

Mastering the Ramon Salazar Boss Fight in Resident Evil Village

Facing the Molded Monster in the Reservoir

Resident Evil Village throws a lot at you. From the towering Lady Dimitrescu to the grotesque Moreau, each boss encounter tests a different skill. But for many players, the Ramon Salazar boss fight stands out as one of the most intense and mechanically demanding sequences in the game. It is not just a test of reflexes. It is a lesson in resource management, pattern recognition, and keeping your cool under pressure.

I remember my first attempt vividly. I was low on ammo, low on health, and completely unprepared for the speed of his attacks. Salazar is not a slow, lumbering giant. He moves with a kind of frantic energy that catches you off guard if you are used to the more deliberate pacing of earlier fights. The arena itself, a flooded reservoir with limited cover, forces you to stay mobile. Standing still for more than a few seconds is a death sentence.

What makes the [ramon salazar boss fight](#) so memorable is the way it combines close-quarters danger with long-range threats. Salazar himself charges at you with devastating melee combos, but he also calls on his Molded minions to flank you from the sides. You have to split your attention between the main threat and the smaller ones, all while managing the shrinking safe zones as the water level rises. It is a lot to handle, but with the right approach it becomes one of the most satisfying victories in the game.

Understanding Salazar's Attack Patterns

Before you even fire a shot, take a moment to study the arena. The reservoir has several raised platforms connected by narrow walkways. These platforms are your best friends. They give you a few seconds of breathing room when Salazar is charging, and they let you line up shots on his weak points without being interrupted by the Molded.

Salazar has three main phases. In the first phase, he relies on heavy lunges and a ground-pound attack that sends out a shockwave. The lunge is telegraphed by a distinct roar and a pause where he pulls back his arm. If you dodge to the side at the right moment, you can avoid the hit entirely and get in two or three shots on his exposed back. The ground-pound is easier to read, but the shockwave has a wide radius. The trick is to jump over it or use the platforms as elevation to avoid the damage.

In the second phase, Salazar starts summoning Molded. These smaller enemies are not particularly tough on their own, but they can stunlock you if they swarm. Prioritize them as soon as they appear. A single shotgun blast or a well-placed grenade can clear a group, but be

careful not to waste explosives you might need for the main fight. I found that using the pipe bomb on a cluster of Molded just as they spawn gives you a clean window to focus on Salazar again.

The third phase is where things get chaotic. Salazar enrages, his attacks become faster, and the Molded spawn more frequently. The water level also rises, flooding the lower walkways and forcing you onto the remaining platforms. This is the critical moment. Do not panic. Keep moving in a circle around the arena, using the platforms for cover, and save your healing items for when your health drops below half. The temptation to heal at the first sign of damage is strong, but you will need those resources for the final push.

Weapon Choices and Loadout Tips

Your loadout matters more in the ramon salazar boss fight than in most other encounters. I recommend bringing a shotgun as your primary weapon. The close-quarters nature of the fight means you will often be in range for devastating blast damage. The W870 TAC shotgun, fully upgraded, can stagger Salazar with a single shot to the head, giving you a moment to reload or reposition.

A pistol with a decent rate of fire is useful for dealing with the Molded. The M1911 or the LEMI can take them down in a few shots, and they conserve ammo for your heavier weapons. Do not rely on the sniper rifle here. The scope makes it hard to track Salazar's fast movements, and the reload time is too long for the pace of the fight.

Grenades are invaluable. Pipe bombs can interrupt Salazar's attacks and clear groups of Molded. Flashbangs are also surprisingly effective. A well-timed flashbang can blind Salazar for a few seconds, giving you a free window to unload on his weak points. Just be careful not to blind yourself if you are too close.

Healing items: keep at least two first aid meds and one red herb mixture in your inventory. The green herb mixture is less useful here because the damage comes in bursts, not a slow bleed. Save your strongest healing for the third phase.

Positioning and Movement Strategies

The key to surviving this fight is constant movement. Never stop moving for more than two seconds. Salazar's lunge covers a lot of ground, and if you are stationary when he starts the charge, you will not have time to dodge. Use the sprint button liberally, but watch your stamina. If you run out of stamina while he is closing in, you are in trouble.

Use the platforms as safe zones, but do not stay on them too long. Salazar can knock you off with his shockwave, and falling into the water leaves you vulnerable for a moment. I found it

helpful to circle the outer edge of the arena, using the platforms as brief stopping points to reload or take a shot, then moving on immediately.

When Salazar summons Molded, do not try to kill them all. Just clear the ones that are directly in your path. The others will eventually despawn or be killed by Salazar's own attacks if you are lucky. Focus on maintaining distance and avoiding corners, because getting trapped is the fastest way to die.

Common Mistakes and How to Avoid Them

One of the most common mistakes I see in this fight is hoarding ammo. Players try to conserve bullets and end up taking unnecessary damage because they are not dealing damage fast enough. Do not be afraid to use your shotgun liberally. You will find more ammo in the arena after each phase transition, so as long as you are not wasting shots on empty air, you will be fine.

Another mistake is ignoring the Molded until they are right on top of you. They build up stagger quickly. If you let them surround you, you will be stunlocked and eaten alive. A single grenade or a few shotgun blasts as they approach is all it takes to keep them at bay.

Overhealing is also a trap. I have seen players pop a first aid med the moment they take a scratch. That is a waste. Wait until you are below half health, or until you know you have a safe window to heal. The animation takes a second, and if Salazar hits you during it, you lose the healing and the item.

Finally, do not forget about the environment. The platforms can be used to block some of Salazar's attacks if you position yourself behind the central pillar. It is not a perfect shield, but it can buy you a second or two to breathe.

Rewards and Why This Fight Matters

Beating Salazar rewards you with the reservoir key, which opens the path forward, but the real reward is the experience. The ramon salazar boss fight teaches you to manage multiple threats at once, to read enemy tells under pressure, and to use the environment as a weapon. Those skills carry over into the later sections of the game, especially the final confrontation with Miranda and the escape from the island.

It is also a fight that rewards persistence. The first time you face him, he feels overwhelming. By the third or fourth attempt, you start to see the patterns. You learn which attacks you can punish and which you need to respect. That feeling of mastery is what makes Resident Evil Village so rewarding. It is not just about surviving. It is about learning to thrive in chaos.

If you are stuck on this boss, take a break. Watch a few attempts from other players, but focus on their positioning more than their aim. The aim will come with practice. The positioning is what keeps you alive. Once you have that down, the fight becomes a dance, and you are leading.