

Is Mega Beedrill Good?

Beginning in Pokemon X and Y, a handful of monsters were selected to gain Mega Evolutions. Some of these Pokemon were already objectively powerful, but some others received Mega Evolutions to breathe new life into forgotten Pokemon. After an uptick in the Diamond and Pearl era, Beedrill was one of many older Pokemon on the verge of being completely irrelevant, thanks to the massive Pokedex power creep of Black and White. Being a Generation 1 Pokemon falling far behind the power curve, Beedrill was selected for a new Mega Evolution, and Mega Beedrill was born.

Was Beedrill Ever Competitive Before Mega Evolution?

Before being bestowed with a Mega Stone, Beedrill was once a low-tier, but still very useful Pokemon. Once one of the more underwhelming Pokemon, Beedrill experienced a competitive surge during the Diamond and Pearl era. Generation 4 was kind to the OG Generation 1 Bee, since physical / special move split of Gen 4 benefitted Beedrill more than it hurt. While there were better options available for the competitive roles it played, Beedrill was still a potential, if underpowered, choice for mid-tier Pokemon battles.

However, Black and White (Generation 5) brought over 150 new Pokemon into play. Beedrill was nowhere to be seen in the main story of Pokemon Black, but would be available as a high-level wild encounter in the postgame. In Black 2, Beedrill would be a Hidden Grotto Pokemon. It was also available in the Dream World where it gained access to a Hidden Ability, Sniper, which causes critical hits to do 3x damage instead of 2x damage.

Black and White also gave Beedrill access to some new moves with the generation shift, all by TM. One is Venoshock, which is a great move which doubles in power if the opponent's Pokemon is already poisoned. Unfortunately, it's a special attack, meaning that Beedrill can't take much advantage of it thanks to Beedrill's pitiful Special Attack stat.

The other notable move that Beedrill now learned by TM was a brand new move called Acrobatics. While only a 55 base power Flying move, it doubles in power if the user has no held item. Certainly, Beedrill that held berries could have this as a coverage move, which after consuming a Berry, would be a 110 base power move going off of Beedrill's fairly strong Attack stat.

With a new potential Ability and a couple new moves to work with, how did Beedrill fare? Actually, pretty badly. Competitive players finally decided Beedrill was simply bad by this point. You would rarely see a Beedrill used in a Support role in the new lowest tier of Smogon University/Pokemon Showdown singles called PU, which literally stands for P.U., as in stinky.

[PU Support Beedrill](#) focused on setting Toxic Spikes as an entry hazard or Tailwind to boost your team's speed. It would then play U-Turn to get to another teammate. Support Beedrill would also run Endeavor

to help deal major damage to defensive walls. Unfortunately, it was looking like Beedrill would be a forgotten Pokemon going forward.

Fortunately, Game Freak would not forget Beedrill. Seeing how far the stalwart bee had fallen, the team decided to give it a brand new life starting in Generation 6.

The Mega Evolution of Beedrill

Obviously, Mega Evolution is the best thing that could've ever happened to Beedrill. Upon Mega Evolving, its Ability switched from Swarm (or its Hidden Ability Sniper) into Adaptability. This ability, best known on Eevee, makes Mega Beedrill's Same-Type moves deal 2x damage instead of 1.5 damage. So, this means that Poison Jab and U-Turn could deal significantly more damage than ever.

Mega Beedrill's base stats are a major part of what makes Mega Beedrill particularly deadly. Its Attack balloons from 90 all the way to 150 base Attack. Its Speed skyrockets from a now mediocre 75 base stat all the way up to 145! For reference, 150 base Attack is the same as Groudon, Rayquaza, and Zekrom in Generation 6.

Its 145 Speed stat is bested only by Ninjask (160 base speed), Mega Alakazam (150), and Mega Aerodactyl (150) plus several Formes of Deoxys (Normal, Attack, and Speed). Mega Beedrill's also tied in Speed with Mega Sceptile and Accelgor. Becoming the 4th fastest Pokemon in the game that hits as hard as three Box Legendary Pokemon is exactly what Beedrill needed.

However, Mega Beedrill didn't come into play with Pokemon X and Y. This was despite the fact that you could actually catch Weedle very early in Pokemon X right on Route 2, as well as Kakuna in Santalune Forest. Beedrillite wasn't invented until Omega Ruby and Alpha Sapphire. Therefore, you could only ever have basic Beedrill in X and Y, which is a bummer.

How Great was Mega Beedrill in Omega Ruby / Alpha Sapphire (ORAS)?

In Pokemon Omega Ruby and Alpha Sapphire, you could only get a Beedrill by catching a Kakuna in the Safari Zone and evolving it. But, you would be rewarded for evolving that Kakuna, or breeding it to get a Weedle with a Jolly or Adamant nature. Aboard the wrecked Sea Mauville on Route 108, which you can only access once you get Dive as an HM, you can find the Beedrillite in the Storage Room. This gives you access to this monster Pokemon, so strong that not only will it help you considerably in the endgame, but strong enough to be a top contender in competitive Pokemon!

Smogon University outlines a Mega Beedrill build they call "[Don't Stand So Close to Me.](#)" This Beedrill ran a move set of U-Turn, Protect, and Poison Jab, along with either Drill Run or Knock Off in its fourth move slot. U-Turn will be the move used most, because with Adaptability, it's twice as powerful as usual. The

same is true for Poison Jab. Protect exists mostly as a way to safely Mega Evolve if the opponent is faster, and since you're starting with just 75 base Speed, this will be often.

As for the other moves, Knock Off is particularly useful in competitive Pokemon, as if the opponent is holding an item, this Dark-type Physical attack deals 50 percent more damage. Drill Run is useful Ground-type coverage, if the trainer's team so needs it.

