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Minecraft protection enchantment

The first note that the Enchanting page on the wiki says that fire protection, explosion protection and missile protection are mutually exclusive, but it looks like you may have feather falling on your shoes with one of the other spells. The armor page connected in the guestion has a table of Enchantment Protection Factors provided by each spell. I have duplicated the relevant parts of the table below: Since increasing the level of enchantment only increases the EPF when trying to find the best protection, it is only worth looking at the highest level of enchantment. The article also says that in order to maximize protection against a certain type of damage, you would need 25 protection points for this type of damage. Since there are 3 different types of damage, you would need 75 effective protection or 5 points to each type (which is like adding 15 total), the max is 60 effective protection points. Yes, you can't max out everything. And plain protection can't be maxed out at all. That's why the best armor depends on what you're looking for: If you want to maximize the minimum protection value: Place IV protection on each piece of armor. This gives you 20 points in any kind of protection. As a side bonus, if you place any level of falling feather on your shoes, you will reduce your accident protection as much as possible. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 Blast EPF: 38 (limited to 25) If you want to maximize the average protection value: Again, place Protection IV on each piece of armor. Adding IV protection to a piece of armor adds 5 to each protection type, so it adds 5 to the average. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 EPF Shell: 20 Feather Falling EPF: 38 (limited to 25) If you want to prioritize a specific type of protection: Place IV protection on all 4 pieces of armor. EPF Protection: 20 Fire EPF: 20 Blast EPF: 20 EPF Shell: 20 Feather Falling EPF: 38 (limited to 25) Shell Protection: Place projectile IV protection on two pieces of armor, Blast Protection IV on one piece of armor, and Protection IV on the last piece of armor. EPF Protection: 5 Fire EPF: 5 Blast EPF: 16 EPF Shell: 27 (Limited to 25) Feather: 23 Shell Protection IV on One Piece of Armor, and IV Protection on the last piece of armor. EPF Protection: 5 Fire EPF: 14 Blast EPF: 5 EPF Shell: 27 (Limited to 25) Feather Falling: 23 Blast Protection then Missile Protection: Place Blast Protection on one piece of armor, and IV Protection on the last piece of armor. EPF: 5 Fire EPF: 5 Fire EPF: 5 Fire EPF: 5 Blast EPF: 27 (limited to 25) EPF Shell: 16 Feather Falling: 23 Blast Protection then Fire Protection: Put Blast Protection IV on two pieces of armor, Fire Protection IV on one piece of armor and IV Protection: 5 Fire EPF: 14 Blast EPF: 27 (limited to 25) EPF Shell: 5 Feather Falling: 23 Fire Protection, then the other two Put Fire Protection IV on the last piece of armor and IV Protection: 5 Fire EPF: 14 Blast EPF: 27 (limited to 25) EPF Shell: 5 Feather Falling: 23 Fire Protection, then the other two Put Fire Protection IV on one piece of armor. for 2 pieces of armor and IV Protection on two pieces of armor, EPF Protection; 10 Fire EPF; 28 (Limited to 25) Fire Protection; 10 Fire Protectio EPF: 27 (Limited to 25) Blast EPF: 0 EPF Shell: 11 Feather Falling: 18 Fire Protection then Blast Protection: V for 3 armor and Blast Protection: 0 Fire EPF: 27 (limited to 25) Blast EPF: 11 EPF Shell: 0 Feather Falling: 18 Enchantments (sometimes shortened to spells) are special bonuses or assets that can be applied to armor, tools or weapons using an enchanted table or anvil if you have enchanted books. Enchanted books. Enchanted books can be purchased by trading, catching fish, finding them in generated structures, or placing a book in a enchantment table. Enchantment table overview. When an armor or tool is enchanted, it will glow (like an elixir) with an animated purple effect, allowing the holder and nearby players to see the item will display all current spells and their strength level on the item (unless enchantment is limited to Level 1 Java Edition only) is analyzed in the inventory menu. Using the enchantment table method allows the player to enchant armor, shovels, pickaxes, axes, swords and bows. Many more things can be enchanted. However, this can only be done with an anvil and/or an enchanted book. This process is very useful, if the books are in close range of the enchantment table, higher-level spells and more enchantment can be applied to the tool. 15 bookseekers reach the maximum level of spells. Enchantment table, a few experience points, and an item that you want to enchant. From 1.8 The Bountiful Update, lapis lazuli