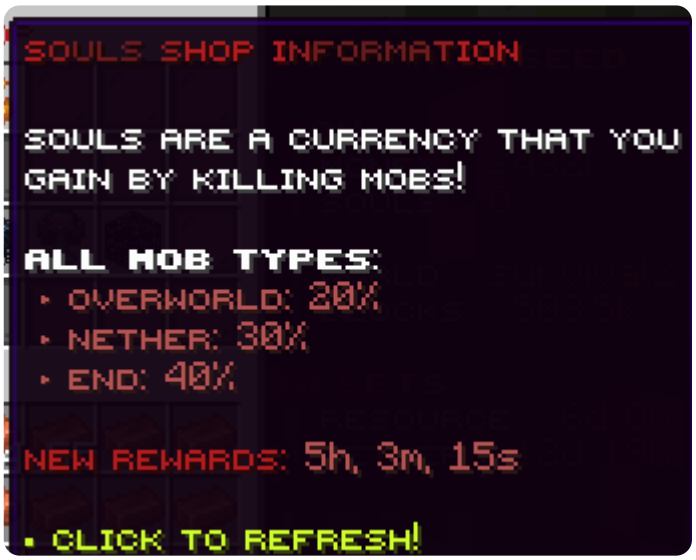
? Souls & the Soul Shop

/soul shop

When killing mobs, your scoreboard may show an increased number of SOULS. Soul are currency for the Soul Shop. To visit the soul shop, type /soul shop into your chat window.



Souls are earned by killing mobs in the game:

- Overworld mobs: 20% chance to gain a soul (killing things like rabbits, squid, glow squid, mooshrooms, chickens, cows, pigs, etc.)
- Nether mobs: 30% chance to gain a soul (killing things like blaze, wither skeleton, ghast, piglins, zombified piglins, etc.)
- End mobs: 40% chance to gain a soul (killing endermen)

You can spend your souls in the /soul shop. The rotation of things to buy changes every 8 hours and when the server may reboot. Soul shop items include:

- Specialty enchanted unbreakable netherite armor (includes fire protection and protection--not possible with vanilla enchants)
- Specialty tools (sword, pickaxe, axe, shovel, hoe, fishing rod, bow, mace, and trident) with a special souls skin
- Unbreakable telekinesis shears with Efficiency VI
- Spawners (creeper, squid, glow squid, bee, chicken, cow, sheep, and pig)

- Claim blocks vouchers
- Ominous trial keys
- Spawn eggs (evoker, vex, vindicator, ravager, creaking, endermite, ocelot, and guardian)
- .. and more!

Other helpful commands

Command	Description
/soul balance	shows your soul balance (also visible in the scoreboard)
/soul help	short summary of /soul capabilities
/soul pay username	give your souls to another player. if you are expecting to get paid, you will need to /pay username $$ for them (the /soul pay command will not give you money)
/soul shop	access to the actual shop to see what is in rotation and to buy souls items
/withdraw souls ###	use to create a voucher (claimable paper) of your souls to sell or give to others

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