cover sideboarding with short notes about the most popular decks in modern, but I might write something longer in the near future. And something that will certainly help me do so is knowing that someone wants to actually read that. So if you liked what I wrote please leave a like, comment, retweet, or something like that. You might also follow me on Twitter where I put my thoughts, decklists, and tournament results: <https://twitter.com/Frakom94> And if you like video content you can watch me winning (actually splitting the finals) modern challenge (almost a year and a half ago but fundamentals stayed the same): https://www.youtube.com/@frakom_mtg5046

Decklist:



Photo of my paper version of the deck

Link: <https://www.mtggoldfish.com/deck/5524906#online>

Sideboard guide

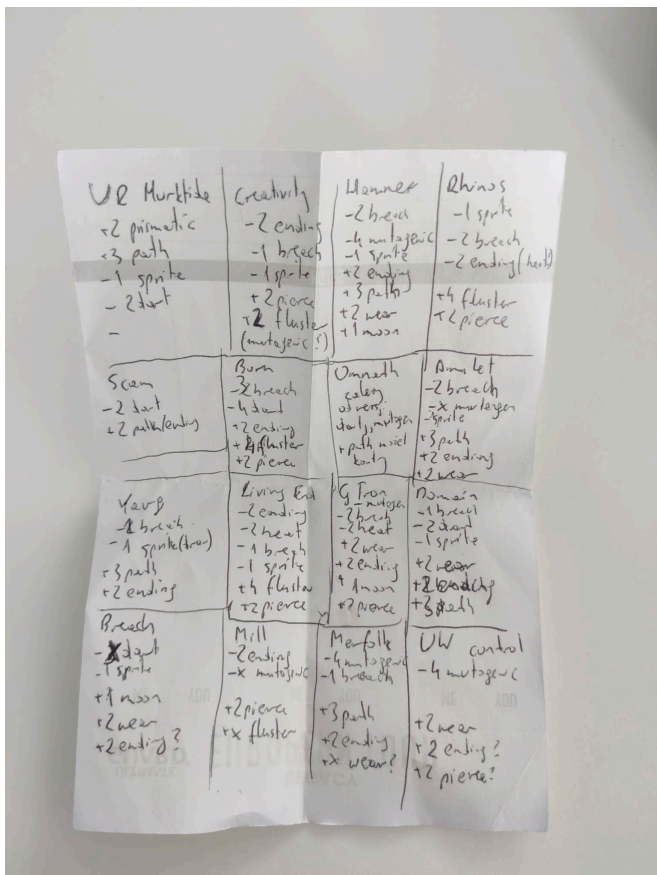
<p>UR Murktide</p> <p>In:</p> <p>2 Ending</p> <p>3 Path</p> <p>Out:</p> <p>1 Sprite</p> <p>2-4 Dart</p> <p>0-2 Breach</p>	<p>Creativity</p> <p>In:</p> <p>2 Pierce</p> <p>2 Flusterstorm</p> <p>0-2 Wear/Tear</p> <p>Out:</p> <p>2 Ending</p> <p>1 Breach</p> <p>1 Sprite</p> <p>0-2 Mutagenic</p>	<p>Hammer</p> <p>In:</p> <p>2 Ending</p> <p>3 Path</p> <p>2 Wear/tear</p> <p>1 Alpine moon</p> <p>Out:</p> <p>4 Mugenic</p> <p>1 Sprite</p> <p>3 Breach</p>	<p>Temur Rhinos</p> <p>In:</p> <p>4 Flusterstorm</p> <p>2 Pierce</p> <p>Out:</p> <p>2 Ending</p> <p>3 Breach</p> <p>1 Sprite</p>
<p>RB Scam</p> <p>In:</p> <p>2 Path</p> <p>Out:</p> <p>2 Dart</p>	<p>Burn</p> <p>In:</p> <p>2 Ending</p> <p>4 Flusterstorm</p> <p>2 Pierce</p> <p>Out:</p> <p>3 Breach</p> <p>4 Dart</p> <p>1 Sprite</p>	<p>Omnath</p> <p>In:</p> <p>3 Path</p> <p>2 Pierce (heavy noncreature versions)</p> <p>Out:</p> <p>Dart</p> <p>Mutagenic- if not a lot of burn spells and/or Fury</p>	<p>Amulet</p> <p>In:</p> <p>3 Path</p> <p>2 Ending</p> <p>2 Wear/tear</p> <p>Out:</p> <p>1 Sprite</p> <p>2 Breach</p> <p>4 Mutagenic</p>
<p>Yawgmoth</p> <p>In:</p> <p>3 Path</p> <p>2 Ending</p> <p>Out:</p> <p>1 Breach</p> <p>4 Mutagenic</p>	<p>Living End</p> <p>In:</p> <p>4 Flusterstorm</p> <p>2 Pierce</p> <p>Out:</p> <p>2 Ending</p> <p>2 Heat</p> <p>1 Sprite (OTD)</p> <p>2 Mutagenic (1 OTD)</p>	<p>Green Tron</p> <p>In:</p> <p>1 Alpine moon</p> <p>3 Path</p> <p>2 Pierce</p> <p>2 Wear/tear (might be ending OTD)</p> <p>Out:</p> <p>2 Heat</p> <p>3 Breach</p> <p>2 Mutagenic</p> <p>1 Sprite</p>	<p>Domain Zoo</p> <p>In:</p> <p>2 Ending</p> <p>3 Path</p> <p>2 Wear/tear</p> <p>Out:</p> <p>4 Dart</p> <p>1 Sprite</p> <p>1 Breach</p> <p>1 Mutagenic</p>
<p>Station Breach</p> <p>In:</p> <p>1 Alpine moon</p> <p>2 Wear/tear</p> <p>2 Ending</p> <p>Out:</p> <p>1 Sprite</p> <p>4 Dart (2 Dart and 2 Mutagenic if not a lot of burn spells)</p>	<p>Mill</p> <p>In:</p> <p>2 Pierce</p> <p>4 Flusterstorm</p> <p>Out:</p> <p>2 Ending</p> <p>4 Mutagenic</p>	<p>Merfolk</p> <p>In:</p> <p>3 Path</p> <p>2 Ending</p> <p>Out:</p> <p>4 Mutagenic</p> <p>1 Breach</p> <p>If you know about chalice bring wear/tear</p>	<p>UWxD Control</p> <p>In:</p> <p>2 Wear/tear</p> <p>2 Ending (if chalice)</p> <p>2 Pierce</p> <p>Out:</p> <p>4 Mutagenic</p> <p>2 Heat</p>