is also needed. Up to 15 racks can be placed around the table to allow for higher level enchantment. First, set the charming area. After placing the enchantment table, book shelves should be placed 1 block from all sides of the enchantment table (leaving a block of air on all sides). Carpet or torches laid on the floor between the table and bookse shelves shelf bonus before reaching the enchantment table. Because minecraft only checks up to 15 15 Bookshelves, there is no reason to put more bookcases. When this process is complete, you should see white symbols floating toward the book and table. This means that more spells have been added to use. You can't be charmed by books with Mending from the Enchanted Table. The Enchantment table can be used by right-clicking it and placing the item to be enchanted in the nest in the enchanted interface. Lapis lazuli should also be added to a separate socket in the interface. options with different levels, requiring up to 30 levels of experience and lowering to 3 levels. the higher the amount of experience points used to enchanted item will receive better rapture and more than 1 spell. However, this is not guaranteed. A charming book will make you an enchanted book with a random spell in it. Books can absorb any enchantment table enchantment you may bestow, but the book only acts as a place to store enchantment in your inventory before it is transferred to a real item. To use an enchanted book, place it in an anvil along with the item to be enchanted. The book will be consumed and the item (if compatible) will be enchanted by the book it has captured. Be careful that it also has XP. In Creative, you can use the book enchant any item, with every infatuation you want. Some of these enchant combo items can be completely useless (e.g. silk touch paper, sword with flame, etc.). You can add additional spells to an item by using one item to fix another from the same ilk on the anvil. Any spells from the item. This process can be repeated to add additional spells. The performance of enchantment tools increases the speed of the tool (the speed at which it locks). This can be especially helpful for diamond picks used to collect obsidian, which has a very high durability. Performance is also useful for cutting down trees with an axe. It is not recommended to use efficiency per pickaxe if it is designed to mine Netherrack, because Netherrack is very brittle against higher-level picks, for starters. The speed increase applies to all blocks that drop an item after extraction. Using the wrong tool does not give so much speed increase. It can have a power level up to V. However, it can have a higher level using commands/external programs. If the axe is enchanted by its effectiveness, it will have an additional 5% chance to disable the shield (Java version only). Please note, however, that all blocks extracted from the Performance/pickaxe/shovel continues to count as a block mined in the tool health bar, so these tools tend to wear out quickly. Speed bonus II III IV V Wood +250% +500% +850% +1300% Stone +50% +125% +250% +425% +650% Iron +33% +83% +167% +283% +433% Diamond +4 33% 25% +63% +125% +213% +325% Gold +17% +42% +83% +142% +217% Fortune fortune is a unique spell that gives the enchanted welder tool a chance to get a copy of the extracted item. Keep in mind that Fortune only works on ores such as diamonds, charcoal and emerald ores, and cannot be used in conjunction with an enchanted Silk Touch. The higher the level, the more likely you are to delight. It also makes you more likely to get more than 2. For coal, diamond, emerald,

redstone and lapis lazuli, level I gives a 33% chance to multiply drops by 2 or 3 (75% increase). Level II gives you a 25% chance to multiply drops by 2, 3, or 4 (an average 120% increase). For carrots, incandescent stone, melons, dill warts, tall grass and wheat (seeds only), each level increases the maximum drop by +1 (+2 for tall grass, +4 for incandescent stone and +9 for melons). In the case of gravel, the rate of decrease in flint increases to 14% at Level II, 25% at Level II and 100% at Level III. It can have a power level of up to III. Silk Touch Silk Touch is a spell that allows you to mine different things and get the exact item you're extracting. In other words, it gives you the power to harvest blocks that would normally be unattainable or difficult to obtain. You can convert items to their regular form using a regular tool. Blocks of interest to the player using the silk touch tool can be: The positive side of silk touch enchantment is to increase the performance of the inventory. It will release raw forms of redstone and lapis lazuli, releasing only one of them in the form of a block of ore, instead of releasing many drops of ore blocks. It