Tarantallegra: Makes victim's legs dance uncontrollably, so the victim cannot control his or her movements (resembling the tarantella dance).

Tergeo: Siphons material from a surface (e.g., blood, ink, dust, etc.).

Waddiwasi: Appears to launch small objects through the air.

Wingardium Leviosa (Levitation Charm): Levitates objects.
Salvio Hexia: Provides some form of protection against hexes.

Scourgify (Scouring Charm): Used to clean something.

Sectumsempra: Violently wounds the target; described as being as though the subject had been "slashed by a sword." Described as being as though the subject had been violently wounded the target.

Serpensortia: Conjures a serpent from the spell caster's wand.

Avada Kedavra: Causes instant, painless death to whomever the curse hits. One of the three Unforgivable Curses.

Avis: This charm creates a flock of birds from the spell caster's wand. When coupled with Oppugno, it can be used offensively.

Capacious Extremis: Causes a container's capacity to be increased, without changing the object's external appearance or its weight noticeably. The container may be carried or used as normal. Known as the Undetectable Extension Charm.

Silencio (Silencing Charm): Silences something immediately.

Sonorus: Magnifies the spell caster's voice, functioning as a magical megaphone.

Specialis Revelio (Scarpin’s Revelaspell): Causes an object to show its hidden secrets or magical properties.

Stupefy (Stunning Spell): Puts the victim in an unconscious state. Manifests as a jet of red light.

Accacio: This charm summons an object to the caster, potentially over a significant distance.

Aguamenti: Produces a jet of water from the spell caster's wand.

Alohomora: Used to open and/or unlock doors, but doors can be bewitched so that this spell has no effect.

Anapneo: Clears the target's airway, if blocked.

Aparecium: This spell makes invisible ink appear.
Reducio: Makes an enlarged object smaller. Count-er-charm to Engorgio.

Reducto (Reductor Curse): Enables the caster to explode solid objects.

Relashio: A charm used to force someone or something to release that which it holds or grapples by means of shooting fiery sparks out or underwater.

Rennervate: Brings someone out of unconsciousness.

Crucio: Inflicts unbearable pain on the recipient of the curse. One of the three Unforgivable Curses.

Defodio (Gouging Spell): Can carve or dig out materials, such as stone and steel.

Deletrius: Removes or dismisses the effect of Prior Incantato.

Densaugeo: Causes the teeth of the recipient to grow at an alarming rate.

Deprimo: A very powerful wind that can loosen and/or soften a variety of things or can also be used to detach objects.

Cave Inimicium: Spell used to strengthen an enclosure from enemies.

Repello Muggletum (Muggle-Repelling Charm): Keeps Muggles away from wizarding places by causing them to remember important meetings they missed and to cause the Muggles in question to forget what they were doing in the first place.

Rictusempr a (Tickling Charm): The subject experiences the sensation of being tickled.

Riddikulus: A spell used when fighting a Boggart, it forces the Boggart to take the appearance of an object upon which the caster is concentrating. When used correctly, this will be a humorous form.
**Point Me** (Four-Point Spell): Causes the caster's wand tip to point to the north cardinal point, acting like a compass.

**Portus**: Turns an object into a portkey. The object glows an odd blue colour to show it has been transformed into a portkey, then goes solid again.

**Prior Incantato**: Causes the echo (a shadow or image) of the last spell cast by a wand to emanate from the object or person uttering the spell. The object or person is not involved in the casting of the spell.

**Evanesco** (Vanishing Spell): Makes the target vanish.

**Expecto Patronum** (Patronus Charm): Conjures an incarnation of the caster’s innermost positive feelings, such as joy or hope, known as a Patronus. A Patronus is conjured as a protector, and is a weapon rather than a predator of souls. Patronuses shield their conjurors from Dementors or Lethifolds, and can even drive them away.

**Expelliarmus** (Disarming Charm): This spell is used to disarm another wizard, typically by causing the victim’s wand to fly out of reach.

**Protego** (Shield Charm): The Shield Charm causes minor to strong jinxes, curses, and hexes to rebound upon the attacker, or at least prevents them from having their full effect. It can also cause a shield to erupt from the caster’s wand.

**Protego Horribilis**: Provides some form of protection against Dark Magic.

**Protego Totalum**: Provides protection of some form for an area or dwelling.

**Quietus**: Makes a magically magnified voice return to normal.

**Descendo**: Makes things sink, or go down.

**Diffindo** (Severing Charm): Cuts or rips objects.

**Duro**: Makes the object hard.

**Engorgio** (Engorgement Charm): Causes objects to swell in size.

**Episkey**: Used to heal relatively minor injuries. When this spell is cast, the person feels his/her injured body part go very hot and then very cold.