Matchup notes

<p>UR Murktide Games tend to be grindy, so don't overcommit to explosives, they should side out Ragavan but if they don't keep more darts, side out Breach and maybe Heats if you see Hearse</p>	<p>Creativity Try to kill them ASAP and starting from turn 4 try to keep at least one removal spell for dwarf, their easiest way to win is to creativity a treasure so try to not let them attack with a shaman, wear destroys not only fable and binding but also treasures (fuse can come up), against versions without binding (temur/jund) and more burn spells don't bring in wear and keep all mutagenics</p>	<p>Hammer who's the beatdown? be ready to kill them fast but sometimes you will have to play the control role, don't be cold to sanctifier, kill saga if you can (unless they won't make constructs)</p>	<p>Rhinos Try to kill them ASAP but don't get blown up by fury and ambushing rhinos, post board watch out for Endurance that can ruin your day. Don't expose 2 x/1s to Fire. If they are playing 4-5 colors you might bring wear/tear for binding</p>
<p>RB Scam Just hope they don't draw nuts, don't overcommit to fury, and post-board against explosives/ hidetsugu</p>	<p>Burn try to keep removal for Eidolon and don't take unnecessary damage, race them because they have "better" draws</p>	<p>Omnath Matchup depends on the version, if they are on risen reef they will probably side it out, don't get blown out by fury (ephemerate?) and try to play around solitude as much as possible but sometimes just jam</p>	<p>Amulet you are a "delver deck", try to pressure them while slowing them down. Fusing wear is huge, don't lose to Endurance</p>
<p>Yawgmoth Don't forget about protection from humans on Yawg, pressure them early so they don't have a lot of life to draw with Yawg, Soul-scar is putting counters on creatures so try not to "reset" them (but if you bolt the creature with +1 counter it won't return if you have SSM)</p>	<p>Living End Race them and hope they won't draw nuts that's it</p>	<p>Green tron Try to slow them down but most of the time you just race. Don't lose to early Wurmcoil (you can shrink it with Soul-scar)</p>	<p>Domain Zoo OTP games are easy because they are either not doing anything on turn 1 or screw their manabase. Wear is excellent against both Binding and Scion. Try to play around possible Dromoka's command. Don't get blown out by Hidetsugu/ explosives. Check if they have Jegantha post board, if not this means Fury</p>

Station Breach Keep removal for Emry, their main win con post board is Saga they might side out the combo. Don't overextend to Explosives	Mill: breach is excellent, free darts are even better, keep your deck at 60 cards because you should be faster, watch out for crypt incursion and possible sweepers.	Merfolk: kill all the lords and beat them down, flyers are excellent but can be taken down by trickster, don't be cold to Chalice. If you really need W mana don't expose it because they can play spreading seas/tide shaper, with soul scar you can "kill" indestructible Svyelun, sacrificing the land for dart when they target with seas deny them a draw, side out more breaches if you see multiple grave hate	UWxD control Don't be cold to Chalice and hope for the best
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And if you read through all of it I hope you liked it and as a bonus I sharing how this side guide was looking for the LMS (it was written on the night before the tournament)



Cheers and best of luck to all of you 🍀🍀🍀
FraneK