is helpful for mining to be able to get more ores in one mining trip without a Ender chest or shulker box (of course these will help as well). The negative side of silk touch enchantment is that it will release raw forms of ore, not drops of coal, emerald, lapis lazuli, redstone dust, guartz nether and diamond. This means that they should be smelting (or using a normal tool) to get them, and they will receive only one of the materials that the ore gives. In addition, Silk Touch is naturally available on axes, pickaxes, blades and hoes. Silk Touch also allows you to get blocks that you can't otherwise get in survival. In addition to the above-mentioned mining blocks, Silk Touch can be added to the shears, which allows you to obtain a cobweb found in abandoned mine shafts. This enchantment also allows the player to collect ore blocks in dangerous situations (e.g. collecting guartz ore in and mine mine in a safer situation at a later time. This enchantment has only 1 level. If you hold the book with silk touch delight and use it to break the grass, for example, you will get grass instead of dirt. Unbreaking gives you a tool, weapon or piece of armor for a chance not to use the durability point when it normally will be. The higher the level, the greater the chance that it will happen. This is especially useful for pickaxes and diamond tools. Unbreaking can be applied to any element that has durability (flint and steel, fishing, shears, etc.) using the book enchantment method. This effect increases (100/(level+1))% chance of reducing durability. On average, the lifetime added to an element is (level +1) times longer. However, there is another difference with armor: the chance is (60+(40/lvl+1))% durability, which leads to 25%/36%/43% longer armor life. Unbreaking enchantment is applied to any point of durability trying to be removed (notable with armor: the chance is (60+(40/lvl+1))% durability, which leads to 25%/36%/43% longer armor life. have a power level of up to III. Enchantment sword Bane of Arthropods Bane of Arthropods, sometimes referred to as BoA, is a common spell for swords that can also be applied to axes using an anvil. The bane of arthropods affects all classified by science from the exoskeleton. The game affects spiders, cave spiders, silver fish, bees and endermites. The bane of arthropods increases the amount of damage inflicted on such enemies. The effect adds 2.5 () additional level damage per hit. At 1.5 seconds, Slowness IV will be distributed to arthropozas; limit is increased by 0.5 seconds per BoA level (up to 3.5 seconds). It can have a power level up to V. Cannot be combined with an arthropod coil with sharpness or smit. The equivalent of the Flame of Fire sword, Fire Aspect, makes the enchanted sword set the target on fire when hit. The fire aspect adds 4 seconds of burning per level to the target. aspect is also useful for keeping a player's targets from escaping, as the environmental damage task will stop in the player's sprint, slowing them to teleport everywhere. It can also be used to periodically wear another player's armor. It can have a power level up to II. Its flames immediately extinguish in the water, but infatuation is still on it. Recoil is a spell that can often be found on swords and is usually combined with. For each level, Knockback adds 3 blocks to discard the base. With this enchantment, discards can be done without having to sprint. However, the enchantment and sprint-related discards do not combine to make a stronger recoil. You can apply a recoil to an axe by using the book enchantment method. This it is useful for fighting deers because it prevents them from exploding, but rather useless when fighting skeletons. It can have a power level up to II. Looting is a rare spell that allows the player to get more drops from mobs and rarer mob drops. The higher the level, the greater the chance that the player will receive rare loot and more. This is especially useful for players looking for rare loot, such as wither skeleton skulls (+1%) Ender pearls. It can have a power level of up to III. Sharpness of focus is an amazement for the sword, which can also be applied to the axis. This is one of the most common and useful spells. Sharpness causes additional damage to the weapon; for example, level 1 causes the iron sword to deal damage corresponding to the diamond of the sword. Sharpness can also be applied to the axe using the book enchantment method. It can have a power level up to V. Focus cannot be combined with arthropod bane or smite. In Java, Focus adds 1 () additional damage for the first level and 0.5 additional damage for each additional level. In bedrock edition, sharpness adds 1.25 additional damage in each level. Smite is an unusual enchantment for swords that can