

2nd Edition
The Unofficial
Harry
Potter
Spellbook



The Wand Chooses the Wizard

DUNCAN LEVY

Praises from Amazon Customers

My grandson is in a Harry Potter club at school. This book was received with shrieks of joy.

For the younger Potterheads, the grandchildren “swear” by it.

I really enjoyed the book, which is organized by charms, healing spells, transfiguration spells, counter spells, jinxes, hexes, curses, and unforgivable curses. I like how the spells that are not from the book series are noted with asterisks to show if they are from the movies, video games, or the trading card game. This is a perfect book for someone who wants to have this information all in one place.

Our son enjoys whisking around house as close to the absolute spell as possible. From books to movies, this one really allowed him to take in just the spells.

This is a fun book. We are fans of the Harry Potter series, especially my ten-year-old daughter. The spell book is simple enough for a younger child but gives enough extra information to make the book entertaining to an older child.

The book was very well written and included every spell I know and more! I would recommend this book to any Potterhead or fan.

My seven-year old son was lucky enough to have a wand choose him at Universal Studios last year, and when I gave him this book a month later, he was ecstatic. He will study it intently for a day or two, put it aside, then pick it up again a few weeks later and go back to memorizing the spells. Perfect for a child young enough to believe in magic!

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Book Excerpt

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Published by THiNKaha®

20660 Stevens Creek Blvd., Suite 210,
Cupertino, CA 95014

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Second Edition: November 2019

Hardcover ISBN: 978-1-61699-351-1 1-61699-351-0

Paperback ISBN: 978-1-61699-350-4 1-61699-350-2

eBook ISBN: 978-1-61699-349-8 1-61699-349-9

First Edition, Second Printing: September 2018

First Edition, First Printing: September 2013

Place of Publication: Silicon Valley, California, USA

Paperback Library of Congress Number: 2013948425

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The spells in this book were derived from the Harry Potter book series, film series, various Harry Potter video games, and/or the Harry Potter Trading Card Game. Asterisks have been provided next to spell names or incantations that appear in sources other than the book series.

* Spells that appear in at least one Harry Potter film.

** Spells that appear in Harry Potter video games.

*** Spells that appear in the Harry Potter Trading Card Game.

The Wand Chooses the Wizard



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 I: Charms

5

*Arania Exumai**: used to blast away all arachnids (spiders).

6

Arresto Momentum: slows down the movement of an object.

7

Ascendio: lifts the caster high into the air or, should he or she be underwater at the time, propels the caster to the surface.

8

Bewitched Snowballs: causes snowballs to fly at targets.

9

Bombarda: provokes small explosions. *Bombarda Maxima** is a higher level of this spell, which provokes large explosions.

10

Bubble-Head Charm: produces a bubble around the caster's head, allowing him/her to breathe while swimming.

11

Carpe Retractum (Seize and Pull Charm): produces a length of supernatural rope from the caster's wand that pulls the target to the caster.

12

Caterwauling Charm: creates a perimeter around the caster; anyone who enters this perimeter sets off a high-pitched shriek.

13

Cheering Charm: causes the target to become happy and content.

14

*Cistem Aperio**: opens chests
and boxes.

15

Colloportus (Locking Spell): locks
doors, and presumably anything else
that can be locked.

16

Colovaria (Color Change Charm):
changes the color of an animal or
object (e.g., the caster's hair).

17

Confundo (Confundus Charm):
causes the victim to become
confused and befuddled.

18

Cribbing Spell^{**}: used to cheat on tests and papers.

19

Cushioning Charm: produces an invisible cushion on target surfaces.

20

Defodio (Gouging Spell): allows the caster to gouge large chunks out of earth or stone.

21

Deprimo: causes downward pressure on the target (e.g., a floor), which may blast a hole in the target.

22

Diffindo (Severing Charm):
precisely and accurately
cuts something. It can
cause death or injury if used
inappropriately.

Section I: Charms

23

Dissendium: opens secret passageways.

24

Duro (Hardening Charm): causes objects to harden.

25

Erecto: used to set up structures
(e.g., tents).

26

Everte Statum: a dueling spell;
inflicts a short burst of pain upon
the target, which can make
him or her stumble.

27

Expecto Patronum: creates a spirit—a Patronus—out of the caster’s positive emotions. Commonly used against Dementors or Lethifolds.

28

Expelliarmus (Disarming Charm):
disarms the target (e.g., disarms a
wizard by causing his/her wand to
fly out of reach).

29

Extinguishing Spell: puts out fires.

30

Feather-Light Charm: makes the target lightweight.

