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What level does beldum evolve pokemon alpha sapphire

Bulbapedia, a community-based Pokémon enthic book. Beldum (Japanese: ダンバル Dumbber) is a two-type steel/psychic Pokémon that was introduced in Generation III. It develops into Metang starting at level 20, which develops into a metagross from level 45 onwards. Biology Beldum is a robotic Pokémon with a long body with claws sticking out of the back end. In the middle of its almost spherical head is one large red-eyed father, which is placed in the joint of the ball and socket at the front end. A short coat of arms projection from its body and extends over its head. Although Beldum is mechanical, it still has feelings, a need to eat and a way to reproduce. Beldum's body lacks blood and is instead made of cells that are all magnets. It uses magnetism to move, communicate and control its attacks. Beldum sometimes gathers in flocks, communicates telepathically and magnetically, and moves in sync. Outraged, it can cause nearby machines to break down from their strong magnetism. Beldum can also use its magnetic force to quickly draw enemies and then use his sharp claws to harm them. Beldum is scarce in nature, but tends to live in areas with rugged terrain. It anchors to the rock using its hooks while it sleeps. In Anime Major's appearances, Morrison's Beldum Beldum debuted at Less is Morrison owned by Morrison. It evolved into Metang saved by Beldum. It was mostly seen outside poké ball. Small appearances in Zoroark: The master of illusions, Beldum was on the Cianwood Greens Pokémon Baccer team with Metang and Metagross, who competed in the Pokémon Baccer World Cup. It appeared in genesect and the legend awoke. Pokédex registers episode Pokémon Source entry AG118 Beldum May's Pokédex Beldum, Iron Ball Pokémon. Beldum floats by sending magnetic waves from his body to repel Earth's magnetic field. They launch their claws into the cliffs where they sleep. Manga Beldum in Pokémon Adventures In the Ash & Pikachu manga Main article: Morrison's Beldum Similar to the Anime Equivalent, Morrison owns Beldum. It appeared on A Clash Of Wills!! Eternal competitors?!, where it evolved into Metang. In pokémon adventures manga, Steven owns a large amount of Beldum, serving together with Metang and Metagross as miners who help him dig up rare rocks in various caves around Hoenn's. They made their first appearance at Ring Ring Goes Beldum. These same Beldums were called to defeat the Mawile herd in the Granite Cave when they attacked both Ruby and Steven. Four of Steven's Beldium later formed a party that dismantled the legendary Titans, which included Sapphiir's truck and Relly. Trainer's Beldum appeared in Truth and the Mastermind Behind Team Skull. In the ambition of Pokémon + Nobunaga ~ Ransen ~ manga A Beldum appeared in the Yellow Scroll: Hanbei vs. vs. vs. In Pokémon Omega Ruby Crimson Passion and Pokémon Alpha Sapphire Indigo Wisdom manga, Steven owns Beldum in Pokémon Omega Ruby Crimson Passion and Pokémon Alpha Sapphire Indigo Wisdom. In TCG's main article: Beldum (TCG) Game Information Pokédex Entries This Pokémon was not available until generation III. Generation III Hoenn #190 Kanto #— Ruby Instead of blood, a powerful magnetic force goes throughout Beldum's body. This Pokémon communicates with others by sending controlled pulses of magnetism. Sapphire Beldum keeps himself buoyant by creating a magnetic force that rejects Earth's natural magnetism. When it sleeps, this Pokémon anchors to the rock using hooks behind it. Emerald When Beldum gathers in a flock, they move in perfect together as if they were just another Pokémon. They communicate with each other through brain waves. FireRed It uses magnetic waves to discuss its kind. All the cells in its body are magnetic. LeafGreen Generation IV Sinnoh #— Lead #— Diamond It argues with others with magnetic pulses. In the flock, they move perfectly together. Pearl Platinum HeartGold The magnetic power produced by its body repels the natural magnetism of the earth, allowing it to float. SoulSilver Generation V UnovaB2W2: #262 Black It uses magnetic pulses with others. In the flock, they move perfectly together. White