

**Accio:** Brings an object to you

**Aguamenti:** Creates a gush of water from the tip of the spell caster's wand

**Alohomora:** Opens locks .

**Aparecium:** Makes invisible ink become visible

**Avada Kedavra:** The Unforgivable Curse; kills your opponent

**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 bigger explosion, one could use "bombarda maxima"

**Colloportus:** Closes a door and binds it so that it can't be opened

**Confringo:** Also known as 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 Curse, the Cruciatius Curse; tortures your opponent

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

**Densaugo:** 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

**Ducto:** Turns an item to stone

**Eneruate:** Used to wake up a stunned person

**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 a Patronus

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

**Fera Verto:** 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 Incantatem:** 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

**Furnunculus:** Causes a person to break out in boils

**Geminio:** Creates a duplicate of an item (a twin, as in the zodiacal sign Gemini)

**Homorphus:** 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 slows down something or someone that is coming toward you

**Imperio:** The third unforgivable curse. Allows the user to assume complete control of another person

**Impervius:** Repels water from a surface

**Incarcerous:** Conjures up ropes, which then bind an opponent

**Incendio:** Lights a fire

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

**Levicorpus:** Turns your opponent upside down and dangles them in thin air

**Liberacorpus:** "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 using "lumos maxima"

**Mobilicorpus:** Used to move a body from one place to another

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**Morsmordre or Morsmorde:** Used to summon the Dark Mark

**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 like a compass

**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

**Renervate:** Means to energize or wake up

**Reparo:** Repairs broken items

**Repello:** Repels something

**Repello Muggletum:** 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

**Salvio Hexia:** Seems to strengthen other protective spells, or to deflect any hexes cast toward a specific location

**Scourgify:** Used to clean dirt or other material off of a surface

**Sectumsempra:** Causes lacerations to appear all over an opponent's body, as if they had been cut 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:** Stupefies an opponent, or  
knocks them insensible temporarily

**Tarantallegra:** Forces an opponent's  
legs to dance uncontrollably

**Tergeo:** Scours something clean

**Waddiwasi:** Removes a stuck object, as  
in a wad of gum that is stuck in a keyhole

**Wingardium Leviosa:** Allows the user  
to make an object levitate

# Harry Potter

## SPELL BOOK

-All Harry Potter spells found at :

[www://harrypotterspells.net](http://www.harrypotterspells.net)

-Spell pages are made to fit in a 4x6 photo album.