



A Wizard's Guide to Spells

THE COMPLETE LIST OF ALL SPELLS USED IN THE HARRY POTTER SERIES



Spells are listed here by their incantations (when known), with their vernacular names in parentheses. Some spells have no known incantation – the only reference in the text is by an informal name, either because in its only appearance in the relevant book it was cast nonverbally, or because it was never depicted in the books, only mentioned. The majority of spells cast in duels between adult characters in all seven books appear nonverbally; only their effects can identify such spells.





Accio

/æki.oʊ/ ak-ee-oʊ

This charm summons an object to the caster, potentially over a significant distance. Its opposite is the Banishing Charm.

(Age Line)

Creates a thin, shimmering line that can only be passed by people of a set age. Aging potions are useless against age lines. Incantation unknown.

Aguamenti

/a:gwə'menti/ ah-gwə-men-tee

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

Alohomora

/ə'louhə'mo:rə/ ə-loh-hə-mohr-ə

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

Anapneo

/ə'næpnɪ:.oʊ/ ə-nap-nee-oh

Clears the target's airway, if blocked.

(Anti-Cheating Spell)

Cast on parchment or quills to prevent the writer from cheating whilst writing answers.

(Anti-Disapparition Jinx)

Used to prevent Disapparition and/or Apparition in an area for a period. Presumably can be used to prevent an enemy from entering a defended area, or used to trap an enemy in an area.

Aparecium

/æpə'rɪ:sɪ.əm/ ap-ə-ree-see-əm

This spell makes invisible ink appear.

Avada Kedavra (Killing Curse)

/ə'vadə kə'da:vra/ ə-vah-də kə-dah-vrə

Causes instant, painless death to whomever the curse hits. There is no countercurse or method of blocking this spell; however, if someone sacrifices their life for someone else, the person who was saved will not encounter any adverse effects of any curses by the specific attacker. One of the three Unforgivable Curses.

Avis
/eɪvɪs/ ay-vis

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



(Babbling Curse)

This spell is presumed to cause a person to babble whenever they try to speak.

(Banishing Charm)

Opposite to "Accio". Banishes the object the spell is performed on.

(Bat-Bogey Hex)

Grotesquely enlarges the target's bogeys, gives them wings, and sets them attacking the target.

(Bedazzling Hex)

Similar to a Disillusionment Charm, it can be used to conceal a person or an object. Is also used to make invisibility cloaks.

(Bubble-Head Charm)

Puts a large bubble of air around the head of the user. Used as a magical equivalent of a scuba set or self-contained breathing apparatus.



(Caterwauling Charm)

Anyone entering the perimeter of a Caterwauling Charm sets off a high-pitched shriek.

Cave Inimicum
/kə'veɪ i'nɪmɪkəm/ kah-vay i-nim-i-kəm

Spell used to strengthen an enclosure from enemies.

(Cheering Charm)

Causes the person upon whom the spell was cast to become happy and contented, though heavy-handedness with the spell may cause the person to break into an uncontrollable laughing fit.

Colloportus

/kələ'pɔrtəs/ kol-o-por-təs

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

(Colour-Change Charm)

Changes an object's colour.

Confringo (Blasting Curse)

/kən'frɪŋgəʊ/ kon-fring-goh

Causes anything that the spell meets to explode in flames.

Confundo

/kən'fʌndəʊ/ kon-fun-doh

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

(Conjunctivitus Curse)

A curse that causes great pain to the victim's eyes.

Crucio (Cruciatus Curse)

/krʊ:sɪ.əʊ/ krew-see-oh

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



Defodio

/də'fəʊdi.əʊ/ de-foh-dee-oh

Can carve or dig out materials, such as stone and steel.

Deletrius

/də'lɪ:t्रi.əs/ də-lee-tree-əs

Removes or dismisses the effect of Prior Incantato.

Densaugeo

/dən'sɔ:dʒi.əʊ/ den-saw-jee-oh

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

Deprimo
/de'priməʊ/ dep-rim-oh

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

Descendo
/dɛ'sendəʊ/ de-sen-doh

Makes things sink, or go down.

Diffindo (Severing Charm)
/dɪ'fɪndəʊ/ di-fin-doh

Cuts or rips objects.

(Disillusionment Charm)

Causes the target to become invisible, or close to it.

Duro
/dʒʊərəʊ/ dewr-oh

Makes the object hard.



Engorgio
/ɛn'gɔːrdʒi.əʊ/ eng-gor-jee-oh

Causes objects to swell in size.

