



# A Beginner's Guide To

# Wand Motions



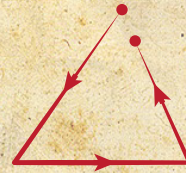
## Alohomora

Charm  
Open locked objects



## Mumblewimble

Charm  
Tongue-ties victim from speaking



## Aparecium

Charm  
Reveals invisible ink



## Silencio

Charm  
Temporarily silence the victim



## Specialis Revelio

Charm  
Reveals charms or hexes



## Descendo

Charm  
Lowers caster down



## Ascendo

Charm  
Lift caster into the air



## Tarantallegra

Curse  
Makes victims legs dance



## Reparo

Charm  
Repairs objects



## Arresto Momentum

Charm  
Slows or stops a target velocity



## Wingardium Leviosa

Charm  
Makes objects fly



## Herbivicus

Charm  
Promotes plant growth



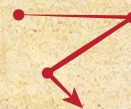
## Locomotor

Charm  
Move target



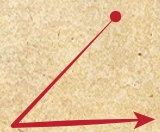
## Lumos & Nox

Charm  
Illuminates & darken wand tip



## Finite Incantatem

Counter spell  
Terminates all spell effects



## Stupefy

Charm  
Renders target unconscious





### Revelio

Charm  
Reveals hidden objects



### Oppugno

Jinx  
Directs objects  
to attack victim



### Meteolojinx Recanto

Counter-Charm  
Ends weather effects  
from incantations



### Expelliarmus

Charm  
Disarms Opponent



### Avada Kedavra

Curse  
Instantaneous death



### Incendio

Charm  
Produces fire



### Obliviate

Charm  
Erase a memory



### Aguamenti

Charm  
Conjures a jet  
of water



### Petrificus Totalus

Curse  
Causes temporary  
paralysis



### Turcio

Curse  
Causes intense pain

### Morsmorde

Incantation  
Conjures the Dark Mark

### Riddikulus

Charm  
Turns boggart into  
something funny

### Flipendo

Jinx  
Knocks over or  
pushes against a target

### Expecto Patronum

Charm  
Conjures a spirit  
guardian/patronus

**Disclaimer:** This guide is intended for safe and responsible exploration of magical wand motions as a form of creative expression. Always prioritize safety, respect others, and use your newfound skills for positive purposes. The Department of Magical Instruments and its affiliates are not liable for any consequences resulting from the use of this guide. Remember, using magic for mischief or turning your neighbor's garden gnomes into dancing hippos is not recommended (unless you have their permission and they have a sense of humor). Practice with care and enjoy the magic responsibly.