**Erecto**: Used to erect something.
<table>
<thead>
<tr>
<th>Spell</th>
<th>Description</th>
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<tbody>
<tr>
<td><strong>Muffliato</strong></td>
<td>Keeps nearby people, or those to whom the wand is directed, from hearing nearby conversations.</td>
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<tr>
<td><strong>Nox</strong></td>
<td>Counter charm to the Lumos spell.</td>
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<tr>
<td><strong>Obliviate</strong> (Memory Charm)</td>
<td>Used to hide a memory of a particular event.</td>
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<td><strong>Obscuro</strong></td>
<td>Causes a blindfold to appear over the victim's eyes, obstructing his/her view of his/her surroundings.</td>
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<td><strong>Oppugno</strong></td>
<td>Causes conjured objects to attack.</td>
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<tr>
<td><strong>Geminio</strong></td>
<td>Creates a duplicate of any object upon which it is cast. Any copies created are worthless. The duplicate lasts several hours. Magical properties are not copied.</td>
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<tr>
<td><strong>Glisseo</strong></td>
<td>Causes the steps on a stairway to flatten and form a ramp or slide.</td>
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<tr>
<td><strong>Homenum Revelio</strong></td>
<td>Reveals humans near the caster.</td>
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<tr>
<td><strong>Impedimenta</strong></td>
<td>This powerful spell is capable of tripping, freezing, binding, knocking back and generally impeding the target's progress towards the caster.</td>
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<tr>
<td><strong>Orchideous</strong></td>
<td>Makes a bouquet of flowers appear out of the caster's wand.</td>
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<tr>
<td><strong>Pack</strong></td>
<td>Packs a trunk, or perhaps any luggage.</td>
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<tr>
<td><strong>Petrificus Totalus</strong></td>
<td>(Body-Bind Curse): Used to temporarily bind the victim's body in a position much like that of a soldier at attention; this spell does not restrict breathing or seeing, and the victim will usually fall to the ground.</td>
</tr>
<tr>
<td><strong>Piertotum Locomotor</strong></td>
<td>Spell used to animate statues and suits of armour to do the caster's bidding.</td>
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<tr>
<td><strong>Expulso</strong></td>
<td>A spell that causes an object to explode. The force of the explosion may depend on the intent of the caster.</td>
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<tr>
<td><strong>Ferula</strong></td>
<td>Creates a bandage and a splint.</td>
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<tr>
<td><strong>Finite Incantatem</strong></td>
<td>Negates many spells or the effects of many spells.</td>
</tr>
<tr>
<td><strong>Flagrate</strong></td>
<td>With this spell, the caster's wand can leave fiery marks.</td>
</tr>
<tr>
<td><strong>Furnunculus</strong></td>
<td>(Furnunculus Curse): Causes the target to become covered in boils.</td>
</tr>
</tbody>
</table>
Locomotor: The spell is always used with the name of a target, at which the wand is pointed (e.g. "Locomotor Trunk!"). The spell causes the named object to rise in the air and move around at the will of the caster.

Locomotor Mortis (Leg-Locker Curse): Locks the legs together, preventing the victim from moving. The target can hop when affected by this curse, but walking is impossible without the countercurse.

Lumos: Creates a narrow beam of light that shines from the wand's tip, like a torch.

Langlock: Glues the victim's tongue to the roof of his/her mouth.

Legilimens: Allows the caster to delve into the mind of the victim, allowing the caster to see the memories, thoughts, and emotions of the victim.

Levicorpus: The victim is dangled upside-down by one of his/her ankles, sometimes accompanied by a flash of white light. The victim is dangled upside-down by one of his/her ankles, sometimes accompanied by a flash of white light.

Liberacorpus: The counter spell to Levicorpus.

Meteolojinx Recanto: Causes weather effects caused by incantations to cease.

Mobiliarbus: Lifts a tree a few inches off the ground and levitates it to where the caster points his or her wand.

Mobilicorpus: Lifts a body a few inches off the ground and levitates it where the caster points his or her wand.

Morsmordre (Dark Mark): Conjures the Dark Mark, Voldemort's mark.

Imperio (Imperius Curse): Causes the victim of the curse to obey the spoken/unspoken commands of the caster. One of the three Unforgivable Curses.

Impervius (Impervius Charm): This spell makes something repel (literally, become impervious to) substances and outside forces, including water.

Incarcerous: Ties someone or something up with ropes.

Incendio: Produces fire.