(Entrail-Expelling Curse)

Presumably causes the entrails (i.e. intestines) to be ejected from the body.

Episkey
/ɛ'pɪski/ e-pis-kee

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
/ɛ'rɛktəʊ/ e-rek-toh

Used to erect something.

Evanesco

/evə'neskʊv/ ev-ə-nes-koh

Makes the target vanish.

Expecto Patronum

/eks'pektʊv pə'truvnəm/ eks-pektoh-pə-troh-nəm

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, the Charm is the only known defensive spell against Lethifolds.

Expelliarmus

/eks'pelɪ'ærmsəs/ eks-pel-ee-ar-məs

This spell is used to disarm another wizard, typically by causing the victim's wand to fly out of reach.

Expulso

/ek'spʊlsəʊ/ ek-spul-soh

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



Ferula

/fərʊlə/ ferr-uul-ə

Creates a bandage and a splint.

(Fidelius Charm)

A charm involving secret information hidden within the soul of a Secret-Keeper. This information is irretrievable until the Secret-Keeper chooses to reveal it; those who have the secret revealed to them cannot reveal it to others.

(Fiendfyre Curse)

Dangerous, hard to control and extremely powerful cursed fire which can take the form of beasts such as serpents, Chimeras, and dragons.

Finite Incantatem

/fi'nɪ:tɛr iŋkən'tætəm/ fi-nee-tay in-kən-tahht-əm

Negates many spells or the effects of many spells.

Flagrate

/flə'grɛtɪ:/ flə-gray-tee

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

(Flame-Freezing Charm)

Causes fire to become harmless to those caught in it, creating only a gentle, tickling sensation instead of burns.

(Flying Charm)

Cast on broomsticks, and (presumably) magic carpets to make them fly.

(Freezing Charm)

Renders target immobile.

Furnunculus

/fər'nʌŋkjʊləs/ fər-nung-kew-ləs

Causes the target to become covered in boils.



Geminio

/dʒɛ'mini.oʊ/ je-min-ee-oh

Creates a duplicate of any object upon which it is cast. As revealed by the goblin Griphook, any copies created are worthless. The duplicate lasts several hours. Magical properties, at least of a Horcrux, are not copied.

(Gemino Curse)

Whenever an object affected by this curse is touched, it duplicates itself into many useless copies to hide the original. To add confusion and eventually fill the surrounding area with copies, the copies also duplicate.

Glisseo

/glɪsɪ.əʊ/ glis-ee-oh or /glɪ'seɪ.əʊ/ gli-say-oh

Causes the steps on a stairway to flatten and form a ramp or slide.

(Gripping Charm)

Used to help someone grip something with more effectiveness. This charm is placed upon Quaffles to help Chasers carry the Quaffle whilst simultaneously holding their brooms.



(Hair Loss Curse)

Causes one to lose one's hair.

(Hair-Thickening Charm)

Thickens one's hair.

Homenum Revelio

/hōmēnūm rē'veli.ōʊ/ hom-i-nəm re-vel-ee-oh

Reveals humans near the caster.

(Homorphus Charm)

Causes an Animagus or transfigured object to assume its normal shape.

(Horton-Keitch Braking Charm)

This spell was first used on the Comet 140 to prevent players from overshooting the goal posts and from flying off-sides.

(Hot-Air Charm)

Causes wand to emit hot air.

(Hover Charm)

An object is levitated off the ground and moved according to the caster. See Locomotor, Mobiliorbus and Wingardium Leviosa.

(Hurling Hex)

Causes brooms to vibrate violently in the air and try to buck their rider off.



Impedimenta

/im'pedi'mēntə/ im-ped-i-men-tə

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 is not made clear. If this spell does bind, it does eventually wear off as stated in Deathly Hallows.

Imperio

/im'piəri.ōʊ/ im-peer-ee-oh

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.

(Imperturbable Charm)

Makes objects such as doors impenetrable (by everything, including sounds and objects).

Impervious

/im'pərvi.əs/ im-pur-vee-əs

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

Incarcerous

/ɪn'karsərəs/ ing-kar-sər-əs

Ties someone or something up with ropes.

Incendio

/in'sendi.ōʊ/ in-sen-dee-oh

Produces fire or Flames burst out flying.

(Intruder Charm)

Detects intruders and sounds an alarm.



(Jelly-Brain Jinx)

Presumably affects the target's mental processes.

(Jelly-Fingers Curse)

Causes the target's fingers to become almost jelly-like to make it impossible for the victim to grasp objects.
If the opponent touches a wall, he/she will be stuck to it forever.

