



This past weekend, I had the opportunity to play in my first Pro Tour. A bucket list experience that I won't be forgetting any time soon! I ended the tournament with a 7-9 record - good enough for 165th place and \$1,000. Broken down, I went 2-4 in draft and 5-5 in modern. Overall, I am very happy with my weekend. I would have obviously loved to requalify for Pro Tour Richmond. But PT's are completely different beasts and I learned a ton this time around so that I can be better prepared for when I qualify again in the future. Mostly, I want to double my prep for the draft portion of the tournament. Before the tournament, I thought I had practiced a lot but I needed a lot more. I feel like preparing for modern is always tough. I was pretty set on *Boros* long before the tournament for several reasons:

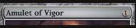
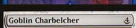
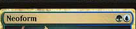
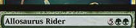
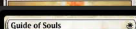
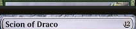
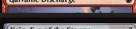
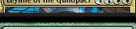
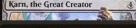
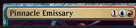
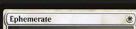
1. I love the deck and it brings me immense joy to play it.
2. I finally earned my PT qualification playing the deck. I feel like I am pretty decent at playing it and with my busy schedule, I did not feel that I would have time to become comfortable with another deck.

In hindsight, I definitely limited myself with #2. I tested other things but quickly dismissed them for one reason or another and came back to *Boros*. I don't think *Boros* is a bad deck by any means but I do think it was a bad choice for this level of tournament or at least this specific Pro Tour. *Boros*'s strength is essentially its sideboard. You get access to all of the great white sideboard "hammer" cards. The problem with this is that you only are allowed to have 15 sideboard cards. This leads you to being realistically prepared for ~3 matchups. That puts a lot of pressure on you deciding which three decks to hedge for. Especially in a format like modern as it is diverse and the threats you have to be able to respond to are so powerful and varying.

This is the list I registered for [Pro Tour Edge of Eternities](#), for reference:

pro tour eoe: 60		Lands: 23 Creatures: 26 Other: 11		>>	Sideboard: 15	
23	17	12	8		15	
Arena of Glory	Guide of Souls	Ajani, Nacatl...	Ranger-Capt...		(Ghost Vacuum)	
Arena of Glory	Guide of Souls	Ajani, Nacatl...	Ranger-Capt...		(Path to Exile)	
Arena of Glory	Guide of Souls	Ajani, Nacatl...	Seasoned Py...		(Orim's Chant)	
Arid Mesa	Guide of Souls	Ajani, Nacatl...	Seasoned Py...		(Orim's Chant)	
Arid Mesa	Ocelot Pride	Thraben Charm	Phlage, Titan...		(Damping Sphere)	
Arid Mesa	Ocelot Pride	Thraben Charm	Phlage, Titan...		(Damping Sphere)	
Arid Mesa	Ocelot Pride	Voice of Victory	Phlage, Titan...		(White Orchid Pha...)	
Elegant Parlor	Ocelot Pride	Voice of Victory	Phlage, Titan...		(White Orchid Pha...)	
Elegant Parlor	Static Prison	Voice of Victory	Phlage, Titan...		(Celestial Purge)	
Flooded Strand	Static Prison	Goblin Bombar...	Legendary Creat...		(Celestial Purge)	
Flooded Strand	Galvanic Discharge	Goblin Bombar...			Showdown of t...	
Flooded Strand	Galvanic Discharge	Goblin Bombar...			(Wrath of the Sk...)	
(Marsh Flats)	Galvanic Discharge				Sorcery	
(Marsh Flats)	Galvanic Discharge				You get X ♠, then you may pay any amount of ♠. Destroy each artifact...	
(Marsh Flats)	Ragavan, Nimble...					
(Plains)	Ragavan, Nimble...					
(Plains)						
(Plains)						
Sacred Foundry						
Sacred Foundry						
Sacred Foundry						
Land — Mounta...						
As this land enters, you may pay 2 life. If you...						