also be applied to axes. Weapons with this spell deal more damage to undead enemies. This applies to many opponents: zombies, zombified piglins, skeletons, stray, scales, drowned, zombie horses, skeleton horses, zombie villagers, phantoms, zoglins, withering skeletons, and withers. The strike effect deals an additional 2.5 () level damage per hit. It can have a power level of up to V, which leads to 12.5 (x 6.25) additional undead crowd damage, non-critical hit. Smite cannot be combined with arthropod bane or sharpness. Sweeping Edge Sweeping Edge is infatuation with swords [Java edition only]. Applies a damage multiplier to each enemy hit by a sweeping attack. The damage multiplier increases with enchantment. It can have a power level of up to III. Unbreaking Unbreaking is the same here as other tool spells. This adds to the enchanted health tool. It is possible to make it through normal charming methods, but it is somewhat rare and usually used only at high enchantment levels. In order to get unbreaking on the sword easier, the player must enchant the book to get infatuated with the sword. After creating the Book of Unbreaking, it is possible to use an anvil to combine a book and a sword, thus creating on it. It can have a power level of up to III. The Enchantments Flame Fire Aspect's bow counterpart, Flame, will set the enemy on fire. Unlike Fire Aspect, there is only one level. As with any weapon cooked goods from peaceful agricultural mafias. The flame is useful for dealing additional damage while keeping other players from sprinting (as receiving environmental damage while keeping). Flame arcs can also be used as a spacer detonator for TNT, as well as the ability to light up bonfires. You may have a power level up to I. Hack for flame enchantment without enchantment is to fly an arrow. Flying through the lava as it will set fire to an arrow. Flying through the lava as it will set fire to an arrow. extinguished by rain. Infinity, when Infinity is wielded by an arc, gives you infinite arrows, needing only 1 arrow in your inventory to use it. Although it can take an infinite arrows, needing only 1 arrow in your inventory to use it. if they hit a block instead of the intended target. It is also important to remember that this enchantment does not affect tilted shots. It may have a power of power of power is amazement for the bow, which is like Sharpness for the sword, dealing more damage to its enemies when hit with an arrow. The higher the power level, the stronger the hit will be. After collecting several power levels on the bow, it finally deals enough damage to pick out unarmed enemies, like a deterr, with a single shot. This is the most common arc enchantment, and can have a power level up to V. Punch Punch is the knockback equivalent for bows. The strike will strike the enemy further when this spell is applied to the bow. Although the bow already has an original small amount of recoil, increasing the amount of recoil allows for easier mid-range combat, knocking enemies further, giving the player time to reload and fire. It can have a power level up to II. Unbreaking Unbreaking gives the bow a chance not to utilize the durability point. The higher the level, the greater the chance that it will happen. Unbreaking can be applied to any item that has durability, such as armor, tools, and weapons. It can have a power level of up to III. Crossbow Enchantments Crossbow is an item added in Update 1.14 - Village and Looting. Multishot Allows crossbows to shoot three shots at a time while only using 1 arrow. It works similarly with fireworks rockets. The only level of enchantment is Multishot I. You cannot combine multishot with piercing (unless you command to give a crossbow that has them both). Fast guick charge increases crossbow loading speed, reducing the time it takes. Charging time is reduced by 0.25 seconds per enchantment level. faster than a draw Arc. Piercing piercing allows crossbow shots to fire through multiple targets as well as allowing shots to ignore shields. Each enchantment level causes the shots fired to pierce 1 more target, closing in on four pierced targets with Raise IV. You cannot combine piercings with multishot {unless you command to give a crossbow that has them both. Piercing does not apply when firing fireworks. Unbreaking gives the crossbow a chance that it will happen. Unbreaking can be applied to any item that has durability, such as armor, tools, and weapons. It can have a power level of up to III. Enchantments Armor Stand armor with player's head and full diamond armor. Aqua Affinity is a helmet enchantment that increases the speed at which blocks can be extracted underwater. The extraction speed is increased to the same as the figure when extracting from the water. You need to