(Jelly-Legs Jinx)

A jinx that renders its victim's legs temporarily useless, leaving him/her to wobble around helplessly until the effect wears off.



(Knee-Reversal Hex)

Causes the victim's knees to appear on the opposite side of his/her legs.



Langlock */læŋlok/ lang-lok*

Glues the victim's tongue to the roof of his/her mouth. Created by Severus Snape.

Legilimens */le'dʒɪlɪmənz/ le-jil-i-menz*

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

/levɪ'kɔrpəs/ lev-i-kor-pəs (usually nonverbal)

The victim is dangled upside-down by one of his/her ankles, sometimes accompanied by a flash of white light. Created by Severus Snape. Its counter curse is Liberacorpus.

Liberacorpus

/lɪbərə'kɔrpəs/ lib-ər-ə-kor-pəs (nonverbal)

The counter spell to Levicorpus. Created by Severus Snape.

Locomotor

/ləukə'moʊtər/ loh-ko-moh-tor

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)

/ləukə'moʊtər 'mɔrtɪs/ loh-ko-moh-tor mor-tis

Locks the legs together, preventing the victim from moving the legs in any fashion. The target can hop when affected by this curse, but walking is impossible without the countercurse

Lumos

/lu:mps/ lew-mos

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



Meteolojinx Recanto

/mɪxti'plɛdʒɪŋks rə'kæntoʊ/ mee-tee-ol-ə-jingks re-kan-toh

Causes weather effects caused by incantations to cease.

Mobiliarbus

/moʊbili'arbəs/ moh-bil-ee-ar-bəs

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

Mobilicorpus

/moʊbili'kɔrpəs/ moh-bil-ee-kor-pəs

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

Morsmordre (Dark Mark)

/mɔrz'mɔrdrə/ morz-mor-drə

Conjures the Dark Mark, Voldemort's mark. It is often used to mark deaths, or cause terror.

Muffliato
/mʌflī'ə:tō/ muf-lee-ah-toh

Keeps nearby people, or those to whom the wand is directed, from hearing nearby conversations.



Nox
/noks/ noks

Counter charm to the Lumos spell.



(Obliteration Charm)

Removes things not wished to be seen again.

Obliviate (Memory Charm)
/əʊ'bli:vɪ.eɪt/ oh-bliv-ee-ayt

Used to hide a memory of a particular event.

Obscuro
/əb'skjvərō/ ob-skewr-oh

Causes a blindfold to appear over the victim's eyes, obstructing his/her view of his/her surroundings.

Oppugno
/ə'pʌgnō/ ə-pug-noh

Causes conjured objects to attack.

Orchideous
/ɔrkidi:əs/ or-kid-ee-as

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



Pack

/pæk/ pak

Packs a trunk, or perhaps any luggage.

(Permanent Sticking Charm)

Makes objects permanently stay in place.

Peskibaksi Pesternomi

/peski'piksi ,pester'noomi/ pes-ki-pik-see pes-ter-no-mee

The one time it was uttered, it had absolutely no effect.

Petrifucus Totalus

/pe'trifikəs tōtāləs/ pe-trif-i-kəs toh-tal-əs

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

/paɪ.ər'toʊtəm loʊkə'moʊtər/ py-ər-toh-təm loh-ko-moh-tor

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

(Placement Charm)

A charm which temporarily places an object upon a desired target.

Point Me (Four-Point Spell)

/poɪntmi/ poynt-mee

Causes the caster's wand tip to point to the north cardinal point, acting like a compass.

Portus

/pɔrtəs/ port-əs

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

/prai.or .ɪnkan'ta:təʊ/ pry-or ing-kan-tah-toh

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

(Protean Charm)

Causes copies of an object to be remotely affected by changes made to the original.

Protego
/proʊ'teɪgəʊ/ proh-tay-goh

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
/proʊ'teɪgəʊ hɔ'rɪbɪlɪs/ proh-tay-goh hor-rib-il-is

Provides some form of protection against Dark Magic.

Protego Totalum
/proʊ'teɪgəʊ tɔ:tæləm/ proh-tay-goh toh-tal-əm

Provides protection of some form for an area or dwelling.



Quietus
/kwi'eɪtəs/ kwy-ay-təs

Makes a magically magnified voice return to normal.



Reducio
/rɛ'dju:sɪ.əʊ/ re-dew-see-oh

Makes an enlarged object smaller. Counter-charm to Engorgio.

