

Standard Book of Spells

Grades 1-6

by Miranda Goshawk

Once again students of Witchcraft and Wizardry open their minds to learning the many incantations necessary to make life enjoyable and also to defend themselves against the Dark Arts.

Miranda Goshawk's Standard Book of Spells has been compiled into a compendium of all grade levels for students wishing to advance their magical learning.

These are all the spells revealed to us by the Great Mugwump herself, J.K. Rowling. Use these spells with respect and only with a proper wand.

Please remember to keep this list out of the hands of Muggles. Remember the Statute of Secrecy and all Ministry rules pertaining to Underage Wizardry.

Enjoy your homework,

Professor Minerva McGonagall

Standard book of Spells

Grade 1 & 2

Charms:

- 1) Alohamora- unlock a door
- 2) Incendio- flame producing charm
- 3) Locomotor (object)- levitate and move object
- 4) Lumos- produces light from your wand
- 5) Nox- turns out the light from your wand
- 6) Occulus reparo- repair broken glasses
- 7) Reparo- repair a broken object
- 8) Scourgify- charm to tidy up or clean
- 9) Wingardium Leviosa- levitate charm

Defense Against the Dark Arts:

Charms:

- 1) Expelliarmus- Disarming charm- disarm opponent
- 2) Finite Incantatum- stop incantation
- 3) Lumos Solem- produce sunlight
- 4) Peskipiksi Pesternomi- round up Cornish pixies

Hexes:

- 1) Arania exume- kill spiders
- 2) Eat Slugs- cause victim to belch up slugs
- 3) Locomotor mortis- Leg locker curse
- 4) Obliviate- memory charm
- 5) Petrificus totalus- full body bind
- 6) Rictusempra- Tickling charm
- 7) Serpensortia- conjure a snake
- 8) Tarantellegra- forces opponent to dance

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Grade 3 &4

Charms:

- 1) Accio- summoning charm
- 2) Diffindo- to break or split an object
- 3) Dissendium- open secret passageway/one eyed witch
- 4) Ferula- bandage and split a broken limb
- 5) Orchideous- produce flowers from tip of wand
- 6) Point me- Four point spell- points wand true north
- 7) Portus- turn an object into a port key
- 8) Sonorus- increase voice volume
- 9) Quietus- decrease voice volume
- 10) Waddiwasi- expel and direct an object

Defense Against the Dark Arts

Charms:

- 1) Aparecium- reveals writing in invisible ink
- 2) Colloportus- door sealing charm
- 3) Expecto patronum- conjure a patronus
- 4) Impervius- repels water-protection from rain
- 5) Mobilicorpus- move an unconscious person like a puppet
- 6) Priori Incantatem- shows last spell cast from wand
- 7) Riddikulus- Anti- boggart Charm

Hexes:

- 1) Densaugeo- enlarges a body part
- 2) Fornunculus- causes ugly boils on the skin
- 3) Morsmordre- conjures the dark mark
- 4) Relashio- produces sparks from wand
 - underwater: jet of boiling water

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Grade 5

Charms:

- 1) Avis- conjure a flock of birds
- 2) Deletrius- deletion charm
- 3) Evenesco- vanishing charm
- 4) Flagrate- place a flaming mark on item
- 5) Inanimatus conjurus- conjure an inanimate object
- 6) Morbiliarbus- levitate and move object
- 7) Pack- causes things to assemble in a trunk
- 8) Reducio- reduction charm

Defense Against the Dark Arts

Charms:

- 1) Ennervate- energize someone who is stunned
- 2) Fidelis- Fidelius Charm- create a secret keeper
- 3) Immobilus- stops or slows an object
- 4) Impedimentia- to stop or slow an object
- 5) Imperturbus- creates a barrier around object
- 6) Protego- Shield Charm- deflect hexes

Hexes:

- 1) Confundo- Confundus charm- causes confusion
- 2) Conjunctiva- Conjunctivitus Curse- affects vision
- 3) Engorgio- Engorgement Charm- enlarges object
- 4) Incarcerous- entrap victim with enchanted rope
- 5) Legilimens- to see someone's thoughts- legilimency
- 6) Reducto- blast objects out of your path
- 7) Stupefy- stunning spell

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Grade 6

Aguamenti (AH-gwa-MEN-tee)

"agua" Sp./Portuguese water (from Latin "aqua") + "mentis" L. mind

Charm that conjures clear water into the target container.

- Taught in sixth-year Charms ([HBP11](#)). Oddly, the sixth years were practicing this charm for Flitwick in early September, but from the sound of it were working on this charm or something similar after the New Year as well ([HBP17](#)).
- Used by Harry on Dumbledore's crystal goblet in the cave of the locket Horcrux, but apparently some effect of the potion that had previously been put in the goblet caused the water to vanish before it could be drunk ([HBP26](#)).

Anapneo (ah-NAHP-nay-oh)

"anapneo" Gr. "breathe" (many thanks to those who wrote in and suggested we look at Greek for the source of this)

Spell that clears the target's airway, if blocked.

Episkey (eh-PIS-key)

"episkeyazo" Gr. to repair

Heals/repairs damage that has been inflicted on the target.

Levicorpus (leh-vi-COR-pus)

"levo" L. to lift up, raise + "corpus" L. body

Dangles the target person upside-down by the ankle in mid-air.

Liberacorpus (lee-ber-ah-COR-pus)

"liber" L. free + "corpus" L. body

Counter-jinx to [Levicorpus](#) (see).

- A spell developed by the Half-Blood Prince, the incantation for which was written down in his old Potions textbook without a description of the effects, alongside the spell for which it is a counter-jinx. Harry cast it on Ron ([HBP12](#))

Muffliato (*muf-lee-AH-to*)

"muffle" Eng. to deaden a sound, making it more difficult to hear

Fills the ears of target persons near the caster with an unidentifiable buzzing, so that the caster can hold lengthy conversations without being overheard.

- One of the spells Harry learned from the Half-Blood Prince's notes. Hermione disapproved of it and would refuse to talk at all if Harry had cast the spell on anyone in the vicinity ([HBP12](#))
- Ron wished Harry had used this when Sprout caught the trio talking in class ([HBP14](#))

Oppugno (*oh-PUG-noh*)

"oppugno" L. to attack, assault

Causes conjured creatures under the control of the caster to attack the target.

- Hermione used this to set a flock of conjured canaries on Ron Weasley ([HBP14](#)).

Sectumsempra (*sek-tum-SEM-pra*)

"sectus" L. past participle of "seco", to cut "sempra" L. always

Cuts the target.

- A spell invented by the Half-Blood Prince "for enemies" ([HBP21](#))
- Harry used this on Ineri in the cave, but it didn't do much good ([HBP26](#))
- Possibly the nonverbal spell used by Snape on James Potter that resulted in a gash across James' face during their confrontation just after their DADA O.W.L, as seen by Harry in the Pensieve ([OP28](#))

Tergeo (tair-GAY-oh)

"tergeo" L. to wipe off, to wipe dry; to scour, to clean

Cleans up the target object or person.

- Hermione used this spell to siphon blood off Harry's face, which had been left there after his nose had been broken by Draco Malfoy ([HBP8](#))

The Unforgivable Curses

- 1) Imperio- the Imperious Curse
 - total control over another person
- 2) Crucio- the Cruciatus Curse
 - cause torturous pain
- 3) Avada Kadavra- killing curse
 - causes instant death

Note: The use of any of these curses will be punished with a life term in Azkaban.