TRAVEL

Victory Road Map Pokemon Black

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Navigating the Ultimate Challenge: A Complete Victory Road Map for Pokémon Black

The journey through the Unova region in Pokémon Black is filled with thrilling battles, captivating storylines, and unforgettable encounters. However, every trainer knows that the path to becoming a Pokémon League Champion is paved with one final, grueling trial: Victory Road. This treacherous cave is the last line of defense before you can face the Elite Four and the Champion. For many players, Victory Road in Pokémon Black can be a confusing maze of rock climbs, waterfalls, and powerful trainers. This comprehensive Victory Road map and guide will provide you with everything you need to conquer this dungeon with confidence, ensuring you step into the Pokémon League fully prepared.

Understanding Victory Road in Pokémon Black

Victory Road in Pokémon Black is not just a cave; it is a test of your preparation, your Pokémon's strength, and your puzzle-solving skills. Located just north of the Pokémon League, this cave is the final barrier between you and your goal. Unlike some earlier caves, Victory Road requires multiple Hidden Machine (HM) moves to navigate, including Strength, Surf, Waterfall, and even Cut. The cave is divided into several distinct areas with level changes, requiring careful use of Rock Climb. This guide will break down each section, providing a clear route and highlighting key trainers and items.

Prerequisites: What You Need Before Entering Victory Road

Before you even set foot in Victory Road, ensure you have the following:

- All necessary HMs: You must have access to Strength, Surf, Waterfall, Cut, and Rock Climb. Make sure at least one Pokémon in your party knows each of these moves. A dedicated HM slave like a Bibarel or a learned moveset is highly recommended.
- Ample healing items: Stock up on Hyper Potions, Full Heals, Revives, and Ethers. The trainer battles are challenging and can drain your resources quickly.
- A balanced team of level 45-55: Your Pokémon should be at least in the mid-40s to low-50s. Elite Four members have Pokémon in the high 40s and 50s, so leveling up a bit inside Victory Road is beneficial.
- Repels (optional but recommended): Wild Pokémon in Victory Road range from level 40 to 50, and Repels can help you avoid unnecessary encounters while navigating the maze.

The Entrance: First Steps into the Cave

You enter Victory Road from the south. Immediately, you will be in a large cavern. To your left, there is a small ledge you can jump down, but you will need Strength later. For now, head forward and slightly to the right. You'll encounter a **Pokémon Ranger** near the entrance—be prepared for a Double Battle if you have a partner. The first area is relatively straightforward, with a few trainers blocking the path. The key objective here is to find the

Strength boulders to push and create a pathway upward.

Trainer Battle: Ace Trainer (Double Battle)

Immediately upon entering, you may be challenged by Ace Trainer Caleb and Ace Trainer Kaitlyn. They use Pokémon around levels 45-48, such as Arcanine and Garchomp. Use Surf or Ice Beam to handle their Ground and Fire types. After defeating them, proceed north. You will see boulders that require Strength. Use Strength to push them into the holes in the floor. This will create a staircase of rock climbs leading to the next floor.

The First Climb: Rock Climb and the Lower Plateau

After solving the Strength puzzle, you will need to use Rock Climb to ascend the newly created ledges. This area contains a few key items and more trainers. Look for a **Max Elixir** on a small side ledge. Continue climbing upward. You will encounter several Black Belts and Battle Girls who specialize in Fighting-type Pokémon. Their Pokémon are strong, but you can counter them with Psychic or Flying moves.

Useful Items in the First Section

- Max Elixir – Found on a rock ledge near the first Rock Climb area.
- Ultra Ball – Near a pair of trainers, hidden behind a rock.
- Carbos – On a small island reachable by Surf later.

At the top of the Rock Climb, you will find a narrow passage leading to the main cavern's second level. Careful: there are two trainers here—a Black Belt and a Battle Girl—who may challenge you simultaneously if you step in their line of sight. It's best to engage them one at a time. Their Pokémon include Machamp and Conkeldurr, which can be dangerous. Use status moves or strong Psychic attacks.

The Middle Cavern: Water and Dark Corners

After navigating the ledges, you'll arrive at a large open cavern with a body of water. This is where you will need Surf. The water is infested with wild Pokémon like Basculin and Alomomola, but you can avoid them. There are several small islands in this cavern. On one island, you can find a **Rare Candy**. On another, a **Big Root**.

Hidden Item: Rare Candy

To reach the Rare Candy, swim to the westernmost island. Use Rock Climb to go up a small waterfall rock face. The item is at the top.

In this section, you will also encounter a **Pokémon Breeder** who has a team of diverse Pokémon. She can be tough if you don't have a wide coverage. After defeating her, continue swimming east toward a cave opening. This leads to the deepest part of Victory Road.

