

# Harry Potter

## SPELLS

**Aberto** - Opens locked doors

**Accio** - Summons objects

**Aguamenti** - Summons water

**Alohomora** - Unlocks objects

**Anapneo** - Clears someone's airway

**Aparecium** - Reveals secret, written messages

**Apparate** - A non-verbal transportation spell that allows a witch or wizard to instantly travel

**Ascendio** - Propels someone into the air

**Avada Kedavra** - Also known as The Killing Curse, the most evil spell in the Wizarding World

**Avis** - Conjures a small flock of birds

**Bat-Bogey Hex** - Turns the target's boogers into bats

**Bombardo** - Creates an explosion

**Brackium Emendo** - Heals broken bones

**Capacious Extremis** - Increase the capacity of an object or space without affecting it externally

**Confundo** - Known as the Confundus Charm, it causes confusion of the target

**Conjunctivitis Curse** - Affects the eyes and sight of a target

**Crinus Muto** - Changes hair color and style

**Crucio** - One of three Unforgivable Curses, it causes unbearable pain in the target

**Diffindo** - Used to precisely cut an object

**Disillusionment Charm** - Causes the target to take on the appearance of its surroundings

**Disapparate** - Spell that allows to instantly travel on the spot and leave for another location

**Engorgio** - Causes rapid growth in the targeted object

**Episkey** - Heals minor injuries

**Expecto patronum** - The Patronus Charm is a powerful projection of hope and happiness

**Erecto** - Allows a witch or wizard to build a structure, like a tent

**Evanesco** - Vanishes objects

**Expelliarmus** - Forces an opponent to drop whatever is in their possession