31

Flame-Freezing Charm: causes fire to become harmless. Casters will feel a tickling sensation, instead of burning.

32

Firestorm: produces a ring of fire
from the caster's wand.

33

Fumos (Smokescreen Spell)**:
creates a cloud of smoke from the tip
of the caster's wand.

34

Fur Spell: causes fur to grow on the target.

35

Geminio: duplicates targets; creates exact replicas of targets.

36

Glacius (Freezing Spell)**:
conjures ice from the tip
of the caster's wand. Can
extinguish fires and create
ice blocks.

37

Glisseo: causes the steps of a staircase to flatten into a slide.

38

Green Sparks Spell: shoots green sparks out of the tip of the caster's wand.

39

Herbivicus^{***}: causes flowers and plants to grow rapidly.

40

Hot-Air Charm: causes the tip of the wand to emit hot air.

41

Hover Charm: a lesser variation of the Levitation Charm; causes the target to float in mid-air.

42

Illegibilus^{***}: renders text unreadable.

43

Immobulus: renders living things
immobile.

44

Incendio (Fire-Making Spell):
produces fire.

45

Intruder Charm: detects intruders and sounds an alarm.

46

*Lacarnum Inflamarae**: sends a small ball of fire from the tip of the caster's wand, usually to ignite the target's cloak on fire.

47

Legilimens (Legilimency Spell): allows the caster to delve into the mind of the victim (a.k.a. Legilimency).

48

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

49

Mobilicorpus: levitates and
moves bodies.

50

Muffliato: fills people's ears with a buzzing sound to keep them from overhearing private conversations.

51

Obliviate (Memory Charm): erases specific memories.

52

Obscuro: causes a blindfold to appear over the target's eyes.

53

Oculus Reparo (a Mending Charm): repairs broken eyeglasses.

54

Pack: packs a trunk full of luggage.

55

Periculum: causes red sparks to shoot out of the caster's wand.

56

Point Me (Four-Point Spell):
causes the caster's wand to
behave as a compass and
point north.

57

Prior Incantato: causes an echo of the last spell cast by a wand.

58

Quietus: causes a magically amplified voice to return back to normal.

59

Reducio (Shrinking Charm):
makes an enlarged object
smaller.

60

Rennervate (Reviving Spell): revives
a stunned person.

61

Reparo: used to repair broken or
damaged objects.

62

Repello Muggletum

(Muggle-Repelling Charm):

causes an area to be unseen
or undesirable for Muggles
to enter.

63

Rictusempra (Tickling Charm):
causes an extreme tickling
sensation, making the target buckle
with laughter.

64

Scourgify (Scouring Charm): used to
clean something.

65

Silencio: makes someone temporarily mute.

66

Slugulus Eructo (Slug-Vomiting Charm): causes the target to vomit slugs for about ten minutes.

67

Sonorus: amplifies the caster's voice.

68

Spongify (Softening Charm): softens the target area or object, making it rubbery.

69

Stupefy (Stunning Spell): stuns the victim.

70

Tarantallegra (Dancing Feet Spell): makes the target's legs dance uncontrollably.

71

Tergeo: siphons material from the target surface area (e.g., ink, dust, etc.).

72

Waddiwasi: throws small objects through the air.

73

Wingardium Leviosa
(Levitation Charm):
levitates and moves the
target object.

About the Author



Duncan Levy is 21 years old and has always been a huge fan of Harry Potter (he even dressed up like him for Halloween more than once). Duncan was inspired to write this book to give young Harry Potter fans other spells to say, rather than the standard "*Wingardium Leviosa!*"



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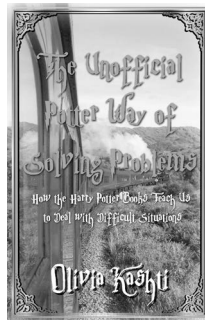


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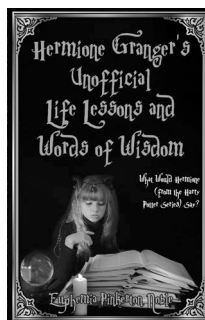
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The Unofficial Harry Potter Spell Book has all the spells you'll need to enjoy a new wand or any magical abilities you might have. It features 140 real spells from the Harry Potter universe, including a forbidden section!

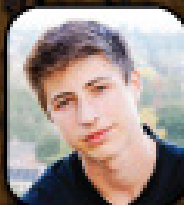
Lumos (Wand-Lighting Charm): creates a narrow beam of light from the tip of the caster's wand.

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

Cantis: causes the target to burst uncontrollably into song.

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

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



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