

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.

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.

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.

Gears are equipable items the player may craft and hold, typically taking form in the shape of a glove on the player's right or left arm. When held, they provide permanent buffs that last until the gear is unequipped via the inventory. Gears can be turned invisible by using the Invisible Gear Gamepass. Auras are used as crafting materials. Some items become crafting materials for ...

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 ...

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Not to be confused with SIRIUS, 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 glowing orbs ...

Moonflower is the N/A aura listed in the collection and has a 1 in 10,000,000 chance of being rolled. It is part of the Halloween event and will become an event aura. This aura cannot be rolled via breakthrough and can only be rolled in the Pumpkin Moon biome. The player slightly levitates above a blue, portal-like floor effect, while also wearing an blue and black scarf, similar to B L ...

[ Luminosity ] is the 83rd aura listed in the collection, and has a 1 in 1,200,000,000 chance of being rolled. [ Luminosity ] features eight wing-like shards that rest behind the player, enveloped in a light aura as they converge and diverge continuously, a ring consisting of several beams binding them. The aforementioned structures vary in size, with the four larger ones being ...

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Profile. Eclipse is the 38th aura listed in the collection, and can only be obtained via crafting it in Jake's Workshop s rarity is displayed as &quot;Epic crafted&quot;. Appearance. Eclipse displays a solar eclipse above the player's head, with a black and orange colored portal below the player's feet that is very similar to that of Diaboli, yet more circular, instead of pointed.

Not to be confused with Leaderboard Titles. Achievements are what are considered &quot;goals/badges&quot; for Sol's RNG, they give money rewards and a leaderboard title when the player completes them. The page below will show all the achievements and how to obtain them. When completing the &quot;???&quot; quest, the name changes to &quot;Something went wrong,&quot; and the description ...

Items are important for rolling better Auras, as they are the only way to gain a Luck boost apart from the Obby and Effects. Some items, such as Lucky Potions, can be found on the map spawning every so often. Other items, such as the Exo Gauntlet, can be crafted using auras. Depending on the effect given by these items, the

auras may be harder to obtain. There are ...

? ?A?p?o?s?t?o?!?o?s? ?? ?V?e?i?!? is the 79th aura listed in the collection, and has a 1 in 800,000,000 chance of being rolled in both the Graveyard & Pumpkin Moon biome, as a required condition. It is a mutation of APOSTOLOS. The player floats above a pulsing purple pentagram with a glowing purple scythe in hand with a purple cape. On the right hand side is a green pillar ...

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 player with a set ...

Glock is the 23rd aura listed in the collection, and has a 1 in 1,700 chance of being rolled. The player's left arm is placed on their hip, while their right hand wields a Glock that they up in the air, next to their face, striking an intimidating pose. The screen will become black, an ominous noise will play in the background before the edges glow a dark grey, revealing Glock. Glock is the ...

SOUL HUNTER is the 112th aura listed in the collection and has a 1 in 40,000,000 chance of being rolled. It is part of the Halloween event and will become an event aura. This aura cannot be rolled via breakthrough, and can only be rolled in the Graveyard or Glitched biome. SOUL HUNTER is a reddish-pink aura with sawblades, souls, and various beams wrapping around ...

Opening Animations are cutscenes exclusive to auras that have a rarity greater than 999. Additionally, every rarity from 1,000-9,999, 10,000-99,998, 99,999-999,999, 1,000,000-99,999,998, and above, each utilize a different kind of cutscene, except for [ OPPRESSION ], and OBLIVION. For an visual of each aura's opening animation (from 1/10,000+), see the images ...

In this realm, a swirling purple sky pulses with an unsettling glow, casting an otherworldly hue over everything below. The air is thick with an electric tension, and a sense of unease lingers as the atmosphere vibrates with whispers of hidden fears. Within this aura, dreams twist into dark reveries, creating a surreal landscape where reality bends and the imagination runs wild. ...

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