

What is Sol's RNG?

Sol's RNG is a kid-friendly gambling Roblox game that throws you into the thrill of the roll...without the pain of having to part with Robux to roll again. Hit the button to try for a different aura. There are tons to collect, all with different rarities and visual effects. The rarer the aura, the bigger the flex.

How do you get valuable Auras in Sol's RNG?

Use our Sol's RNG guide to acquire valuable Auras and learn more about the gameplay mechanics. For starters, the game runs on a probability-based system, where you must use Rolls to obtain Auras based on your Luck.

How do I get a potion in Sol's RNG?

Below, I have listed all the Potions in Sol's RNG and their required materials. Acquisition Method: You can craft the item using the given materials at Stella's NPC location. Effect: +150% Luck increase for 5 Minutes. Acquisition Method: You can craft the item using the given materials at Stella's NPC location.

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.

All Sol's RNG Equippable Devices Recipe. The following list contains all the equippable devices in Sol's RNG and their recipe for crafting. Gear Basing. Acquisition Method: You can craft the item using the given materials at Jake's Workshop. x1 Good; x1 Rare; x1 Uncommon; x1 Common; Effect: Supplementary crafting item.

Solar features a bright symbol above the player, symbolizing the sun, alongside yellow, hazy clouds. It also includes 5 bright yellow, sword-like beams, equally spaced out, that circle around the player's torso, as well as a swirling pool of fire beneath the player's feet.

The solar device is one of the 11 current devices obtainable. It is a neon yellow that has flame and star effects. Crafting: It is crafted using 1 gear basing, 1 solar, 1 divinus and 1 rare. When held, it provides 1 stack of the "solar ignite" effect, which gives the holder +50% luck boost. The...

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Lunar Device - Relatively easy to craft par from needing the Lunar aura. Gives a 25% roll cooldown which isn't as helpful as the Luck Boost given by its Solar counterpart. Fortune II - +200% luck for 7 minutes. Better than Fortune I, but still, it can go further! Haste II - 50% roll cooldown for 5 minutes. Pretty solid to roll, but ...

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