**Accio (Summoning Charm)**

**Pronunciation:** Ass-ee-oh  
**Description:** This charm summons an object to the caster, potentially over a significant distance.\[2\]

**Aguamenti (Aguamenti Charm)**

**Pronunciation:** AH-gwə-MEN-tee  
**Description:** Produces a jet of water from the caster's wand.

**Alohomora**

**Pronunciation:** ə-LOH-hə-MOH-ə  
**Description:** Used to open and/or unlock doors,\[4\] but doors may be bewitched so that this spell has no effect.

**Anapneo**

**Pronunciation:** ə-NAP-nee-oh  
**Description:** Clears the target's airway, if blocked.

**Aparecium**

**Pronunciation:** AP-ə-REE-see-əm  
**Description:** This spell makes invisible ink appear.

**Avada Kedavra (Killing Curse)**

**Pronunciation:** ə-VAH-də kə-DAH-və  
**Description:** Causes a jet of green light, and a rushing noise; the curse causes instant death to the victim. It leaves no mark of death. There is no known counter-curse or blocking spell (with the exception of the curse striking another spell midflight, negating both), although the caster can be interrupted, the victim can dodge the green jet, hide behind solid objects (which burst into flame when hit by it), or, if the casting wizard is not sufficiently competent, the curse may be completely ineffective. It is one of the three Unforgivable Curses; the use of this spell on another human being can earn the caster a life sentence in Azkaban.

**Avis**

**Pronunciation:** AH-vis  
**Description:** This charm creates a flock of birds that pour forth from the caster's wand. When coupled with Oppugno, it can be used offensively.
**Bombarda**

**Description:** Emits a large force that is used for the destruction of objects or barriers. When "Maxima" is added to the Bombarda, the force is multiplied.

**Colloportus**

**Pronunciation:** *KOL-oh-POR-tas*

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

**Confringo (Blasting Curse)**

**Pronunciation:** *kon-FRING-goh* (hard "g")

**Description:** Causes anything that the spell meets to explode in flames.

**Confundo (Confundus Charm)**

**Pronunciation:** *kon-FUN-doh*

**Description:** Causes the victim to become confused, befuddled, overly forgetful and prone to follow simple orders without thinking about them.

**Crucio (Cruciatus Curse)**

**Pronunciation:** *KREW-see-oh*

**Description:** Inflicts unbearable pain on the recipient of the curse. The effects of the curse depend upon the desires and emotions of the character - to produce the "excruciating" pain implied by the name, one must desire to cause pain purely for its own sake or for fulfillment. The extreme pain inflicted by the curse when cast so - without any apparent evidence of physical harm - makes it uniquely suited as a form of torture. This pain has included the sensations of flaming bones and a head that was split open by crude methods without sedation. One of the three Unforgivable Curses.

**Densaugeo**

**Pronunciation:** *den-SAW-jee-oh*

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

**Seen/Mentioned:** Seen only in *Goblet of Fire*, cast by Draco on Harry, which is then deflected onto Hermione.
**Engorgio** (Engorgement Charm)

**Pronunciation:** en-GOR-jee-oh  
**Description:** Causes objects to swell in size.

**Episkey**

**Pronunciation:** e-PIS-kee  
**Description:** Used to heal relatively minor injuries. When this spell is cast, the person feels their injured body part go very hot and then very cold.

**Evanesco** (Vanishing Spell)

**Pronunciation:** EV-ə-NES-koh  
**Description:** Makes the target vanish.

**Expecto Patronum** (Patronus Charm)

**Pronunciation:** eks-PEK-toh pə-TROH-nəm  
**Description:** Conjures an incarnation of the caster's innermost positive feelings, such as joy, hope, or the desire to survive, 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, and can even drive them away. A Patronus "cannot feel despair, as real humans can, so Dementors can't hurt it."

The conjured Patronus protects the witch or wizard that summoned it, obeys his or her commands, and fades away shortly after it is no longer required. When conjured, a Patronus appears silvery, ethereal, and semi-transparent. Improperly formed Patronuses range from momentary formless bursts of silvery mist, to poorly-defined forms which are easily defeated or quickly dissipate on their own.

