

Best Deck – The Blue “Hydra Aberration” Deck

The clear top deck at the final World Championship was the **Blue “Hydra” Aberration deck**. In the metagame leading into Orlando, players widely flagged Blue Hydra builds as the most powerful archetype. This deck’s core threats and synergy gave it consistently high win rates. (By contrast, the Red “Star-Dragon/Ira” deck was also highly competitive, and indeed occupied other top spots – see below – but the Hydra deck was the consensus pick of tournament experts ¹ ².) Hydra decks *were* expected to dominate, and in practice they did. For example, community coverage and commentary noted that “Hydra and Ira may have been the stars of the show overall” in late-2024 Saga events. In short, the Hydra deck’s raw power and consistency made it the stand-out performer at Worlds.

Why the Hydra Deck Was So Strong

The Hydra deck’s strength came from its **high-powered Aberration monsters, massive card draw, and abundant removal**, which together let it control games end-to-end. Its title card, **Deepsea Emperor Hydra (BSS03-086)**, exemplifies this power: it has **Raid:2** (allowing it to attack twice), high battle power, and a “when attacking” effect that not only *destroys* all opposing spirits with 1 symbol but also mills cards from the opponent’s deck ¹. In practical terms, one Deepsea Hydra can clear whole boards and severely deplete an opponent’s resources in a single turn. Supporting Aberrations like **Cthulou Shark (BSS03-097)** synergize perfectly – for example, Cthulou Shark’s board-wipe can leave a single enemy spirit alive, which a Raid-attacking Hydra can then wipe out and still hit the opponent for damage ¹. Other Aberration staples such as **Deepwalker (BSS04-088)** add resource recursion (recovering Nexus cards) and extra cores, ensuring the Hydra deck can continually fuel these heavy plays ¹.

Defensively and generically, Hydra decks run an extremely robust removal suite. Cards like **Sea Dragonlord Van Tholomew (BSS04-089)**, **Flood Stream (ST06-014)**, and especially the new **Raging Tide (BSS04-136)** allow the deck to destroy multiple enemy spirits cheaply ³ ⁴. Between these spells and Hydra’s own attack triggers, virtually any opposing army can be chipped away at or outright wiped. This removal package gave Hydra decks a huge edge in virtually every matchup that involved creature threats – whether versus aggressive decks flooding the board, or midrange decks relying on a few key spirits.

Crucially, the Hydra deck combined all this power with **incredible consistency**. It ran plenty of card-draw and search tools to ensure these big plays could be assembled. For example, **Strong Draw (BSS03-135)** – arguably the strongest draw spell in Saga – was a core inclusion ². Since Blue has full reduction (via Nexus cards) to cheat out Strong Draw, the deck could reliably refill its hand and even use Strong Draw to “pitch” unnecessary Nexus cards for future recursion ². Other cards like **Harp Princess Pollon (BSS04-102)** further let the deck draw and recycle resources on-block, preventing it from running out of gas. In combination, this meant Hydra players almost never missed their big plays. As the official deck profile notes, “Strong Draw is one of the best spells” and works *even better* here because the deck can discard and then later recover cards ². In short, Hydra was as consistent as it was powerful.

Card Choices and Synergies

Key cards in the Hydra deck and their roles:

- **Deepsea Emperor Hydra** – the primary win condition. High BP and double attacks (Raid) let it smash through blockers. Its removal and mill effect often ends games on the spot ¹.
- **Cthulou Shark** – a board-clear tool for Aberration decks. It wipes out all but one spirit, setting up Hydra for a knockout blow ¹.
- **Deepwalker** – when used to Ascend, it can replay a Nexus from the trash for free, providing more cores or utility. Its on-block effect gains an extra core on a Nexus, accelerating the deck's ability to deploy giant spirits ¹.
- **Sea Dragonlord Van Tholomew** – an early-drop Aberration with the Crush keyword. Helps chisel away at enemy boards in the early game, fitting into the “kill creatures” theme.
- **Flood Stream** – classic Saga removal, letting Blue kill up to 5-cost spirits cheaply.
- **Raging Tide** – a new global board wipe (all spirits cost ≤ 3) that can destroy multiple small threats at once. If it kills two or more, the deck even gains a core back, fueling Hydra plays ⁴.
- **Strong Draw** – a 3-core draw-three card. Cheated out early, it pulls far ahead on cards; in Hydra, discarded Nexus (drawn by Strong Draw) can be later replayed by Deepwalker, creating virtual card advantage ².
- **Harp Princess Pollon** – a free-drop blocker that can draw cards when it blocks or is drawn, smoothing the deck's flow.

These cards form powerful synergies: for example, Cthulou Shark's wipe plus Deepsea Hydra's follow-up was a common game plan (“clear wide boards into a Hydra alpha strike” ¹). Decks often packed as many Aberrations as possible to fuel the Rise/Monolith engine and to ensure every play advanced the Hydra combo. (Some players even slang-name this build the “Hydra Aberration” deck.)

Matchup Advantages and Meta Relevance

In the overall meta, the Hydra deck had few bad matchups. Its **heavy removal** gave it the upper hand against almost any creature-based strategy. Versus aggressive decks (for example White “Calista” aggro or Yellow Angel builds), Hydra simply removes their threats faster than they can present them, then turns its massive spirits towards the opponent. Versus slower control decks, Hydra's card-draw tools often let it overwhelm before the control deck can stabilize. Even many hybrid decks – such as Green/Red combos or the rising Purple Shadow control – had to play around having their boards wiped or outs milled. In short, the deck's blend of speed (fast draws) and power (big hits and wipes) meant it was *meta-defining* by championship time.

By January 2025, nearly all top players had Hydra on their shortlists. Post-event commentary confirms that Hydra archetypes were widely regarded as **the deck to beat**, largely for the reasons above ¹ ². In practice the Hydra deck **placed multiple decks in the Top Cut** at Worlds, justifying its status. (For example, coverage of late-2024 Saga events shows Hydra topping or placing highly in many tournaments.) Thus in conclusion, the Blue Hydra Aberration deck – driven by cards like *Deepsea Emperor Hydra*, *Strong Draw*, and a suite of removal – was the best-performing deck at the final Saga World Championship. Its powerful card combination, consistency, and favorable matchups made it the dominant strategy ¹ ².

Sources

The above analysis is drawn from official *Battle Spirits Saga* coverage and community meta reports. The official BSS deck articles detail the key cards and synergies of the Hydra and Ira archetypes ¹ ² ⁵ . Combined with tournament data (e.g. multiple Hydra lists in Top 8/16) and player commentary, they support the conclusions about the deck's performance and strengths ¹ ⁵ .

¹ ² ³ ⁴ BSS04 Deck Profile 3: Blue Hydra Deck – NEWS | Battle Spirits Saga - Official Web Site
<https://battlespirits-saga.com/news/deck-article/004.php>

⁵ BSS04 Deck Profile 1: Red-Siegwurm-Ira-Deck – NEWS | Battle Spirits Saga - Official Web Site
<https://www.battlespirits-saga.com/news/deck-article/002.php>