

**Tarantallegra** -- Forces and opponent's legs to dance uncontrollably.

**Tergeo** -- Scours something clean.

**Waddiwasi** -- Removes a stuck object.

**Wingardium Leviosa** -- Allows the user to make an object levitate.

# Book

# Of

# Spells

A list of spells and  
what they are used for.

**Accio** -- Brings an object near you.

**Aguamenti** -- Creates a gush of water from the tip of the Spell casters wand.

**Alohomora** -- Opens locks.

**Apatecium** -- Makes invisible ink become visible.

**Avada Kedavra** -- The Unforgivable Curse; kills you opponent; taken from *Abra Cadabra*.

**Avifors** -- Turns things into birds.

**Avis** -- Makes birds fly out of the end of your wand.

**Bombarda** -- Causes a small, locally contained explosion. To make a larger explosion one could use, "Bombarda Maxima".

**Salvio Hexia** -- Unclear; seems to strengthen other protective spells, or deflect any hexes cast towards a certain location.

**Scourgify** -- Used to clean dirt or other material off a surface.

**Securusempra** -- Causes lacerations to appear all over an opponent's body, as if they had been cut up by an invisible sword.

**Serpensortia** -- Conjures a snake.

**Silencio** -- Makes the target of the spell unable to make any sound.

**Sonorus** -- Amplifies the user's voice.

**Stupefy** -- Stupifies and opponent, or knocks them insensible temporarily.

**Rejuvenate** -- To energize or to wake-up.

**Reparo** -- Repairs broken items.

**Repello** -- Repels something.

**Repello Muggleum** -- Makes an area invisible to Muggles.

**Revelio** -- Causes something that is hidden to be revealed.

**Rictusempra** -- Causes a person to curl up in laughter, as if being tickled.

**Riddikulus** -- Makes a boggart assume a "ridiculous" form, thereby making it funny instead of terrifying.

**Colloportus** -- Closes a door and binds it so it cannot be opened.

**Confringo** -- AKA, the blasting curse. Causes the item targeted to explode.

**Confundus** -- Confounds your target, or makes them temporarily confused.

**Conjunctivitis** -- Damages the eyesight of your opponent, making them seem to have pink eye.

**Crucio** -- The Second Unforgivable Curs, the Cruciatus Curse; tortures your opponents mercilessly.

**Deletrius** -- Erases the last spell cast by a wand so that it can't be discovered.

**Densaugere** -- Makes teeth grow out of control.

**Diffindo**— Makes seams split open, severs an object into two pieces.

**Dissendium**— Opens a specific passageway into a cellar, may be useful in other instances, may be only a password.

**Duro**— Turns an item into stone.

**Engorgio**— Makes an item larger, as in swollen.

**Episkey**— Heals relatively minor wounds.

**Evanesco**— Causes an item to immediately dissolve away, as if it had never existed.

**Expecto Patronum**— Creates patronus.

**Expelliarmus**— Disarms the target of the spell, such as knocking their wand out of their hand.

**Portus**— Turns any item into a Portkey, which can then be used to transport a person or persons to another location.

**Prior Incantato**— Reveals to you the last spell that a wand was used to cast.

**Protego**— Protects the user, and sends a spell back on an opponent.

**Quietus**— Makes things quiet, used to muffle “Sonorus”.

**Reducio**— Shrinks an item.

**Reducto**— Blasts solid objects into pieces.

**Relashio**— Releases something from being constrained or held.

**Muffliato**— Causes a buzzing noise to surround a limited area so that those in the area can carry on a private conversation.

**NOX**— Extinguishes light, used to douse the light created by “Lumos”.

**Obliviate**— Makes a person “oblivious”, erasing their memories of an event.

**Orchideous**— Conjures a bunch of flowers from the user’s wand.

**Petrificus Totalus**— Total petrification, petrifies an opponent totally.

**Point Me**— The Four Point Spell; makes the user’s wand act as a compass.

**Fera Verito**— Transforms animals into water goblets.

**Ferula**— Binds a broken limb with a splint and bandages, tightly wrapped.

**Fidelius**— Allows a secret to be hidden within the secret keeper’s soul; very powerful spell.

**Finite Incantatum**— Stops any spell.

**Flagrate**— Allows the user to write or draw in the air with fire.

**Flipendo**— Also known as the Knockback Jinx, pushes or flips something backwards.

**Furunculius**— Causes a person to break out in boils.

**Geminio**— Creates a duplicate of an item.

**Homor'phus** -- Man-shape; makes a werewolf or person disguised as an animal resume their human shape.

**Immobulus** -- Immobilizes the target.

**Impedimenta** -- Puts up an impediment that slow down something or someone that is coming toward you.

**Imperio** -- The third Unforgivable Curse; Allows the user to assume complete control of another person.

**Imperivius** -- Repels water from a surface.

**Incarcer'ous** -- Conjure up robes, which then bind opponent.

**Incendio** -- Lights a fire.

**Legilimens** -- Allows the user to gain access to another's mind and memories.

**Levicor'pus** -- Turns your opponent upside down and dangles them in mid air.

**Liberacor'pus** -- "Liberates", or frees a body that has been caught up by the Levicorpus spell.

**Locomotor' Mortis** -- The Leg-Locker curse; locks an opponent's legs together.

**Lumos** -- Creates light, usually by making the tip of the wand glow. More light can be created by using "lumos maxima".

**Mobililiar'bus** -- Used to move a tree from one place to another.

**Mobilicor'pus** -- Used to move a body from one place to another.