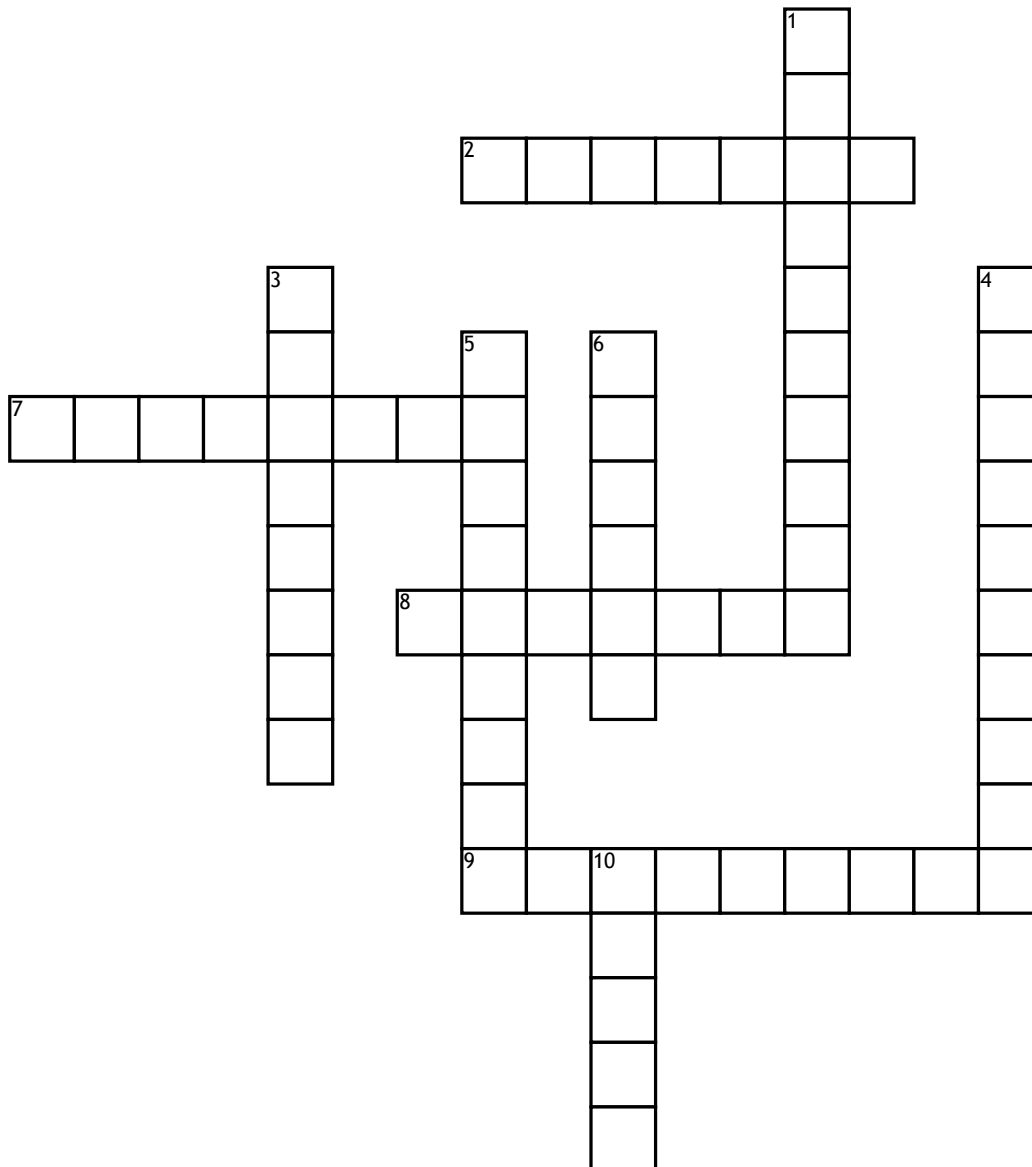


Name: _____

Date: _____

Charms Crossword



Across

2. Transforms the target into solid albeit normal ice.

7. Lifts the caster high into the air.

8. The Shield Charm causes minor to moderate jinxes, curses, and hexes to rebound upon the attacker, protecting the caster.

9. Used to hide a memory of a particular event.

Down

1. This spell is used to create, and control, a jet of clear water from the tip of the wand; it is probably related to Aguamenti.

3. Causes the victim to become confused and befuddled.

4. Conjures the Dark Mark, which is the sign of the Death Eaters.

5. Causes anything that the spell comes into contact with to explode, and presumably thereafter burst into flame.

6. Terminates spell effects in the vicinity of the caster.

10. Creates a narrow beam of light that shines from the wand's tip, like a torch.