

APPENDICES

Table 1 Spells Which Adopt Neologism Mechanism

No.	Spell	Word Origin + Meaning	Use of the Spell
1.	Aguamenti	<u>aqua</u> (Latin) = water + <u>mentio</u> (Latin) = mind	Used to conjure a fountain of clear water from the caster's wand.
2.	Deletrius	<u>deleo</u> (Latin) = to destroy, eradicate	Used to erase the ghost images of spells revealed by Priori Incantato spell.
3.	Densaugeo	<u>dens</u> (Latin) = tooth + <u>augeo</u> (Latin) = to grow	Used to enlarge grotesquely the victim's teeth.
4.	Episkey	<u>episkeyi</u> (Greek) = repair	Used to heal relatively minor injuries.

5.	Expecto Patronum	<u>exspecto</u> (Latin) = to expect or look for + <u>patronus</u> (Latin) = symbolizing a patron or assistant	Used to conjure a Patronus, a silvery spirit shape, usually in the form of animal, which is the embodiment of the positive thoughts of the caster.
6.	Expelliarmus	<u>expello</u> (Latin) = to drive out + <u>arma</u> (Latin) = weapon	Used to fly out the opponent's weapon from his or her hand.
7.	Finite	<u>finio</u> (Latin) = settle, end, die, cease.	Used to stop a currently operating spell effect.
8.	Imperio	<u>impero</u> (Latin) = to order, govern, command	Used to make the victim completely under the command of the caster, make the victim do anything the caster wishes.
9.	Incendio	<u>incendo</u> (Latin) = to set fire to	Used to start a fire.
10.	Locomotor	<u>loco</u> (Latin) = from a	Used to move an object. The

		place + <u>motionem</u> (Latin) = motion	spell word Locomotor is followed by a target word, which is the object to be moved.
11.	Lumos	<u>lumen</u> (Latin) = light	Used to create a narrow beam of light that shines from the wand tip
12.	Obliviate	<u>oblivisci</u> (Latin) = to forget	Used to modify or erase portions of a person's memory.
13.	Petrificus Totalus	<u>petrinus</u> (Latin) = to make into stone + <u>totaliter</u> (Latin) = entire	Used to turn the entire body of the victim rigid.
14.	Portus	<u>porta</u> (Latin) = gate, entrance.	Used to turn the target object into a Portkey.
15.	Reparo	<u>reparare</u> (Latin) = to repair	Used to repair objects, undo damage to an object
16.	Riddikulus	<u>ridiculum</u> (Latin) = joke	Used to force the boggart to take on an appearance which

			visualize caster's worst fear in a humorous form and will inspire the laughter that forms an effective defense against the creature.
17.	Silencio	<u>silentiosus</u> (Latin) = to be quiet	Used to silence the object of the spell.
18.	Stupefy	<u>stupefacio</u> (Latin) = to make senseless.	Used to make the target of the spell unconscious; this spell hurls a bolt of red light.

Table 2 Spells Which Adopt Borrowing Mechanism

No.	Spell	Word Origin + Meaning	Use of the Spell
1.	Accio	<u>accio</u> (Latin) = to call or to summon	Used to summon an object to the caster
2.	Anapneo	<u>anapneo</u> (Greek) = to breathe	Used to clear the object's airway, if blocked.

3.	Avis	<u>avis</u> (Latin) = bird	Used to call up a flock of small and chirping birds.
4.	Crucio	<u>crucio</u> (Latin) = to torture	Used to inflict great pain on the recipient of the curse
5.	Diffindo	<u>diffindo</u> (Latin) = to divide or to split	Used to cut the target, or a specific area on the target
6.	Evanesco	<u>evanesco</u> (Latin) = to disappear	Used to make something vanish
7.	Nox	<u>nox</u> (Latin) = night	Used to turn off the light from a Lumos spell.
8.	Oppugno	<u>oppugno</u> (Latin) = to attack, assault	Used to cause conjured creatures under the control of the caster to attack the target.
9.	Protego	<u>protego</u> (Latin) = to defend	Used to create a magical barrier that will deflect hexes thrown at the caster.
10.	Quietus	<u>quietus</u> (Latin) = calm or quiet	Used to make a magically magnified voice return to normal (quieter).

11.	Sonus	<u>sonorus</u> (Latin) = loud	Used to make the caster's voice carry over long distances.
12.	Tergeo	<u>tergeo</u> (Latin) = to wipe off, to wipe dry, to clean.	Used to clean up the target object or person.