Belongs to:
**Accio**

(AK-key-o)

Summoning charm

Use it to summon an object.

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**Alohomora**

(al-LOH-ho-MOR-ah)

Unlocking charm

Use it to open a lock. Doesn’t work on locks protected against this spell.

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**Avis**

(AH-viss)

Bird-conjuring charm (advanced transfiguration spell)

Makes birds appear.

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**Arresto Momentum**

(ah-REST-oh mo-MEN-tum)

Use this charm to slow down the movement of your target (especially used when falling).
**Terminology**

**What is a spell?**
A spell is a magical action usually accompanied with an incantation (words to say).

Most spells require:
- wand movement
- incantation
- concentration
- intention

**What is a charm?**
A charm is a spell that adds specific properties to its target object, creature, or person. (It changes what the target does.)

**What is a transfiguration?**
A transfiguration spell changes the form or appearance of its target. (It turns something into something else.)

**What is a jinx?**
A jinx is a type of dark magic that causes a negative effect. They are typically amusing to the caster causing a minor inconvenience to the target. Can also be used in defense.

**What is a curse?**
A curse is the worst kind of dark magic. It is designed to affect the target in a strongly negative manner.

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**Bombarda**
*(bom-BAR-da)*
Exploding charm.
Creates explosions.

**Colovaria**
*(co-loh-VAA-ree-ah)*
Color-changing charm
Use it to change the color of your target.

**Engorgio**
*(en-GOR-gee-oh)*
Engorgement charm, or Growing Charm
Causes target to swell

**Expelliarmus**
*(ex-PELL-ee-ARE-muss)*
Disarming charm
Use it to remove an object from your target's hand.
**Finite Incantatem**  
*(fi-NEE-tay in-can-TAH-tem)*

General counter-spell

Use to end the effects of a spell. Can be used to reverse minor damage caused by jinxes and curses.

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**Incendio**  
*(in-SEN-dee-o)*

Fire-making spell

Use it to start a fire.

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**Locomotor**  
*(LOH-koh-moh-tor)*

Locomotion Charm

Use it to lift target off of the ground and move it around.

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**Lumos**  
*(LOO-mos)*

Wand-lighting charm

Lights up the tip of the wand.

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**Reparo**  
*(reh-PAH-roh)*

Mending charm

Use it to repair broken objects.

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**Revelio**  
*(reh-VEL-ee-oh)*

Revealing charm

Use to reveal magical disguises and intruders. Also can be used to reveal the concealed nature of something (objects, messages, secret passages, invisible things).

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**Ventus**  
*(VEN-tuss)*

Wind Jinx

Use it to create a gust of spiraling wind.

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**Wingardium Leviosa**  
*(wing-GAR-dee-um levi-O-sa)*

Levitation charm

Use it to levitate objects.