Black 2 Its cells are all magnetic, and it communicates with others using magnetic pulses. White 2 generation VI Kalos #— Hoenn #199 X The magnetic force generated by its body rejects the natural magnetism of the earth and lets it float. Y It chats with others according to magnetic pulses. In the flock, they move perfectly together. Instead of Omega Ruby Blood, a powerful magnetic force passes through Beldum's body. This Pokémon communicates with others by sending controlled pulses of magnetism. Alpha Sapphire Beldum keeps itself buoyant by creating a magnetic force that rejects Earth's natural magnetism. When it sleeps, this Pokémon anchors to the rock using hooks behind it. Generation VII AlolaSM: #214 AlolaUSUM: #278 Kanto #— This Pokémon has no Pokédex entries in Let's Go, Pikachu! Let's go, Eevee! The sun Its cells are magnets. It uses magnetism to communicate its quality. With a magnetic hold on the moon, it pulls its opponents close. Once they're in range, it cuts them with hind nails. Instead of ultra sun blood, magnetism flows through its body. When it feels bad, try to give it a magnet. Ultramokuu if you it off, it'll do more than just go on a rampage. It also bursts from intense magnetism, causing nearby machines to break. Generation VIII GalarCrown Tundra #129 Sword From behind Beldum emits magnetic power that quickly draws opponents in. They fall into Beldum's sharp claws. Protection of this Pokémon body consist of magnetic magnetic Instead of blood, magnetic forces flow through Beldum's body. Slots in side games This Pokémon was not available until Generation III. Events Games Event area location level distribution period ORAS Steven's Beldum Japanese region Nintendo Network 5.11.21, 2014 to January 14, 2015 ORAS Steven's Beldum American region Nintendo Network 5.11.2014–14.1.2015 ORAS Steven's Beldum PAL area Nintendo Network 5.11.2014–14.1.2015 ORA Steven's Beldum in Korean territory Nintendo Network November 5, 2014 to January 14, 2015 , 2014 -January 14, 2015 ORAS Steven's Beldum in Taiwan Nintendo Network November 5, 2014-January 14 , 2015 Possession of targets Statistics Basic statistics Pokéathlon statistics Type of efficiency Learnset Smoothing Out Generation VIII Other generations: III - IV - V - VI - VII Bold indicates movement, which gets STAB when using Beldum Italics shows the transfer that gets STAB only when using the development beldum Click generation numbers at the top to see flat from other generations TM Breeding generation VIII Other generations: III - IV - V - VI - VII Star-marked movements (\*) must be chained to Beldum in generation VIII Double dagger-marked movements ( \* ) may only be grown from Pokémon , who has learned to move in an earlier generation. Transfers marked with the superscript game abbreviation can only be increased to beldum in that game. Bold indicates movement that gets STAB when Beldum Italic Uses indicates movement that gets STAB only when used in Beldum development Click on the generation number at the top to see the egg move from other generations Teaching generation VIII Other generations: III - IV - V - VI - VII Bold indicates movement, which gets STAB when Beldum Itaises shows movement that only gets STAB when Beldum Click's evolution uses generation numbers at the top to see Move Tutor move from other generations Transfer second generation side game data evolution sprites Trivia Beldum number in Hoenn Pokédex in Generation III and Fiore browser are the same: 190. Beldum and its advanced forms are the only non-legendary Pokémon with a catch rate of 3, which is the lowest. Beldum's evolutionary family develops into their next-stage forms as the earliest of all pseudoan legendary Pokémon – Beldum metang on level 20 and Metang on metagrossic level 45. Beldum is the only member of the pseudo in the legendary Pokémon evolutionary line, learning only one movement from the level up. Beldum and its advanced forms all share both their standard abilities and hidden abilities with Regissel. Origin Beldum appears to be a dumbbell-based magnetic robot. It also resembles the limb of Metang or Metagross, a reference to how it develops. The names Origin Beldum and Dumbber originate from a dumbbell