A full-fledged Patronus takes on a fixed animal form that is often significant to the witch or wizard casting the charm. Patronuses summoned by a particular person have been known to change, although this has only been observed in the books in cases of unrequited love, such as Tonks' and Snape's respective Patronuses. In these cases, the new Patronus takes on the form of an animal associated with the love interest. Rowling has said in online interviews that Snape was the only Death Eater to be able to produce a Patronus. According to her this is 'because a Patronus is used against things that the Death Eaters generally generate, or fight alongside. They would not need Patronuses'.

**Notes:** Dumbledore has devised a method of using Patronuses to deliver messages putting it into the exclusive use of the Order of the Phoenix. Members of the Order are the only wizards who know how to use their spirit guardians to send messages to one another. According to Rowling, the Patronus is "an immensely efficient messenger" as it is not hindered by physical obstructions or dark matters. Each Patronus has a special quality and appearance that is different and easy to recognise, which makes it clear which Order member has sent the message. In addition, since no one can conjure another person's Patronus, this method of
communication does not carry the risk of passing fake messages. It is noteworthy that in Deathly Hallows, McGonagall creates three Patronuses simultaneously to call for Professors Flitwick, Sprout, and Slughorn.

**Expelliarmus (Disarming Charm)**

**Pronunciation:** eks-PEL-ee-AR-məs  
**Description:** Produces a jet of scarlet light. This spell is used to disarm another wizard, typically by causing the victim's wand to fly out of reach. It can also throw the target backwards when enough power is put into it. If it hits, or gets close, to another spell, if powerful enough, it will deflect the spell, causing it to hit its caster. Simultaneous use of this spell by multiple witches or wizards on a single person can throw the wizard back with much greater force.

**Expulso**

**Pronunciation:** eks-POOL-soh  
**Description:** a spell that causes an object to explode. The force of the explosion may depend on the intent of the caster.

**Finite Incantatem**

**Pronunciation:** fi-NYE-tee ING-kən-TAH-təm  
**Description:** Negates many spells or the effects of many spells.

**Furnunculus (Furnunculus Curse)**

**Pronunciation:** far-NUN-kew-ləs  
**Description:** Causes the target to become covered in boils.

**Impedimenta (Impediment Jinx, Impediment Curse)**

**Pronunciation:** im-PED-i-MEN-tə  
**Description:** This powerful spell is capable of tripping, freezing, binding, knocking back and generally impeding the target's progress towards the caster. The extent to which the spell's specific action can be controlled by the caster which is not made clear. If this spell does bind, it does eventually wear off.

**Imperio (Imperius Curse)**

**Pronunciation:** im-PEER-ee-oh  
**Description:** Causes the victim of the curse to obey the spoken/unspoken commands of the caster. The experience of being controlled by this curse is described as a complete, wonderful release from any sense of responsibility or worry over one's actions, at the price of one's free will. One of the three Unforgivable Curses.
**Incarcerous**

**Pronunciation:** ing-KAR-sər-əs  
**Description:** Ties someone or something up with ropes.

**Langlock**

**Pronunciation:** LANG-lok  
**Description:** Glues the victim's tongue to the roof of their mouth.

**Leglimens**

**Pronunciation:** le-JIL-i-menz  
**Description:** 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**

**Pronunciation:** LEV-i-KOR-pəs (nonverbal)  
**Description:** The victim is dangled upside-down by one of their ankles, sometimes accompanied by a flash of white light.

**Liberacorpus**

**Pronunciation:** LIB-ər-ə-KOR-pəs (nonverbal)  
**Description:** The counter spell to Levicorpus.

**Locomotor**

**Pronunciation:** LOH-koh-MOH-tor  
**Description:** 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)**

**Pronunciation:** LOH-koh-MOH-tor MOR-tis  
**Description:** Locks the legs together, preventing the victim from moving the legs in any fashion.