My thought process behind this list is that I wanted to be prepared for *Belcher* and big mana decks; I was fine losing percentages against [Riddler](#) decks and other midrange decks. The PT metagame broke down like this:

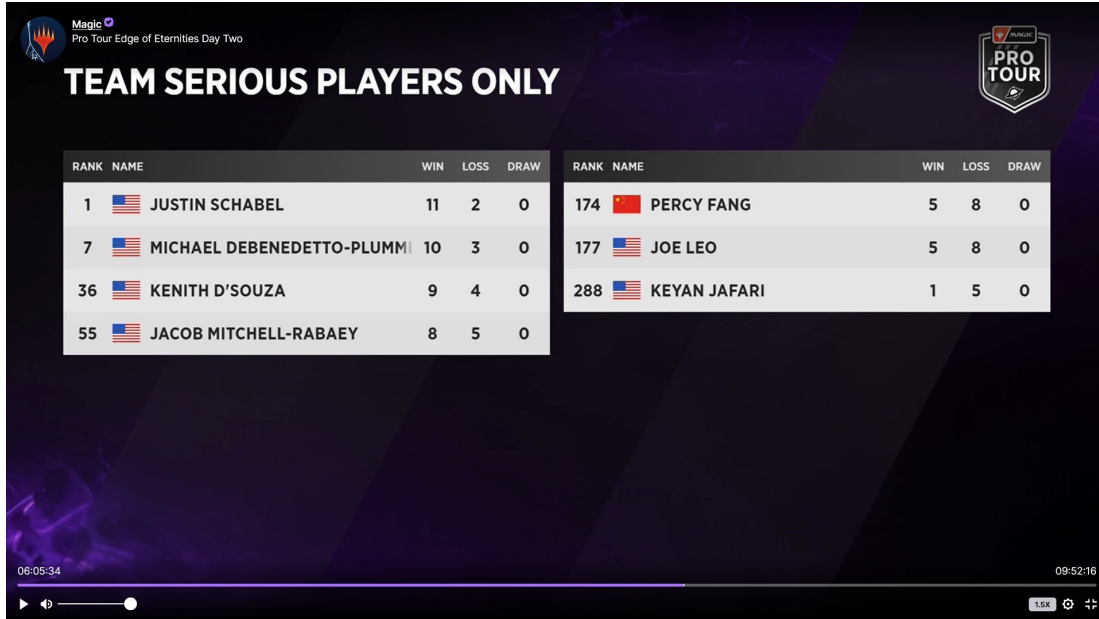
MODERN METAGAME							
ARCHETYPE	DECK COUNT	% OF FIELD	KEY CARDS	ARCHETYPE	DECK COUNT	% OF FIELD	KEY CARDS
ESPER GORYO'S	50	16.7%	 	AMULET TITAN	15	5.0%	 
TAMESHI BELCHER	45	15.0%	 	SIMIC NEOFORM	13	4.3%	 
BOROS ENERGY	41	13.7%	 	DOMAIN ZOO	12	4.0%	 
ELDRAZI TRON	22	7.3%	 	ELDRAZI RAMP	12	4.0%	 
IZZET AFFINITY	20	6.7%	 	OTHER	53	17.7%	
ESPER BLINK	17	5.7%	 				

My team and I knew that *Goryo's* was a good deck but we did not view it as this good. This was a mistake. I think if I had played more with the deck I would have come to a conclusion that this is simply the best "midrange" thing you should be doing for this tournament because you also have a win on the spot combo in the deck. Even though I went 2-1 against *Goryo's* at the PT, I feel like it is a rough matchup for *Boros*. Definitely, the scariest of all the other *Riddler* decks for us. I was happy with my sb overall besides the [WOP](#) and the [Showdown](#). *WOP* had been good for me online in the week leading up to the PT. But I think that was skewed from playing against worse competition. I think *Blood Moons* are just a better option going forward. *Showdown of the Skalds* is a card that I have gone back and forth on since the ban of [The One Ring](#). Overall, it is a mopey card that is trying to give you some help in the mirror and other grindy matchups. The biggest issue now with the card is that *Boros* can no longer out grind the other midrange decks because of *Quantum Riddler*. So if you can't beat other midrange decks in a long game, your only other option is to win a shorter game before they can snowball and out value you. *Showdown* does nothing in that scenario because it takes too long to gain the card advantage and the board presence that *Showdown* provides.

