

Spells, Charms, and curses of the Wizarding World

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| 1. erases memories | A. priori incantatum |
| 2. conjures a bunch of flowers | B. serpensortia |
| 3. full body bind on the victim | C. riddikulus |
| 4. wand acts like a compass | D. reducio |
| 5. reveals wands last spell or cast | E. reducto |
| 6. spell that is the result of brother wands dueling | F. wingardium leviosa |
| 7. reflects spells back to sender | G. obliviate |
| 8. counter spell to sonorus | H. protego |
| 9. counter spell to engorgio | I. scruge |
| 10. blasts solid objects aside | J. quietus |
| 11. releases user from binding | K. relashio |
| 12. repairs things | L. priori incantato |
| 13. tickles the opponent | M. stupefy |
| 14. repels a boggart (combined with laughter) | N. petrificus totalus |
| 15. destroys remains of a ghost | O. orchideous |
| 16. produces a snake | P. point me |
| 17. knocks out the opponent | Q. rictumsempra |
| 18. forces the opponent to dance | R. waddiwasi |
| 19. unsticks an object | S. repario |
| 20. makes an object fly | T. tarantallegra |