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The Standard BookOf Spells

Chapter 1: CHARMS

Charms are extremely useful to witches and wizards, primarily the castor of the charm. They are used quite frequently in everyday life and can have many varied effects.

Bubblehead Charm.(incantationunknown). A self-inflicted charm that causes a 'bubble' of air to form around the castor's head, making it possible for them to breathe underwater.

Cheering Charm.(incantationunknown). A charm that cheers up and lifts the spirit of whomever it is being cast upon.

Confundus Charm. (incantationunknown). A charm that is intended to make a person confused about events that he/she has just witnessed or participated

in. Used frequently by the Ministry of Magic to control Muggles' suspicion of magic.

Severing Charm." Diffindo".A charm that causes a target object to rip or tear upon incantation of the spell.

Engorgement Charm." Engorgio".A charm that is used to enlarge a target object or being.

Fidelius Charm. (incantation unknown). The charm used to magically keep a secret concealed and safe until the secret keeper willfully gives out the information.

Hover Charm. " Wingardium Leviosa". A charm that causes objects to float or levitate.

Memory Charm." Obliviate".A charm used to wipe the memories from a target person's mind. Often used by the Ministry of Magic as an act to control Muggle suspicion.

Patronus Charm. " Expecto Patronum". The charm used to ward off Dementors. For the spell to work, the caster must say the incantation as well as thinking of an extremely happy thought, which is what Dementors most despise.

Shield Charm. (incantation unknown). A charm used to create a temporary invisible shield around its castor, which deflects many minor curses and hexes.

Summoning Charm." Accio".The summoning charm causes objects to fly toward the castor. The target object's name must be said after " Accio" is incanted. This charm is the opposite of the Banishing Charm.

Tickling Charm." Rictusempra".A charm that makes a witch or wizard feel as though they are being tickled once the charm is cast upon them.

Chapter 2: CURSES

Curses are the most evil of all spells. They should only be performed by experienced witches and wizards, or under the supervision of one. Many curses are illegal to cast, and will give you a sentence in Azkaban if used. I do not promote any curses listed here in this chapter; they are here for informational purposes only.

Conjunctivus Curse. (incantation unknown). A curse used to damage another witch or wizard's eyes, blinding them.

Cruciatus Curse. "Crucio". An evil curse of Dark Magic and torture that causes intense pain in all over and within another witch or wizard's body. This curse is unblockable. Repeated use of this curse causes the target to go insane. This curse is one of the three Unforgivable Curses and will earn a witch or wizard a life sentence in Azkaban if used.

Impediment Curse. "Impedimenta". A curse that makes a target witch or wizard unable to use their legs.

Imperius Curse. "Imperio". An evil curse of Dark Magic that lets a witch or wizard gain complete control of another's actions. This curse may be blocked, but takes extraordinary strength of character. This curse is one of the three Unforgivable Curses and will earn a witch or wizard a life sentence in Azkaban if used.

Killing Curse. "Avada Kedavra". An evil curse of Dark Magic that immediately takes the life of its target. This is the worst curse known to the wizarding world. Harry Potter is the only known survivor of this curse, brought on by Lord Voldemort, but exactly how he survived is still a mystery.

This curse is one of the three Unforgivable Curses and will earn a witch or wizard a life sentence in Azkaban if used.

Reductor Curse." Reducto". A curse that creates a hole through solid objects.

Chapter 3: SPELLS

Basic spells are very useful and can be used in a variety of everyday and unusual situations. Unlike charms, some spells can have negative effects if used incorrectly. As with all magic, spells should only be cast by witches and wizards with education on them.

Age Line Spell.(incantation unknown). A spell used to create an invisible barrier around an object that disallows anybody younger than a given age from crossing it.

Anti-Cheating Spell.(incantation unknown). A spell used by teachers during tests and exams on students' quills that prevents them from cheating.

Apparate.(incantation unknown). A spell used by a witch or wizard that lets them travel from one place to another instantly. The use of this spell requires a licence.

Bewitched Sleep.(incantation unknown). A spell that causes a target witch or wizard to fall asleep for a given period of time.

Disarming Spell." Expelliarmus". A spell that disarms a target witch or wizard's wand. This spell is often used in a wizard duel.

Four Point Spell. "Point Me". A spell that informs a witch or wizard of which way they are going (according to the four compass points).

Full Body Bind." Petrificus Totalus". A spell that disallows its target to move any part of their body.

Proiri Incantantem. (no incantation). A rare form of the Reverse Spell Effect

that occurs when two 'brother' wands meet in battle after both castors cast the spell at the same time. This causes the losers' wand to cast the last spells it has performed in reverse order.

Reverse Spell Effect. "Priori Incanto ". A spell used to determine the last spell that a given wand has cast.

Stunning Spell." Stupify". A spell used to stun another witch, wizard, or creature.

Chapter 4: INCANTATIONS

Certain spells simply do not have names. Such spells, which are usually passed down throughout wizarding families or organizations, are listed here. Most of these incantations are not for everyday use.

" Alohamora".Incantation used to open locks.

" Aparecum".Incantation used that causes invisible writing to appear.

"Avis".Incantation used to cause birds to appear from the castor's wand.

" Densaugeo".Incantation that causes a target's teeth to lengthen.

" Dissendium".Incantation that opens up secret passageways.

" Ennervate".Incantation used to awaken someone who has been hit by the Stunning Spell.

"Finite Incantatem ".Incantation that ends all spells within its area of effect.

" Impervius".Incantation that makes a target object or person waterproof.

" Lumos".Incantation that causes a beam of light to appear at the end of the castor's wand.

" Mobilarius".Incantation used to cause an object to move.

" Mobilicorpus".Incantation which causes a body to float.

" Morsmordre".Incantation used to cast the Dark Mark, which is the sign of Voldemortand his supporters, the Death Eaters.

" Nox".Incantation that creates darkness.

" Peskipiksi Pesternomi". Incantation used to get rid of Cornish Pixies.

" Riddikulus".The incantation used when fighting against a Boggart . Will cause the Boggart'sassumed form to turn from something scary into something not scary.

" Serpensortia".Incantation used to create snakes.

" Sonorus".Incantation that causes the castor's voice to be magically magnified.

" Tarantallegra".Incantation which causes a target to dance uncontrollably.

" Waddiwasi".Incantation that sends an object flying toward a target.