



The Unofficial
Harry
Potter
Spellbook

The Wand Chooses the Wizard

DUNCAN LEVY

The Unofficial Harry Potter Spellbook

The Wand Chooses the Wizard
Book Excerpt
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Introduction

This magical spell book is for all who want to express magical powers. It is divided into sections: one for each of the seven spell types (charms, healing spells, transfiguration spells, counter-spells, jinxes, hexes, and curses, including the forbidden, unforgivable curses)! You will know what kind of witch or wizard you are based on the spells you use—be safe and have fun!

Section I: Charms



Section I

Charms

Charms alter the spell caster's targets or other capabilities and qualities. These spells can last for a really long time if they are cast by a good witch or wizard.

1

Accio (Summoning Charm):
summons an object to the caster,
potentially over a great distance.

2

Aguamenti (Water-Making Spell):
produces a stream of water from the
tip of the caster's wand.

3

Alarte Ascendare: shoots the target high into the air.

4

Alohomora (Unlocking Charm): used to unlock and open doors. It is possible to curse a door to counteract the spell.

Section III: Transfiguration Spells



Section III

Transfiguration Spells

Transfiguration spells alter targets' forms or appearances. These spells are divided into four different branches: transformations (altering the physical features of targets), vanishment (causing targets to vanish), conjuration (transfigures objects from thin air), and untransfiguration (counter-spells that reverse the effects of transfigurations).

89

*Lapifors****: causes the target to change into a rabbit.

90

Orchideous: makes a bouquet of flowers appear out of the tip of the caster's wand.

91

Piertotum Locomotor:
brings inanimate objects to
life (e.g., statues and suits of
armor). Casters can control
the target's movements.

Section V: Jinxes



Section V

Jinxes

Jinxes are affiliated with dark magic. They are used mainly for amusement and do not majorly affect targets.

112

Oppugno: causes objects or individuals to attack the target.

113

*Orbis***: sucks the target into the ground.

114

Relashio: causes the target to drop whatever object he or she is holding.

115

*Ventus***: shoots a strong blast of wind from the tip of the caster's wand.

Section VI: Hexes



Section VI

Hexes

Hexes have a strong tie to dark magic. These spells generally cause some suffering and pain to the target, but they can also be used in a defensive capacity.

122

Mutatio Skullus: mutates the target (e.g., target grows extra heads).

123

*Steleus***: causes the target to sneeze violently for a short while.

124

*Titilando****: tickles and weakens the target.

Section VII: Curses



Section VII

Curses

Curses are the worst kind of dark magic, intended to affect the target in the worst way possible, usually in a way that harms him or her physically.

134

Petrificus Totalus (Full Body-Bind Curse or Body-Freezing Spell): paralyzes the target.

135

Reducto: breaks objects.

136

Sectumsempra: causes gashes on the target, as if he or she was slashed with an invisible sword.

137

Unbreakable Vow: causes a vow that is taken between two witches or wizards to be unbreakable. If one does break the vow, he or she dies.

About the Author



Duncan Levy is 15 years old and has always been a huge fan of Harry Potter (he even dressed up like him for Halloween once). Duncan was inspired to write this book to give other young Harry Potter fans spells to say, rather than the standard “*Wingardium Leviosa!*”

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The Unofficial Harry Potter Spell Book has all the spells you'll need to enjoy a new wand or any magical abilities you might have. It features 140 real spells from the Harry Potter universe, including a forbidden section!

Lumos (Wand-lighting Charm): creates a narrow beam of light from the tip of the caster's wand.

Repello Muggletum (Muggle-Repelling Charm): causes an area to be unseen or undesirable for Muggles to enter.

Cantia: causes the target to burst uncontrollably into song.

Densaugeo (Tooth-Growing Spell): causes the target's two front teeth to grow rapidly or regrow lost teeth.

Moramordr: conjures the Dark Mark, the skull-and-serpent sign used by Voldemort and his Death Eaters.



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