SOFTWARE & TECH

How To Find Kyurem In Pokemon Black 2

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Introduction: The Legendary Dragon of Unova

Among the myriad of powerful Pokémon that inhabit the Unova region, few command as much awe and mystery as Kyurem. Known as the Boundary Pokémon, this legendary Dragon/Ice-type creature is a central figure in the lore of Pokémon Black 2 and White 2. If you have been searching for a clear, step-by-step guide on **how to find Kyurem in Pokemon Black 2**, you have come to the right place. This article will walk you through every preparation, route, and strategy you need to successfully encounter and capture this formidable legendary Pokémon.

Unlike many legendary Pokémon that are encountered relatively early in the adventure, Kyurem is reserved for the post-game, meaning you must first complete the main story of Pokémon Black 2. This ensures that you have the necessary tools, experience, and team strength to handle one of the most challenging captures in the game. Whether you are a seasoned trainer or a returning player revisiting Unova, understanding **how to find Kyurem in Pokemon Black 2**is essential for completing your Pokédex and adding a true powerhouse to your collection.

Prerequisites: What You Need Before Hunting Kyurem

Before you set out on your quest to locate Kyurem, there are several important requirements you must fulfill. Skipping any of these steps can leave you stuck or unable to access the legendary Pokémon's lair.

Complete the Main Story and Become Champion

Kyurem will not appear until after you have defeated the Elite Four and become the Champion of Unova. This triggers the post-game content, which opens up new areas and storylines, including access to the Giant Chasm where Kyurem resides.

Obtain the National Pokédex

After becoming Champion, return to Professor Juniper's lab in Nuvema Town. She will upgrade your Pokédex to the National Pokédex, allowing you to register and track Pokémon from other regions. While not strictly required to find Kyurem's location, it is necessary for completing the capture log and is a standard step in the post-game progression.

Secure Key Hidden Machines (HMs)

Navigating the route to Kyurem requires specific HMs. Make sure you have the following moves available on your team:

- Surf – To cross bodies of water in the Giant Chasm and surrounding areas.
- Waterfall – To climb waterfalls inside the Giant Chasm cave system.
- Strength – To push boulders that block paths in the cave.

If you have not yet collected these HMs, complete the necessary side quests and gym challenges before proceeding. You can find Surf from Cheren after defeating him in Aspertia City, Waterfall from the Marine Tube area, and Strength from a worker in the PWT (Pokémon World Tournament) area.

Stock Up on Supplies

Kyurem is a level 75 legendary with a notoriously low catch rate. Prepare the following items to avoid an unfortunate failure:

- Ultra Balls (at least 30-40 recommended)
- Dusk Balls (if you hunt at night or in a cave)
- Timer Balls (become more effective as the battle drags on)
- Full Restores and Hyper Potions to keep your team alive
- Status-inducing moves such as Spore, Thunder Wave, or Hypnosis
- False Swipe move to reduce Kyurem to 1 HP without knocking it out

Location: The Giant Chasm

The answer to **how to find Kyurem in Pokemon Black 2** centers entirely on the **Giant Chasm**, a vast, remote area in the southeastern part of Unova. This location is inaccessible during the main game and only becomes available after you become Champion. The Giant Chasm is divided into two main parts: the outer area (a grassy, forest-like zone) and the inner cave system where Kyurem makes its lair.

Step 1: Reaching the Giant Chasm

From any city in Unova, fly to **Opelucid City**. From there, head east through Route 11, which leads to the Giant Chasm entrance. The entrance is hidden behind a thicket of trees and requires cutting through some tall grass. If you have not explored Route 11 before, be prepared for high-level wild Pokémon encounters in the mid-50s to low-60s range.

Step 2: Navigating the Outer Giant Chasm

Once you enter the Giant Chasm, you will find yourself in the outer area. This zone features deep snow, icy patches, and dense grass. Use Surf to cross the small lake near the entrance. Watch out for wild Pokémon such as Beartic, Cryogonal, and Vanilluxe, which can be surprisingly tough if you are underleveled. Push any boulders using Strength to clear the path forward. The outer area has several items worth collecting, including a Rare Candy and a Max Revive, so take your time to explore.

Step 3: Entering the Inner Cave

At the far end of the outer area, you will find a cave entrance shrouded by ice crystals. Enter this cave to begin the final leg of your journey. The cave system is a maze of icy floors, rock formations, and waterfalls. Use Waterfall to climb up the cascading water to reach higher levels. The cave is dark in spots, so consider bringing a Pokémon with Flash or simply use a Repel to minimize random encounters.