Reducto
/rɛ'dʌktəʊ/ re-duk-toh

Enables the caster to explode solid objects.

(Refilling Charm)

Refills whatever at which the caster points with the drink originally in the container.

Relashio

/rə'læʃi.əʊ/ re-lash-ee-oh

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, shooting hot bursts of water.

Rennervate

/rə'nərvet/ ren-ər-vayt

Brings someone out of unconsciousness.

Notes: Counter spell to Stupefy; when this spell is cast, red light is emitted.

Reparo

/rə'paroʊ/ re-par-oh

Used to repair broken or damaged objects.

(Repelling Charm)

Pushes a moving object away from an invisible barrier.

Repello Muggletum

/rə'peləʊ 'mʊglətəm/ re-pel-oh mug-lə-təm

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

/rɪktə'semprə/ rik-tə-sem-prə

The subject experiences the sensation of being tickled.

Riddikulus

/ri'dɪkələs/ ri-dik-ə-ləs

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.



Salvio Hexia

/sælvɪ.ɔʊ/ 'hekṣi.ə/ sal-vee-oh hek-see-ə

Provides some form of protection against hexes.

Scourgify

/skɜrdʒifai/ skur-ji-fy

Used to clean something.

Sectumsempra

/sɛktəm'semprə/ sek-təm-sem-prə

Violently wounds the target; described as being as though the subject had been “slashed by a sword”.

Created by Severus Snape.

Serpensortia

/sɜrpən'sɔrti.ə/ sur-pən-sor-tee-ə

Conjures a serpent from the spell caster’s wand.

Silencio

/sɪ'lensi.ɔʊ/ si-len-see-oh

Silences something immediately.

(Slug-Vomiting Charm)

A jet of green light strikes the victim, who then vomits slugs for an undefined period of time (greater than five hours). The sizes of the vomited slugs decrease with time.

Sonorus

/sɒ'nɔərəs/ son-nohr-əs

Magnifies the spell caster’s voice, functioning as a magical megaphone

Specialis Revelio (Scarpin’s Revelaspell)

/spesi'ælis re'veli.ɔʊ/ spes-ee-al-is re-vel-ee-oh

Causes an object to show its hidden secrets or magical properties.

(Stealth Sensoring Spell)

Detects those under magical disguise.

(Stinging Hex, Stinging Jinx)

Produces a stinging sensation in the victim, resulting in angry red welts and occasionally the severe inflammation of the affected area.

Stupefy

/stju:pifai/ stew-pi-fy

Puts the victim in an unconscious state. Manifests as a jet of red light.

(Supersensory Charm)

Able to possess superior senses than before.

(Switching Spell)

Causes two objects to be switched for one another.



(Taboo)

A jinx which may be placed upon a word or a name, so that whenever that word is spoken, a magical disturbance is created that alerts the caster of the Taboo to the location of the speaker. Any protective enchantments in effect around the speaker are broken when the Tabooed word is spoken aloud.

Tarantallegra

/tə,ræntə'legrə/ tə-ran-tə-leg-rə

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

Tergeo

/tɜ:rdʒi.oʊ/ tur-jee-oh

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

(Tongue-Tying Curse)

A curse that prevents certain information from being revealed by the individual upon whom the spell is placed. The curse manifests itself by causing the tongue to temporarily curl backwards upon itself.

(Transmogrify Torture)

Gilderoy Lockhart suggested that it was this curse that "killed" Mrs Norris after she was really found petrified on a torch bracket in Chamber of Secrets.

(Trip Jinx)

Causes the victim of the jinx to trip and fall.



(Unbreakable Vow)

Causes a vow taken by a witch or wizard to be inviolable; if he or she should break it, the consequence is death. It manifests itself as interlinking chains of fire binding the clasped hands of the people taking the Vow; the fire shoots out as a tongue of flame from the wand of the Binder (a witness to the Vow) every time the person who takes the vow makes a promise. The flames then form into the linking chains.

According to Ron Weasley, the spell causes death to anyone who breaks the vow.

(Undetectable Extension Charm)

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.

(Unbreakable Charm)

Causes an object to become unbreakable.



Waddiwasi

/wa:d'i'wa:si/ wah-dee-wah-see

Appears to launch small objects through the air.

Wingardium Leviosa

/wɪn'gardiəm, ləv'i'əʊsə/ wing-gar-dee-əm lev-ee-oh-sə

Levitates objects.

For the fastest way possible to properly identify the right wand for you, so you can cast these very spells yourself, go to

www.ChooseTheWizard.com/wand-assessment

and use our free online tool.