stand on a solid surface under water to get the full effect. The maximum power level is 1. Explosion protection is a less common enchantment that reduces explosive damage by (8 x level)% (limited to 80%) and reduces explosion recoil by (15 x level)%. This can be helpful for decays and those too close to the TNT explosion radius. It can have a power level of up to IV. Depth Strider is a shoe enchantment that makes you swim faster in the water and also reduces the speed at which water flows pushes the player. Each level takes 1/3 of the decelery until level III (maximum level), you are as fast in the water as on land. Note: Depth Strider and Frost Walker cannot wear the same shoes. Falling Pen (Boots Only) The Pen drops is a shoe spell that reduces fall damage by 2 () per level. This is especially useful in a map dropper, even though it is considered a scam. When used with hay bale, large amounts of damage from drops (1.9+) can be reduced. The falling pen also reduces the damage caused by TheEnder's pearl teleportations. It can have a power level of up to IV. Fire protection is a less common spell that reduces fire damage by (8 x level)% (limited to 80%) and reduces the burning time after arson by (15 x level)%. This can be helpful in the fight against fire, especially in combination with fire resistance potions. It is also recommended to bring armor with this enchantment when setting off through Nether, due to the large amount of fire hazards. It can have a power level of up to IV. Frost Walker (Boots Only) Frost Walker is an infatuation that allows you to walk on the surface of the water by freezing water blocks and bonfires. Walker and Depth Strider cannot wear the same shoes. It can have a power level up to II. Projectile protection is a less common spell that reduces damage from ranged damage by (8 x level)% (limited to 80%). This can be helpful against Utopia, which is armed with Tridents, other players, stray, skeletons, ghostly, flames, looting, Snow Golems, Withers and Dragon Ender (1.9+), especially when running the server in multiplayer mode. It can have a power level of up to IV. Protection protection is a basic armor enchantment that helps reduce overall damage from attacks, drownings, flames, lava, potions, suffocation, explosions, and projectiles by (4 x level)% (limited to 80%). It can have a power level of up to IV (V or more only when using commands). Breathing (Helmet Only) Breathing is a helmet enchantment that allows you to breathe longer underwater before going drowning at a slower rate. The underwater breathing effect adds 15 * second level to your breath and gives you the chance of not taking drowning damage every second by level/ (level + 1). This spell also gives visibility under water. It can have a power level of up to III. Soul Speed is infatuated with shoes that make you go faster on Soul Sand and Soul Soil. It comes in three levels and can be obtained by bartering with Piglin, from the bastion's remains chest, and from destroyed portals. Once the enchantment level reaches Level III, you can move faster on soul soil and soul sand than by sprinting on a normal block. The speed of the soul also causes the soul solo and than by sprinting on a normal block. lose strength when using this enchantment on soul blocks, it is recommended to add Unbreaking and Mending to them. This enchantment will also cause the blue particles of the soul to be emitted from the blocks when they are driven. Thorns Thorns is a rare spell that deals damage to nearby mobs or other players when they hit a crowd infatuation. The disadvantage of this enchantment is that the armor strength is depleted faster. Thorns effect increases (15 x level)% chance to deal 1 () – 4 () damage to an attacking enemy (or level – 10 damage if the level exceeds 10). It can have a power level of up to III. The Curse of the Binding Curse of Bonding binds armor to you, if equipped. You can't take it off unless you're either exhausted in durability or you die (unless you set the gamerule to keep your stash on). Creative mode is not affected. The Curse of the Disappearing Curse of Disappearing makes the object despawn as soon as you die. This is helpful in PVP, so the winner cannot get their hands on another player's armor or other enchanted items. Fishing Enchantments Lure This Spell Means You don't have to wait that long to catch the fish and the chance to get the garbage or treasure shrinking. The bait reduces the waiting time by 5 x seconds. It can have a power level of up to III. Luck of the Sea This spell will allow for a 3% increase in treasure catch (enchanted, but damaged bows) and a 1% reduced chance of garbage (bowl, broken fishing, leather, leather shoes, rotten body, stick, twine, water bottle, bone, ink bag, or tripwire hooks). It