The path can be confusing, but the general rule is to always move forward and upward. You will encounter several trainers inside the cave, including Ace Trainers and Veterans. Their Pokémon are in the high 60s to low 70s, so your team should be around level 70 or higher for a comfortable battle.

Step 4: The Kyurem Encounter

At the deepest chamber of the cave, you will find an open area with a frozen, jagged floor. In the center of this chamber stands Kyurem, a majestic and intimidating dragon encased in ice. Kyurem will be at level 75 and will initiate battle as soon as you approach. Save your game before the encounter! You do not want to accidentally knock out this legendary and have to reset.

Knowing **how to find Kyurem in Pokemon Black 2**is only half the battle. The other half is actually catching it. Kyurem has a catch rate of just 3 (roughly 1.6% at full health), making it one of the hardest legendary Pokémon to capture in the game. Here is a battle-tested strategy to maximize your odds.

Weaken Kyurem Without Knocking It Out

Use a Pokémon that knows **False Swipe**to bring Kyurem down to 1 HP. Good candidates include a high-level Swords Dance user like Scizor or Gallade. Be cautious: Kyurem's signature move, Glaciate, deals damage and lowers the target's Speed. It also knows Dragon Breath, Slash, and Scary Face. At lower health, Kyurem may use its full-power moves, so keep your party healed.

Inflict a Status Condition

Sleep and paralysis are the best status conditions for catching. **Spore** or **Hypnosis** can put Kyurem to sleep, while **Thunder Wave**paralyzes it. Frozen is possible but unreliable. A sleeping or paralyzed Kyurem significantly increases your catch rate multiplier. Avoid using burn or poison, as they can accidentally knock out the weakened legendary over time.

Choose the Right Poké Ball

For the best chance of success, use these ball types in order of effectiveness:

1. Dusk Ball – 3.5x catch rate multiplier if used in a cave or at night (cave applies here).
2. Timer Ball – Maxes out at 4x multiplier after 30+ turns.
3. Ultra Ball – 2x multiplier, reliable but less efficient than the above.
4. Quick Ball – Only effective on the very first turn (5x multiplier). Use one immediately, then switch to Dusk or Timer Balls.

I recommend throwing a Quick Ball on turn one, then switching to Dusk Balls while Kyurem is asleep or paralyzed. If the battle goes past 30 turns, switch to Timer Balls for the highest multiplier.

Understanding Kyurem's Role in the Game

After you catch Kyurem, you may wonder about its significance beyond being a powerful legendary. In Pokémon Black 2 and White 2, Kyurem has a unique mechanic: it can fuse with Reshiram or Zekrom (depending on your game version) to become **White Kyurem** or **Black Kyurem**. This fusion is performed using the **DNA Splicers**, an item you receive from a scientist in the PWT after capturing Kyurem. The fused forms have dramatically different typings, abilities, and move pools, making Kyurem one of the most versatile legendary Pokémon in the series.

White Kyurem vs. Black Kyurem

- White Kyurem (fuse with Reshiram) – Dragon/Fire type. Gains the ability Turboblaze, which ignores the target's Ability. Learns Fusion Flare and Ice Burn.
- Black Kyurem (fuse with Zekrom) – Dragon/Electric type. Gains the ability Teravolt, which also ignores the target's Ability. Learns Fusion Bolt and Freeze Shock.

Both forms have a base stat total of 700, making them among the strongest Pokémon in existence. If you want to optimize your competitive or in-game team, consider which fused form complements your lineup.

Kyurem's Competitive Value

Beyond the story, Kyurem is a formidable asset in the Battle Subway, the Pokémon World Tournament, and online battles. Its base stats are impressive: 125 HP, 130 Attack, 90 Defense, 130 Special Attack, 90 Special Defense, and 95 Speed. This spread makes it a mixed attacker that can hit hard from both physical and special

sides. The signature move Glaciate is a 65-base-power Ice-type special move that lowers the target's Speed, giving you a speed advantage in prolonged battles.

When fused, Black Kyurem and White Kyurem gain access to devastating signature moves and improved typings that cover many common weaknesses. If you are serious about building a competitive team, investing time in **how to find Kyurem in Pokemon Black 2**and then fusing it with the appropriate dragon is well worth the effort.

Common Mistakes to Avoid

Many trainers fail on their first attempt to capture Kyurem due to simple oversights. Here are the most frequent errors and how to avoid them:

- Forgetting to save before the encounter – If you knock out Kyurem, you will have to defeat the Elite Four again and return. Save directly in front of it.
- Using False Swipe on a Ghost-type – False Swipe does not affect Ghost-types, so be sure your Pokémon has a Normal-type move or another way to reduce HP.

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