

The People's Assembly, convening on the 7th of October 2020 under the 26st PA Meeting.

The Assembly, recognising the current situation,

Constitutes the need to change the server difficulty to “normal” and implement a datapack that ensures when a villager is killed it will become a zombie villager.

And proceeds.

Signed by,
Ender_Sheeper

[Motion 26-2: To change the difficulty to normal and add a datapack which enables 100% villager -
> zombie villager conversion rates]