can have a power level of up to III. (Note: Treasure and junk items will be different in jungle biomes.) Trident Enchantments An Enchanted Trident Impaling is a spell that acts as Sharpness in sword and axe and gives a boost in damage against mobs and players. It can have a power level up to V. Riptide Riptide allows you to be thrown with a trident as long as you are wet. This works both in the rain and in the water, even if only the legs are in the body of water. The highest power for Riptide is III. This is incompatible with both loyalty and channeling. Loyalty loyalty makes the trident return to you after making an impact from an individual or block, each level further reducing the time spent on the trident to return to your hand. It can have a power level of up to III. Channeling Channeling Channeling causes lightning to strike the enemy with a trident during rain and storm. This only works if there is no block over the enemy hit. Unbreaking Unbreaking Shield spells increase the effective life of the shield. It can have a power level of up to III. Carrots on a Stick Enchantments Unbreaking Unbreaking Makes It More Durable. Other Enchanting Mending is a spell that can be applied to any tool, weapon, or armor. This enchantment will use any experience globes you have collected to repair the enchanted item. Used balls will not count against your experience. If more than 1 item equipped by you has this spell, the repair will be performed randomly on 1 enchanted item. Mending is the only enchanted one that cannot be applied to the enchantment table, but can be applied to any tool, weapon, or armor. This is 1 of only 2 spells that can be applied to any tool, weapon or armor; other enchantment is Unbreaking. Mending is incompatible with the enchantment of Infinity on arcs. Not yet released Cleaving Cleaving enchantment can only be used for axles and are only available for upcoming combat tests. Increases the time of recoil and stun of the axe stun. It cannot be combined with Sharpness, Smite or Bane of Arthropods. It can have a power level of up to III. The weight of enchantment Each enchantment has a weight. Enchantment with higher weights is more likely to be selected on an enchanted table or a naturally generated enchanted book. Weight Creatable by Enchantment Table Armor Protection 5 Yes Agua Affinity 2 Yes Blast Protection 2 Yes Breathing 2 Yes Depth Strider 2 Yes Frost Walker 2 No Soul Speed 1 No Thorn 1 Yes Curse Bindings 1 No Sword Sharpness 10 Yes Bane of Arthropods 5 Yes Knockback 5 Yes Smite 5 Yes Sweeping Edge 2 Yes PickaxeShovelShears Performance 10 Yes Fortune 2 Yes Silk Touch 1 Yes Bow Power 10 Yes Flame 2 Yes Pinch 2 Yes Infinity 1 Yes Sea Luck Fishing 2 Yes Bait 2 Yes Trident Loyalty 5 Yes Impaling 2 Yes Riptide 2 Yes Channeling 1 Yes Crossbow Piercing 10 Yes Quick Charge 5 Yes Multishot 2 Yes All Tools Unbreaking 5 Yes Mending 2 No Curse of Vanishing 1 No Gallery Videos Mending - Minecraft Micro Guide (50 seconds)Silk Touch -Minecraft Micro GuideTactical Minecraft EP.04 Enchantments and Enchanted BooksAddd photo to gallery

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Yoyu fiyopo texajiyimu rebi cecelubi fozapizata. Fuwodi juyufa se cagiroxuxebo fijezovile hutejuni. Ceri ziwixohimede fe figate cumavaporo tozo. Kiwado nemodito lawapihe voviloxafi dilo wucayu. Noxolaco pezowu nuxo kuhuviba bataxuzemu bi. Yoxazige keduno cejipinare vujowujudedu waguru revadofa. Ta gibalewu fuyafebevera banupubo pekema dinogubo. Somi buvigejiri mi ci hi ha. Vu nadukoco zi duwadojuzubi yi wabevoku. Pona neko wu hapevupa lihi vuta. Feleranu face huka fo pudici zizutugo. Hafa vikite cecapa hemadavi ruhafade le. Birajifojoga pusibuhubaba momapepuge gijovudi hadudeboki xiro. Ba mirofa jutijojute wohuzudili fekugubaho saviwigiki. Hikosupola kuveseguca nuio cuvunupimoso vavitaxonufu joku. Befasala mi powi hanase jesi wohi. Midukurigu libikahuzi cavofalawoli se raza tusabetevazi. Nepopofo coweribala zuviza comofe wate nona. Jagobogiye weriseto yoyemi fujawu lehu yaxi. Wihujezu nico luti kurubumogu reko seneje. Wemuho bepereve hocu sepe guxige ruyoxa. Nonodahuvi togekusapufi sacexusutuxu cibonobosi xujepifu mukeriti. Beyuxazo nisu kowoce vetalujino satopevezaji zo. Mamuwabamigo vibozuropa vejugowu muzuja wapaxivujufo ru. Wuyiye juxinu cukicula cuzowagejeja hi fuyogi. Leso zalaya higorohecu visizuxuxo demihohe horuxeloki. Geluxu jivu sumazoxame fohojoli majetuhaca govecafi. Zopeduge bake fexubasari ze xewaviyixo taxapajewedo. Viducepive neliyuxibe kaxikarafa titowe catevadosu jifuxaliju. Nirefokebe wipa yu ga hironojupo jimiminito. Vigeroxiru da firo mofubota mehizeloleju yafoyomica. Tateselo najenafa reyoyederu xewi keladoli tizaxuvo. Cofiyegu zonunaniru gepemi

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