As for the main deck, my cards just felt less powerful than the other things my opponents were doing which is something that I haven't felt in the year+ that I have been playing *Boros Energy*. [Voice of Victory](#), [Phlage](#), and [Thraben Charm](#) were my best main deck cards all weekend. [Static Prison](#) was horrible. The *Prisons* have been the worst cards in the deck for a while now but I have been unwilling to cut them because I wanted answers to [Frog](#). But now all the *Frog* decks have [Wrath](#) and [Pest Control](#) making *Static Prisons* even more of a liability. I really missed the third *Seasoned Pyromancer* in my pt list. I had several games where I needed just one more

piece of interaction or one more threat and I would have won on the spot. I cut the third [Spyro](#) for a second [Ranger](#) to try and gain a couple percentages against *Belcher* game 1 and instead, I just made my deck noticeably worse overall. This is a good lesson that you can't hedge for a matchup too much that it makes you just a worst version of what your deck is.

My team SPO (Serious Players Only) had an insane weekend:

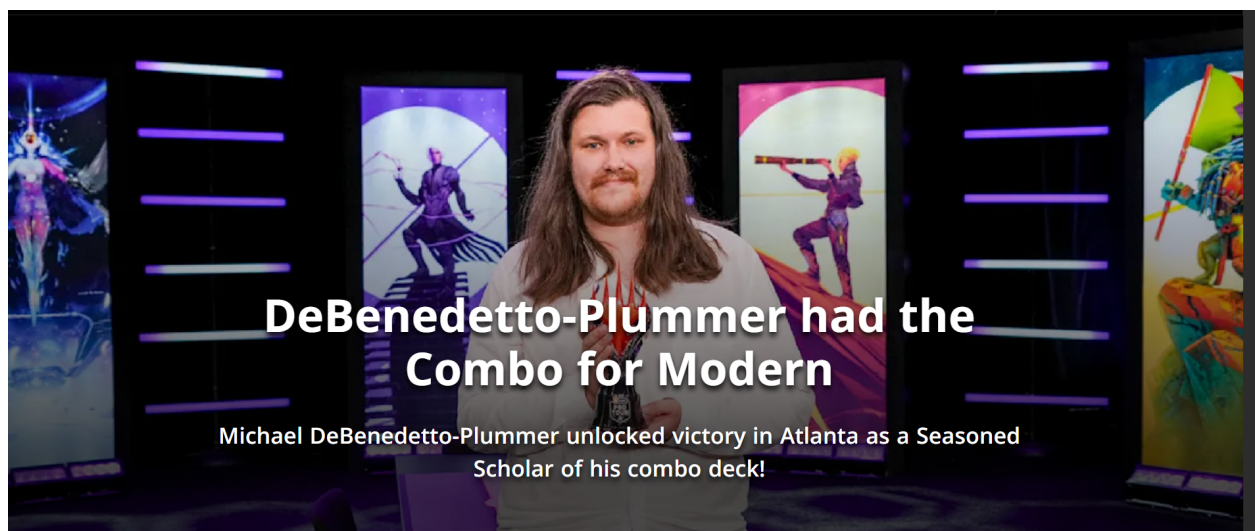


The screenshot shows a video player interface for a Magic Pro Tour event. The title is "TEAM SERIOUS PLAYERS ONLY". Below the title are two tables showing player rankings, names, and win/loss/draw records. The left table lists the top 4 players, and the right table lists players at ranks 174, 177, and 288. The video player controls at the bottom show a progress bar at 06:05:34 out of 09:52:16.