used to Training. In other languages Add Hindi बेलडम Beldum Transliteration of English name Thai ดันบัล Danbal Transcription of original Japanese name Related articles External links – #373: Salamence #375: Metang → From Bulbapedia, a community-based Pokémon enarin book. Metang (Japanese: メタング Metang) is a two-type steel-psychic Pokémon that was introduced in generation III. It develops from Beldy from level 20 and develops into a metagross from level 45 onwards. Biology Metang is a robotic Pokémon with blue-green, metallic skin. It has a plate-shaped body with a pair of flat, gray spikes on each side of the back. The jet can't scratch Methang because of its strong body. In the middle of its face is a gray thorn similar to a nose. Red eyes are located in two holes in its metallic skin. Although it appears to lack legs, it has a pair of thick arms with three claws at the ends. The arms are significantly thicker below the elbow and their smooth, blunt protrusion extends over the joint. Metang is formed when two Beldums merge. The magnetic nervous system connects the brains of these two Pokémon. This connection allows Metang to produce a strong, psycho-achiptial force that doubles. However, this does not increase its intelligence. This high intelligence and strong magnetic field of Pokémon are other sources of intense psychic energy. In addition to creating psychic power, its magnetism allows Metang to float in the air. It is able to rotate its hands backwards to travel at speeds of more than 60 mph (100 km/h) in search of prey. When Metang finds its prey, it uses its psychic power to prevent it from escaping. Then it tightly grabs the prey with its claws, and never lets go. Metang's claws are capable of tearing through steel. This Pokémon lives in rugged terrain and rough mountains. It reaches for the Nose Pass, loving its magnetic minerals. In Anime Major appearances, Metang made his debut in Saved by the Beldum as Morrison's Beldum developed as he fought Jump's Electabuzz. It was always seen outside poké ball. Another Bibarel Gnaws Best!, the chief engineer used Methang with Aggron and Magmar to attack Bibarel, but Bibarel dodged his attack. It was eventually won by Ash's Chimchar's Flamethrower and ash's Turtwig and Brock's Sudowoodon Razor Leaf attacks. At Steeling Peace of Mind!, Metang was influenced by Team Galactic's involvement in The Iron Island. Synchronous test! Alain used Methang in the battle against Ashin Noivern and was able to win it in a close match. Analysis versus passion! revealed that Metang had evolved into a meta-dealer. Starting with a very urgent task!, Sophocles used Ride Methang for Ultra Guardians missions. In sparking confusion!, it fought Against Aiolan Golem. Minor appearances in The Pillars of Friendship!, J's henchmen used several Attack the battle pyramid. They were eventually defeated by Piplup's bubble ray. Zoroark: In the Master of Illusions, Metang was on the Cianwood Greens Pokémon Baccer team with Beldum and Metagross, who competed in the Pokémon Baccer World Cup. It appeared in genesect and the legend awoke. Pokédex markings Episode Pokémon Source entry AG126 Metang Ashin Pokédex Metang, Iron Nail Pokémon. Metang is the advanced form of Beldum. Its advanced intelligence and strong magnetic power allow it to create powerful psychic energy. Episode Pokémon Source Entry XY116 Metang Serena's Pokédex Metang, Iron Nail Pokémon and advanced Beldum form. Metang was created from a union of two Beldums. When its two brains merge, its psychic power increases. In Manga, Ash & Pikachu manga Main article: Morrison's Metang Similar to his anime colleague Morrison owns Metang. It appeared on A Clash Of Wills!! Eternal rivals?!, it evolved from his Beldy. In the Pokémon Adventures manga, Steven owns several Methangi, which first appeared in Ring Ring Goes Beldum. He uses one to help him find and dig rare rocks out of different caves. Four others were used standing platforms for each Hoenn Elite Four member. The battle tower leased Metang, who was stolen by Guile Hideout in The Last Battle VII. In Pokémon Try Adventure manga, A Metang appeared in TA02. In TCG's main article: Metang (TCG) Game Information Pokédex Entries This