

Beldum

Master Set Checklist

#0374 · National Pokédex

41 pockets · 26 cards across 22 sets, 2003-10-01 – 2026-05-22

Tick a box to track your collection — works in any PDF reader. 2 pages · generated 2026-09-18

NO.	CARD	RARITY	PRINTING
Nintendo Black Star Promos			1 card
22	Beldum	Common	Standard
Hidden Legends			6 cards
28	Beldum	Uncommon	Standard
28	Beldum	Uncommon	Reverse Holo
29	Beldum	Uncommon	Standard
29	Beldum	Uncommon	Reverse Holo
54	Beldum	Common	Standard
54	Beldum	Common	Reverse Holo
Deoxys			2 cards
55	Beldum	Common	Standard
55	Beldum	Common	Reverse Holo
Delta Species			1 card
59	Beldum delta	Common	Standard
EX trainer Kit 2 (Plusle)			1 card
1	Beldum	None	Standard
Power Keepers			1 card
45	Beldum	Common	Standard
Legends Awakened			4 cards
83	Beldum	Common	Standard
83	Beldum	Common	Reverse Holo
84	Beldum	Common	Standard
84	Beldum	Common	Reverse Holo
Supreme Victors			2 cards
90	Beldum	Common	Standard
90	Beldum	Common	Reverse Holo
Unleashed			2 cards
44	Beldum	Common	Standard
44	Beldum	Common	Reverse Holo

NO.	CARD	RARITY	PRINTING	
Undaunted				2 cards
43	Beldum	Common	Standard	
43	Beldum	Common	Reverse Holo	
Plasma Freeze				1 card
50	Beldum	Common	Standard	
Ancient Origins				1 card
47	Beldum	Common	Standard	
Guardians Rising				1 card
83	Beldum	Common	Standard	
Celestial Storm				2 cards
92	Beldum	Common	Standard	
93	Beldum	Common	Standard	
Hidden Fates Shiny Vault				1 card
SV30	Beldum	Shiny Rare	Standard	
Vivid Voltage				2 cards
116	Beldum	Common	Standard	
116	Beldum	Common	Reverse Holo	
Silver Tempest				2 cards
117	Beldum	Common	Standard	
117	Beldum	Common	Reverse Holo	
SVP Black Star Promos				1 card
207	Steven's Beldum	Promo	Standard	
Temporal Forces				2 cards
113	Beldum	Common	Standard	
113	Beldum	Common	Reverse Holo	
Journey Together				2 cards
061	Beldum	Common	Standard	
061	Beldum	Common	Reverse Holo	
Destined Rivals				2 cards
143	Steven's Beldum	Common	Standard	
143	Steven's Beldum	Common	Reverse Holo	
Chaos Rising				2 cards
059	Beldum	Common	Standard	
059	Beldum	Common	Reverse Holo	