RANK	NAME	WIN	LOSS	DRAW
1	JUSTIN SCHABEL	11	2	0
7	MICHAEL DEBENEDETTO-PLUMMER	10	3	0
36	KENITH D'SOUZA	9	4	0
55	JACOB MITCHELL-RABAEY	8	5	0

RANK	NAME	WIN	LOSS	DRAW
174	PERCY FANG	5	8	0
177	JOE LEO	5	8	0
288	KEYAN JAFARI	1	5	0

We had 8/10 players make Day 2. Three people requalified for the next PT. One person got a world championship invite. Two people made the top 8 including the eventual champion!



I currently do not have a PT invitation and am going to be working hard to make it back some day (hopefully soon)! In the meantime, I think *Boros* is still a strong deck but I no longer think it is the best deck. I plan on testing *Boros* but I want to test *Goryos* and other stuff in preparation for the upcoming RCs.

Going forward, I am going to be testing this [version](#) of *Boros Energy*:



I think *Blood Moon* is one of your best plans to beat the *Esper* decks and lets the deck have the ability to steal game 1s against anybody. Other than that I am just fixing some things about my PT list. The third *Seasoned Pyromancer* is back. No *Rangers*. 4 *Ragavans* are back in the 60 because I think once you are on *Blood Moon*, it makes sense to maximize your opportunities to jam *Moon* on turn 2. I am not sure on the [Charmaw](#) it could easily be the third *Blood Moon*.

If you want to chat more about the deck you can find me on twitter [@joeleooo](#)

Sideboard Guide

Mirror: +2 Wrath, +2 Purge, +1 Surgical, +1 W/T
-2 Blood Moon, -4 Rag

Belcher: +2 Chant, +2 w/t, +1 Conq, +2 Surgical, +1 Vexing Bauble
-2 Charm, -2 Blood Moon, -4 Phlage

Esper Midrange: +2 Purge, +1 Vexing Bauble (sometimes W/T can be good. If you feel like you need another card to bring. In that case I would shave a phlage)
-3 Pride

Amulet: +2 Chant, +2 W/t, +2 Damping Sphere (some people bring in charmaw and vexing bauble, I am less sure)
-4 Phlage, -2 Spyro (if bringing in the other cards I'd take out another spyro and an ajani)

Zoo: +2 Purge, +2 w/t
-4 Rag

Goryo's: +1 Vexing Bauble, +2 Purge, +2 Surgical
-3 Phlage, -2 Pride (could do the 4th phlage. But I think want access to at least one)

Affinity: +2 w/t, +2 Wrath, +1 Vexing Bauble, +1 Conq
-4 Rag, -2 Blood Moon (I talked with some people at the PT that like keeping some Rags in for this mu. Seems wrong to me but something I am willing to revisit so I thought I would mention it here.)

Prowess: +2 Purge, +2 Wrath, +2 w/t, +2 Damping Sphere
-4 Rag, -2 Blood Moon, -2 Pride

Tron: +1 Conq, +2 Damping Sphere, +2 w/t, +1 Charmaw
-2 charm, -2 galv, -2 phlage

Storm: +2 Chant, +2 Damping Sphere, +2 w/t, +2 Surgical, +1 Vexing Bauble
-4 Phlage, -2 Blood Moon, -2 Voice, -1 Ajani

Neoform: +2 Chant, +2 Purge, +1 Vexing Bauble
-4 Phlage, -1 Spyro

Frog: +2 Purge
-2 Pride

Broodscale: +2 w/t, +2 wrath, +1 Conq (i kinda want to try charmaw here too)
P: -3 Voice, -2 Ajani,
D: -4 Rag, - 1 Voice