

Wingardium Leviosa (Levitation Charm):
Levitates objects.

Waddiwasi!: Appears to launch small objects
through the air.

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

Tarantella: Makes victims' legs dance un-
controllably, so the victim cannot control his or her
movements (recalling the tarantella dance).

*The Standard Book
of Spells*

GRADE 1



MIRANDA GOSHAWK

Undetectable Extension Charm.

container may be carried or used as normal. Known as the external appearance or its weight noticeably. The capacity to be increased, without changing the objects

Capacious Eximens: Causes a container's

used offensively.

caster's wand. When coupled with Oppugno, it can be

Avia: This charm creates a flock of birds from the

Unforgivable Curses.

to whom ever the curse hits. One of the three

Avada Kedavra: Causes instant, painless death

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

“slashed by a sword”;

described as being as though the subject had been
Securusimptra: Violently wounds the target;

something.

Scourgify (Scouring Charm): Used to clean

tion against hexes.

Salvio Hexia: Provides some form of protec-

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 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.

detach objects.

Depulso: A very powerful wind that can loosen and/or soften a variety of things; it can also be used to

grow at an alarming rate.

Densaqueo: Causes the teeth of the recipient to

Incantato.

Detrusus: Removes or dismisses the effect of Prior

materials, such as stone and steel.

Defodio (Gouging Spell): Can carve or dig out

the curse. One of the three Unforgivable Curses.

Crucio: Inflicts unbearable pain on the recipient of

Reperire: Brings someone out of unconscious-
ness.

shooting hot bursts of water.

by means of shooting fiery sparks out or, underwater,
something to release that which it holds or grapples

Relasio: A charm used to force someone or

explode solid objects.

Reducto (Reductor Curse): Enables the caster to

er-charm to Engorgio.

Reducio: Makes an enlarged object smaller. Count-

Reparo: Used to repair broken or damaged objects.

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.

Rictusempra (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.

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

Colloportus: Magically locks a door, preventing it from being opened by Muggle means.

Confringo (Blasting Curse): Causes anything that the spell meets to explode in flames.

Confundo (Confundus Charm): Causes the victim to become confused, befuddled, overly forgetful and prone to follow simple orders without thinking about them.

Prior Incantato: Causes the echo (a shadow or image) of the last spell cast by a wand to emanate from it.

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.

Point Me (Four-Point Spell): Causes the caster's wand tip to point to the north cardinal point, acting like a compass.

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.

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

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 conjurers from Dementors or Lethifolds, and can even drive them away.

Evanesco (Vanishing Spell): Makes the target vanish.

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.

Epiiskey: 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.

Depulso: Causes conjured objects to attack.

roundings.

victim's eyes, obstructing his/her view of his/her sur-

Obscuro: Causes a blindfold to appear over the

ory of a particular event.

Obscurio (Memory Charm): Used to hide a mem-

Nox: Counter charm to the Lumos spell.

conversations.

whom the wand is directed, from hearing nearby

Muffliato: Keeps nearby people, or those to

Orchideous: Makes a bouquet of flowers appear out of the caster's wand.

Pack: Packs a trunk, or perhaps any luggage.

Petrificus Totalus (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.

Piertotum Locomotor: Spell used to animate statues and suits of armour to do the caster's bidding.

ally impeding the target's progress towards the caster. tripping, freezing, binding, knocking back and gener-

Impedimenta: This powerful spell is capable of

caster.

Homonym Revelio: Reveals humans near the

and form a ramp or slide.

Alisio: Causes the steps on a stairway to flatten

least of a Horcrux, are not copied.

duplicate lasts several hours. Magical properties, at

which it is cast. Any copies created are worthless. The

Geminio: Creates a duplicate of any object upon

Expulso: A spell that causes an object to explode. The force of the explosion may depend on the intent of the caster.

Ferula: Creates a bandage and a splint.

Finite Incantatem: Negates many spells or the effects of many spells.

Flagrate: With this spell, the caster's wand can leave fiery marks.

Furnunculus (Furnunculus Curse): Causes the target to become covered in boils.

Libracoipus: The counter spell to Levicorpus.

flash of white light.

by one of his/her ankles, sometimes accompanied by a

Levicorpus: The victim is dangled upside-down

memories, thoughts, and emotions of the victim.

mind of the victim, allowing the caster to see the

Legilimens: Allows the caster to delve into the

his/her mouth.

Lepidus: Gives the victim's tongue to the roof of

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

the countercurse.

affected by this curse, but walking is impossible without

the legs in any fashion. The target can hop when af-

the legs together, preventing the victim from moving

Locomotor Mortis (Leg-Locker Curse): Locks

caster.

to rise in the air and move around at the will of the

motor "Trunki"). The spell causes the named object

of a target, at which the wand is pointed (e.g. "Loco-

Locomotor: The spell is always used with the name

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

Mobilicorpus: 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) sub-
stances and outside forces, including water.

Incarcerous: Ties someone or something up with
ropes.

Incendio: Produces fire.