Pokémon was not available before Generation III. Generation III Hoenn #191 Kanto #— Ruby When two Beldum fuses merge, Metang is formed. Beldum's brain is connected by a magnetic nervous system. By magnetically connecting his brain, this Pokémon produces strong psycho-encephalist power. Sapphire When two Beldum fuses merge together, Metang is formed. Beldum's brain is connected by a magnetic nervous system. This Pokémon turns his hand behind him to travel at high speed. Generation VII AlolaSM: #215 AlolaUSUM: #279 Kanto #— This Pokémon has no Pokédex entries in Let's Go, Pikachu! Let's go, Eevee! The sun When the two Beldums merge, their psychic power doubles. However, their intelligence remains unchanged. The moon It adores magnetic minerals, so it reaches for the Nose Pass at speeds of more than 60 km/h. Ultra Sun With two brains, it fires intense psychic energy to stop its prey in its tracks. Ultra Moon It flies at high speed in the sky. When Metang finds its prey, it clings tightly to its sharp claws and never lets go. Generation VIII GalarCrown Tundra #130 Sword Two Beldum are stuck together by their own magnetic forces. Metang, which is the result of two brains, has doubled the psychic forces. Shield With the help of magnetic forces, this Pokémon flies at high speed, weaving harshly in mountainous land in search of prey. Slots in side games This Pokémon was not available until Generation III. At Held items Stats Base stats Pokéathlon stats Type effectiveness Learnset By leveling By TM/TR Generation VIII Other generations: III - IV - V - VI - VII Star-marked movements (\*) must be chained to Metang in generation VIII Transfers marked with a double dagger ( \* ) can only be grown from Pokémon, who learned to move in an earlier generation. Transfers marked with the superscript game abbreviation can only be increased for Metang in that game. Bold means movement that gets STAB when Metang Italic uses to indicate movement that gets STAB only when used in Metang evolution Click on the generation number at the top to see the egg move from other generations Tutoring With previous evolution Generation VIII Other generations: III - IV - V - VI - VII Bold indicate movement, which gets STAB when used by Metang Italic shows a transfer that gets STAB only when used as an evolutionary Metang Click on generation numbers at the top to see movements of other generations transfer second generation of side game data evolution sprites Trivia Although it is said that Metang originates from two Beldum, there is no visible evidence of this. In Saved by the Beldum, the only anime episode to date that shows Beldum's evolution, Morrison's Beldum evolves into Metang, it creates another and the newly developed main organ develops instead of mesusing with another Beldum. Similarly, if Metang's evolution is shown, it is highly unlikely that it will involve two Methangs developing together. This is similar to games. Metang's number on Hoenn Pokédex in Generation III and Fiore browser is the same: 191. Although Metang seems to float in both games and anime, it cannot have Levitate Ability. Metang and its evolutionary relatives share with the registel both their standard and hidden abilities. Origin Metang is made of two bembers that are combined. In addition, it is visually similar to both flying saucers and crabs. The name origin of Metang can be a combination of metal and bar (onomatopoe sound of metal). Metang is also an MRI. It can also be a combination of metal and étang (French for colored glass blue). In other languages, the language title means メタング metang metal and bar (the onomatopoeic sound of metal hitting) or an anagram of a magnet. It can also be a combination of metal and étang (French for colored glass blue). French Métang Same as the English name Spain Metang Sama as the English name German Metang Sama as the English name Italian Metang Sama as the English name Korea 메탕구 Metangoo Similar japanese name cantonese Chinese Mandarin 金屬怪 Jīn Shǔ Guài Literally Metal Monster. More languages Thai เมแทงค์ Metang Trademark Japanese name transcription Related articles External links – #374: Beldum #376: Metagross → →

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