**Lumos**

**Pronunciation:** LEW-mos  
**Description:** Creates a narrow beam of light that shines from the wand's tip, like a torch.
**Muffliato**

**Pronunciation:** MUF-lee-AH-toh  
**Description:** Keeps nearby people, or those to whom the wand is directed from hearing nearby conversations.

**Nox**

**Pronunciation:** NOKS  
**Description:** Counter charm to the *Lumos* spell.

**Obliviate (Memory Charm)**

**Pronunciation:** oh-BLIV-ee-ayt  
**Description:** Used to hide a memory of a particular event.

**Obscuro**

**Pronunciation:** ob-SKEW-roh  
**Description:** Causes a blindfold to appear over the victim's eyes, obstructing their view of their surroundings.

**Oppugno**

**Pronunciation:** ə-PUG-noh  
**Description:** Causes conjured objects to attack.

**Petrificus Totalus (Body-Bind Curse)**

**Pronunciation:** pe-TRIF-i-kəs toh-TAL-əs  
**Description:** 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.  
**Seen/Mentioned:** By Harry during the third task of the *Triwizard Tournament* in *Goblet of Fire*.

**Protego (Shield Charm)**

**Pronunciation:** proh-TAY-goh  
**Description:** 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 Totalum**

**Pronunciation:** proh-TAY-goh toh-TAL-əm  
**Description:** Provides protection of some form for an area or dwelling.

**Reducio**

**Pronunciation:** re-DEW-see-oh  
**Description:** Makes an enlarged object smaller. Counter-charm to *Engorgio*.

**[Reducto (Reductor Curse)]**

**Pronunciation:** re-DUK-toh  
**Description:** Enables the caster to explode solid objects.

**Reparo**

**Pronunciation:** re-PAR-oh  
**Description:** Used to repair broken or damaged objects.

**Repello Muggletum (Muggle-Repelling Charm)**

**Pronunciation:** re-PEL-oh MUG-lə-təm  
**Description:** 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)**

**Pronunciation:** RIK-tə-SEM-prə  
**Description:** The subject experiences the sensation of being tickled  
**Seen/Mentioned:** First seen used by Harry on Draco in *Chamber of Secrets*, when they fought in the Duelling Club.  
**Suggested Etymology:** Latin *rictus* meaning "open mouth", and Latin *semper* meaning "always".[13]  
**Notes:** This spell takes the form of a jet of silver light (purple in video games).

**Riddikulus**

**Pronunciation:** ri-DIK-ew-ləs  
**Description:** A spell used when fighting a Boggart, "Riddikulus" 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.
**Scourgify (Scouring Charm)**

Pronunciation: **SKUR-ji-fye**
Description: Used to clean something.

**Sectumsempra**

Pronunciation: **SEK-təm-SEM-prə**
Description: Violently wounds the target; described as being as though the subject had been "slashed by a sword".

**Serpensortia**

Pronunciation: **SERR-ən-SOR-tee-ə**
Description: Conjures a serpent from the spell caster’s wand.

**Silencio (Silencing Charm)**

Pronunciation: **si-LEN-see-oh**
Description: Silences something immediately

**Specialis Revelio**

Pronunciation: **SPES-ee-Al-is re-VEL-ee-oh**
Description: Causes an object to show its hidden secrets or magical properties.

**Stupefy (Stunning Spell, Stupefying Charm, Stunner)**

Pronunciation: **STEW-pi-fye**
Description: Puts the victim in an unconscious state. Manifests as a jet of red light.

**Tarantallegra**

Pronunciation: **tə-RAH-tə-LEG-rə**
Description: Makes victim's legs dance uncontrollably, so the victim cannot control his or her movements.

**Tergeo**

Pronunciation: **TUR-jee-oh**
Description: Siphons material from a surface, e.g. blood, ink, dust, etc.
Wingardium Leviosa (Levitation Charm)

**Pronunciation:** wing-GAR-dee-əm LEV-ee-OH-sə

**Description:** Levitates objects.