-Expelliarmus:
Used to block unfriendly spells or to disarm someone.
-Expecto patronum:
conjures up a Patronus, a kind of positive force, a projection of hope, happiness, the desire to survive. It is a kind of anti-dementor, a guardian that acts as a shield between a person and a dementor. A Patronus can also be used to send a short distance message.
-Impedimenta:
The Impediment Curse. Temporarily slows the movement of a person or object.
-Mobiliscorpus:
Causes a corpse or unconscious person to move as if conscious.
-Evanesco:
A vanishing spell. Causes an item(s) to disappear.
-Sonorus:
Magnifies the natural voice to sound as though electronically amplified.
-Petrificus Totalus:
Full Body Bind. Binds a persons entire body, preventing movement.
-Wingardium Leviosa:
Causes an item to levitate (i.e. fly).
-Lacarnum Inflamarae:
Produces a burst of fire from the wand.
-Quietus:
Returns the voice to its normal level after Sonorus was used.
-Tarantallegra:
The Spider Legs Hex. Causes the legs to wobble uncontrollably.

-Funnunculus:
Causes a person to experience skin boils.
-Immobulis:
Induces paralysis.
-Rictusempra:
Causes a person to experience a tickling sensation all over the body.
-Stupefy:
Stuns a person or creature (renders unconscious).
-Engorgio:
Increases the physical size of an object.
-Protigo:
A Shield Charm. Creates a temporary shield and blocks simple attacks.
-Lumos: Produces light from the tip of the wand.
-Locomotor Mortis:
The Leg-Locker Curse. Glues a person's legs together.
-Aparecium:
Reveals the content of anything written using invisible ink.
-Leglimens:
Attempts to break into someone's thoughts.
-Ennervate:
Revives a person (or creature) stunned by Stupefy.
-Nox:
Puts out the light generated by Lumos.
-Incarcerous:
Binds the target by conjuring ropes.
-Serpensortia:
Conjures a serpent.
-Imperio:
The Imperius Curse. Puts a person under your complete control. An Unforgivable Curse.
-Portus:
Causes an object to become a portkey. A portkey is used for instantaneous transportation from one place to another.
-Alohomora: Unlocks a closed container, door, window, etc. that was sealed manually or with a simple locking charm.
-Aresto Momentum:
Reduces (or retards) the speed of a moving object.
-Reducio:
Reduces the physical size of an object. The counter to Engorgio.
-Arania Euxum:
Repels arachnids (spiders).
-Crucio:
The Cruciatus Curse (Also called the torture curse). Inflicts significant pain upon a person (or creature). An Unforgivable Curse.
-Vipera Evanesca:
Vanishes a serpent that was conjured using Serpensortia.
-Avada Kedavra:
The Killing Curse. Causes instantaneous death without leaving any physical marks. This spell cannot be blocked using a shielding charm and has no counter spell. An Unforgivable Curse.
-Finite Incantatem:
Cancels and/or reverses the effects of most curses or hexes. It should be noted that some spells require specific counter spells to be nullified; the effects of some others cannot be undone.