



Micronesia sol s rng solar

How do you get solar Aura in Sol RNG?

To get Solar Aura in Sol's RNG,players need to roll and hope to get lucky. The chance of obtaining this aura under normal conditions is 1/50,000,but this value drops to 1/5,000 if you meet the following conditions: Make rolls in Daytime. Make rolls in no-weather conditions.

What is Sol's RNG?

Sol's RNG is an experience created by sol's studio. It is an AFK experience about rolling auras,ranging from very common,to the rarest of them all. It has over 687.1 million visits as of July 2024 and has brought a sub-genre "RNG". Sol's RNG barely features any gameplay,as the main objective is to simply roll for Auras.

Does Sol RNG have any gameplay?

Sol's RNG barely features any gameplay,as the main objective is to simply roll for Auras. "Auto Roll" can be activated so that it rolls for the player,and additionally,buying the Quick Roll gamepass skips the rolling animations,allowing for even faster rolls.

What happens if you roll Solar - Solstice?

Upon rolling Solar,the player had a 1 in 100 chance for it to turn into Solar : Solstice. However,as of Eon 1,the mutation system for Sol's RNG has been deleted,now making Solar : Solstice only able to be obtained as its indicated and native rarity. Meaning you can roll Solar : Solstice with a Heavenly Potion II.

How does crafting work in Sol RNG?

Crafting is a major component of Sol's RNG. The player is able to craft gloves that permanently increase luck for as long as they have them equipped,the Exoflex Device is currently the best gear in terms of luck increase,granting a huge 340% increase in luck; and a -35% Roll cooldown for as long as it is equipped.

An infographic of the current Sol's RNG biomes made by MattPlays607 (version 1.41) The Biomes/Weather/Time system is comprised of a pack of unique events that visually apply to the map, and affect the chance of obtaining exclusive ...

Effects (Commonly referred to as Buffs) can be gained from various different means, such as Potions and Gears/Items, and can boost stats such as the player's roll speed, luck, bonus roll multiplier, and bonus roll counter. Effect durations can stack, but not the boost, meaning if the player uses a Lucky Potion twice, it will have double the duration, but will keep the same ...

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Player is the 26th aura listed in the collection, and has a 1 in 3,000 chance of being rolled. Player features a simple animation of the player moving their arms up and down. It has a custom walking animation that is intended to represent how 2D sprites would walk and move in classic Flash games. Player also features a single white circle aura that momentarily ...

Not to be confused with Sirius (Removed), a version of Sirius that is removed. SIRIUS is the 67th aura listed in the collection and has a 1 in 14,000,000 chance of being rolled. A large, yellow light shines from the player's body, as they are enveloped by a wispy flare of colors. The player floats midair in a pose similar to Origin, occasionally reaching their out with their left hand. Two ...

Not to be confused with Eclipse Device. Some refer to this as a miracle while others call it a disaster...well, although it's merely a celestial event where the Moon obscures the Sun.[sic]Description Eclipse is the 38th aura listed in the collection, and can only be obtained via crafting it in Jake's Workshop. Its rarity is displayed as "Epic crafted". Eclipse displays a solar ...

An infographic of the current Sol's RNG biomes made by MattPlays607 (version 1.41) The Biomes/Weather/Time system is comprised of a pack of unique events that visually apply to the map, and affect the chance of obtaining exclusive auras for that biome.

Welcome to the Sol's RNG Wiki! Here, we work to inform you on everything you need to know about the RNG-based Roblox Game, Sol's RNG. Information on items, auras, effects, and everything you need will be here, with new information being added on a regular basis. Feel free to join us, and help expand our growing community!

Hour Glass. Description The Hour Glass is a biome-exclusive item added in the Eon 1 Update. It is found spawning at any of the item spawn points at the start of the Sandstorm biome. Sacrificing 1 Hour Glass to the Grail of Resonance will give or enhance the Resonance of Elements effect, buffing your luck by 3% and your roll speed by 1.5%. You can also exchange Hourglasses to ...

This article is about CHROMATIC. For more uses of CHROMATIC, see Chromatic (Disambiguation). CHROMATIC is listed as the 68th aura in the collection, and has a 1 in 20,000,000 chance of being rolled. CHROMATIC gives the player two color-changing stars that spin around them in a counterclockwise pattern, forming a thin ring of light. Each star has a ...

Rare Auras in Sol's RNG - Roblox. Below, I have listed all the rarest auras in the game, how they look, and the methods to obtain them. Also, I have not included dev-exclusive auras and only mentioned ones that the players can still acquire in the game.

This article is about Lunar. For more uses of Lunar, see Lunar (Disambiguation). Lunar is the 38th aura listed in the collection. It has a 1 in 50,000 chance to be rolled, and a 1 in 5,000 chance to be rolled during the Night. Lunar features a crescent moon, with purple, hazy clouds floating atop the player's head. It also includes stars,



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that appear to move from dot to dot around the torso ...

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The Darkshader is a left-handed gear that decreases the player's bonus roll cooldown from ten rolls to five, and grants x2.5 luck for 10 rolls, every 20 rolls. While it doesn't describe this in-game, during the Encroached buff, the bonus roll becomes x5 luck every 5th roll. This means that the bonus roll doubles the x2.5 luck effect every 5th roll while you are under the effects of the ...

Solar is the 39th aura listed in the collection. It has a 1 in 50,000 chance of being rolled, and a 1 in 5,000 chance of being rolled during the Day with no weather conditions. Appearance. Solar features a bright symbol above the player, symbolizing the sun, alongside yellow, hazy clouds. It also includes 5 bright yellow, sword-like beams ...

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THE RAREST AURA is a developer-exclusive aura and cannot be obtained from rolling. THE RAREST AURA has a near identical look to the aura Rare, having a light blue portal/force field effect around them that appear as 2 discs around the player, spinning clockwise and horizontally, with the only visible difference being the title and a brighter visual effect. This design of this ...

Innovator is the 94th aura listed in the collection and has a 1 in 30,000,000 chance of being rolled. Innovator creates a purple portal-like circle beneath the player, rotating while occasionally pulsating. In this portal's center lies a light blue cross, and the word "innovator" and "protected" hovers just above the portal's edges. In addition, Innovator also provides the ...

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This device is powerful enough to crush stars.+700% Base Luck | +50% Roll Speed Description The Starshaper is a right-handed gear that increases the player's luck by +700%, and increases their roll speed by +50%. The Starshaper is a persimmon colored gauntlet, adorning: a star on its front; a translucent, white wing, and also what appears to be red buttons connecting all three ...

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