The Final Stretch: Waterfall and the Elite Four Lobby

Surf across the water, and you will see a waterfall. Use Waterfall to climb upward. This leads to the final area of Victory Road. Here, the battles become significantly harder. You will face **Veterans** and **Ace Trainers** with fully evolved teams. One veteran uses a powerful Water-type team, while another uses Dragons. Make sure you heal before facing them.

Key Trainer: Veteran (with Haxorus)

One Veteran near the exit has a Haxorus (level 51), which can be devastating. Use Ice-type moves or Fairy-type moves (if available to you in Gen 5, such as Gardevoir with Draining Kiss, though Fairy was not introduced until Gen 6; instead, use Dragon- or Ice-type moves). A strong Weavile or Vanilluxe can take it down. Also, watch for his other Pokémon like Milotic and Garchomp.

Max Revive. Use Strength to move the boulder blocking the Max Revive. Then, take the final Rock Climb up to the narrow passage that leads out of Victory Road. You will emerge directly in front of the Pokémon League building.

Complete Victory Road Map: A Step-by-Step Route

1. Enter Victory Road from the south. Defeat the Ace Trainer duo.
2. Use Strength on the boulders to clear the holes. This creates a Rock Climb path.
3. Rock Climb up to the first plateau. Collect Max Elixir.
4. Navigate left and up, defeating Black Belts and Battle Girls.
5. Reach the middle cavern with water. Use Surf.
6. Explore the islands for items (Rare Candy, Big Root, Ultra Ball).
7. Surf east to a cave opening; go inside.
8. Use Waterfall to go up to the final area.
9. Defeat the Veterans and Ace Trainers in the final cavern.
10. Use Strength to move the boulder blocking the Max Revive.
11. Rock Climb up the final ledge and exit.

Essential Tips for Conquering Victory Road

- Save often: There are many points where you can get stuck or lose progress if you black out. Save after every major battle.
- Bring Poké Balls: Victory Road has exclusive wild Pokémon like Deino (in the dark areas), which evolves into Hydreigon, a powerful Dragon-type. Deino appears at level 38-40, so be patient.
- Level up strategically: The trainers here give good experience. If your team is underleveled, grind on these trainers before leaving. You can also rematch some trainers by walking in and out of the cave.
- Teach HMs wisely: Avoid wasting moveslots on important Pokémon. Use a sacrificial HM slave or a Pokémon you don't plan to use in the Elite Four.
- Stock up on Antidotes and Paralyze Heals: Wild Pokémon like Scolipede and Seviper can poison or paralyze your Pokémon. A status condition in the middle of a trainer battle can be disastrous.

Wild Pokémon Encounters in Victory Road (Pokémon Black)

Victory Road is home to a variety of wild Pokémon, some of which are exclusive to this location. Below is a list of common encounters you might find on each floor:

Cave Floor (First Level)

- Boldore (level 39-42)
- Gurdurr (level 40-43)
- Archen (rare, level 40-42)

Water Cavern (Second Level)

- Basculin (level 40-45)
- Alomomola (level 40-45)
- Frillish (level 40-43)

Deep Cavern (Final Area)

- Deino (level 38-42, only in dark patches of grass)
- Mienshao (level 42-45)
- Druddigon (level 44-48)

If you are looking to catch a Deino for your team, bring a Pokémon with the ability Illuminate or use a Repel trick to increase encounter rates. Deino will eventually evolve into Zweilous and then Hydreigon at level 64, which is a fantastic special attacker.

Preparing for the Elite Four After Victory Road

Exiting Victory Road brings you to a Pokémon Center right before the Pokémon League. This is your last chance to heal, buy items, and adjust your team. The Elite Four in Pokémon Black are among the toughest in the series. They specialize in Dark, Ghost, Psychic, and Fighting types. As a result, you should have a well-rounded team with coverage against these types. Consider training a Dark-type for the Ghost specialist, a Fighting-type for the Dark specialist, and a Ghost- or Bug-type for the Psychic specialist. Your starter Pokémon should be at level 50 or higher. You can also use the Pokémon Center to access the PC and swap out your HM slave for a battle-ready Pokémon.

Common Mistakes to Avoid

Many trainers fail at Victory Road because of simple oversights. Here are some pitfalls to avoid:

- Forgetting HM moves: You can't complete Victory Road without all the required HMs. Double-check your party before entering.
- Skipping healing: After every tough trainer battle, heal up. There's no shame in using a Full Restore.
- Ignoring the wild Deino: Deino is a rare encounter but incredibly powerful later. If you want a Hydreigon, catch one here because it’s the only location in Pokémon Black.
- Rushing through puzzles: The Strength and Rock Climb puzzles require patience. If you push a boulder the wrong way, you may have to leave the cave and come back to reset it.

Conclusion

Victory Road in Pokémon Black is a fitting final dungeon that tests every skill you’ve learned in your journey across Unova. With a clear Victory Road map in mind, the right Pokémon, and a steady supply of healing items, you can navigate this challenging cave with ease. Remember to catch a Deino if you

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