The only drawbacks of Mega Beedrill are that its HP and Defenses remain the same. Fortunately, the only stat decreased with Mega Evolution is Special Attack (45 to 15) which you're never using anyway. Also, since you can only Mega Evolve once per battle, and Beedrill must hold the Mega Evolution item (in this case, Beedrillite), you have to build your team around it a bit.

The plus side is that once you Mega Evolve, you can freely use U-Turn to switch out, then come back in later. Mega Evolution lasts the entire battle until that Pokemon is knocked out. Therefore, Mega Beedrill could prove to be a great hit-and-run attacker. The trick to playing with Mega Beedrill effectively involved setting your own entry hazards and keeping your side of the board clear of same hazards. Mega Beedrill is most effective when it can consistently swap in and out.

The only things that could really threaten Mega Beedrill were Choice Scarf users with base speed over 80, Stealth Rock, and Pokemon with priority attacks like Extreme Speed. While it couldn't ever outspeed Mega Aerodactyl, which was very popular, many trainers chose a Jolly nature for Mega Beedrill to give it a bit of an edge against many other speed boosted Pokemon.

How Good was Mega Beedrill in Generation 7?

Fortunately for Beedrill, Mega Evolutions continued to exist in Generation 7. Despite the massive power creep of Generation 7 with its many new powerful Pokemon such as Ultra Beasts, Mega Beedrill's stats allowed it to continue being a solid offensive pivot. The only other Pokemon which now could outspeed Mega Beedrill were Electrode (whose base Speed was buffed to 150) and Pheromosa.

Unfortunately, Beedrill wasn't available in Generation 7 until Ultra Sun and Moon, although you could eventually use Pokemon Bank to transfer your Omega Ruby and Alpha Sapphire Pokemon over to the newer games. Even then, Beedrill was a pain to acquire in Ultra Sun and Moon, as it was only available through the Island Scan feature on Thursdays. The good news is that Beedrillite is available as a reward at the Battle Tree. So if you didn't manage to have one from Omega Ruby / Alpha Sapphire, it was obtainable.

In competitive Pokemon, Mega Beedrill was run exactly the same as it was in Generation 6, move set and all. While it wasn't top-tier, it was still solidly considered an Underused Pokemon (UU) on Pokemon Showdown.

For Pokemon Let's Go Eevee and Pikachu, held items and abilities were removed entirely. However, Mega Evolutions for any of the first 151 Pokemon who had them would retain them. You could purchase the Beedrillite right before the Elite Four at Indigo Plateau for 30,000 Pokedollars. Even without its

Adaptability ability, Mega Beedrill is still good enough to be a strong team member. Ideally, you'd use it the same way you would in competitive play, using U-Turn to consistently pivot out, then use Poison Jab or Drill Run to finish off weakened foes.

Mega Beedrill Bids Adieu in Sword and Shield

With the massive downsizing of the Pokedex for the Generation 8 games Sword and Shield, Beedrill was one of hundreds of Pokemon left behind. Mega Evolutions also said goodbye, replaced by the Dynamax gimmick. Butterfree was chosen over Beedrill for these games. While I love Butterfree and it remains one of my favorite Generation 1 Pokemon to this day, Beedrill really got shafted.

That being said, Beedrill did appear in Generation 8, via the Brilliant Diamond and Shining Pearl remakes. While not truly Generation 8 games, as they contain only Pokemon through Generation 4, they are considered to be Gen 8 thanks to being on the Nintendo Switch console. Unfortunately, without a Mega Evolution, Beedrill reverts to its base form.

While certainly not a top competitive Pokemon with all the buffs many other Generation 4 Pokemon received over the years, Beedrill would still pop up in the niche Wi-Fi battle scene as a surprise Fell Stinger sweeper. While Beedrill had this move previously, its base power was too low to consider for Mega Beedrill.

But, without the Mega Evolution to boost Beedrill, players decided to revisit Fell Stinger, which is a move with a powerful secondary effect. If Fell Stinger KO's a Pokemon, it raises that Pokemon's base Attack by two stages. Holding a Choice Scarf, Fell Stinger Beedrill could still be a decent sweeper. But, while it was good in the original Generation 4, the power creep of new moves introduced since then made it even more outclassed. BDSP was a sad swan song for Beedrill.

The Future of Mega Beedrill

Being entirely left out of the initial release of Scarlet and Violet, it wasn't clear if we would ever see Beedrill return. However, Mega Beedrill still found some life in the unofficial National Dex format, one of the most popular competitive formats on Pokemon Showdown run by Smogon University. While Mega Beedrill sees next to no play in the format since it shifted to Generation 9, [it did see a smattering of play in Generation 8's version of the format](#). After all, Mega Evolutions are allowed in National Dex play.

These Mega Beedrill typically ran a moveset with Poison Jab, Drill Run, Knock Off, and Fell Stinger, an interesting development. With the massive power creep of Sword and Shield, Beedrill was still a solid, but underwhelming, mid-tier offensive pivot.

Even with returning to late Generation 9 / early Generation 10 with its appearance in ZA, I'd think it quite unlikely Mega Beedrill will see any competitive play at all even in the Pokemon Champions format with Mega evolution allowed. Its best days are very likely behind it with the sheer power creep of all the new

megas from ZA. Still, Beedrill has had a long underdog history in competitive Pokemon. As it's a Pokemon I've rarely used until I picked up Mega Beedrill in Let's Go Eevee, it was good to know that this Mega Evolution did revitalize one of the OG Bug types who always deserved better.

What did you think of seeing Beedrill evolve over the past quarter-century? Have you ever played with Beedrill, or especially Mega Beedrill, in any of the Pokemon games? I'd love to hear your stories about this Bug Pokemon.

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