

Complete List of Harry Potter Spells

Accio	Brings an object to you
Aguamenti	Creates a gush of water from the tip of the spell caster's wand
Alohomora	Opens locks
Aparecium	Makes invisible ink become visible
Avada Kedavra	The Unforgivable Curse; Kills your opponent; taken from "Abra Cadabra"
Avifors	Turns things into birds
Avis	Makes birds fly out of the end of your wand
Bombarda	Causes a small, locally contained explosion. To make a bigger explosion, one could use "bombarda maxima"
Colloportus	Closes a door and binds it so that it can't be opened.
Confringo	AKA the Blasting Curse; Causes the item targeted to explode
Confundus	Confounds your target, or makes them temporarily confused
Conjunctivitis	Damages the eyesight of your opponent, making them seem to have pink eye
Crucio	The Second Unforgivable Curse, the Cruciatus Curse; Tortures your opponent mercilessly
Deletrius	Erases the last spell cast by a wand so that it can't be discovered
Densaugeo	Makes teeth grow out of control
Diffindo	Makes seams split open, severs an object into two pieces
Dissendium	Opens a specific passageway into a cellar, may be useful in other instances; may be only a password
Duro	Turns an item to stone.
Enervate	Mistaken spell. Changed to Rennervate. Used to wake up a stunned person
Engorgio	Makes an item larger, as in swollen
Episkey	Heals relatively minor wounds.
Evanescio	Causes an item to immediately dissolve away, as if it had never existed
Expecto Patronum	Creates Patronus
Expelliarmus	Disarms the target of the spell, such as knocking their wand out of their hand
Fera Verto	Transforms animals into water goblets!
Ferula	Binds a broken limb with a splint and bandages, tightly wrapped
Fidelius	Allows a secret to be hidden within the secret keeper's soul; very powerful spell
Finite Incantatem	Stops any spell
Flagrate	Allows the user to write or draw in the air with fire
Flipendo	Also known as the Knockback Jinx, pushes or flips something backwards
Furnunculus	Causes a person to break out in boils
Geminio	Creates a duplicate of an item (a twin, as in the zodiacal sign Gemini).
Homorphus	Man-Shape; makes a werewolf or person disguised as an animal resume their human shape
Immobulus	Immobilizes the target

Impedimenta	Puts up an impediment that slows down something or someone that is coming toward you
Imperio	The third unforgivable curse. Allows the user to assume complete control of another person
Impervius	Repels water from a surface
Incarcerous	Conjures up ropes, which then bind an opponent
Incendio	Lights a fire
Legilimens	Allows the user to gain access to another's mind and memories
Levicorpus	Turns your opponent upside down and dangles them in thin air
Liberacorpus	"Liberates", or frees a body that has been caught up by the levicorpus spell
Locomotor Mortis	The Leg-Locker Curse; locks an opponent's legs together
Lumos	Creates light, usually by making the tip of the wand glow. More light can be created using "lumos maxima"
Mobiliarbus	Used to move a tree from one place to another
Mobilicorpus	Used to move a body from one place to another
Morsmordre or Morsmorde	Used to summon the Dark Mark
Muffliato	Causes a buzzing noise to surround a limited area so that those in the area can carry on a private conversation
Nox	Extinguishes light, used to douse the light created by "Lumos"
Obliviate	Makes a person "oblivious", erasing their memories of an event
Orchideous	Conjures a bunch of flowers from the user's wand
Petrificus Totalus	Total petrification; petrifies an opponent totally
Point Me	The Four Point Spell; makes the user's wand act like a compass
Portus	Turns any item into a Portkey, which can then be used to transport a person or persons to another location.
Prior Incantato	Reveals to you the last spell that a wand was used to cast
Protego	Protects the user, and sends a spell back on an opponent
Quietus	Makes things quiet, used to muffle "Sonorus"
Reducio	Shrinks an item
Reducto	Blasts solid objects into pieces
Relashio	Releases something from being constrained or held
Rennervate	Was originally "ennervate", but corrected by author; means to energize or wake up
Reparo	Repairs broken items
Repello	Repels something
Repello Muggletum	Makes an area invisible to Muggles
Revelio	Causes something that is hidden to be revealed
Rictusempra	Causes a person to curl up in laughter, as if being tickled
Riddikulus	Makes a boggart assume a "ridiculous" form, thereby making it funny instead of terrifying
Salvio Hexia	Unclear; seems to strengthen other protective spells, or to deflect any hexes cast toward a specific location
Scourgify	Used to clean dirt or other material off of a surface
Sectumsempra	Causes lacerations to appear all over an opponent's body, as if they had been cut by an invisible sword

Serpensortia	Conjures a snake
Silencio	Makes the target of the spell unable to make any sound.
Sonorus	Amplifies the user's voice
Stupefy	Stupefies an opponent, or knocks them insensible temporarily
Tarantallegra	Forces an opponent's legs to dance uncontrollably
Tergeo	Scours something clean
Waddiwasi	Removes a stuck object, as in a wad of gum that is stuck in a keyhole
Wingardium Leviosa	Allows the user to make an object levitate; the first spell taught in the Harry Potter movies
