1. Chaotic element – your dmg type is defined by d10
   * + 1. Force
       2. Psychic
       3. Necrotic – all plants in 15 ft radius become withered
       4. Fire – all flammable objects are ignited 1d6 per turn
       5. Ice – slows the opponent for 1 round (-10ft move speed)
       6. Sound (Thunder) heard in 100 ft radius
       7. Storm – target rolls Const save DC = casting stat + prof + 8 or get stunned for 1 round
       8. Heal – heals target for the amount dmg it should’ve done
       9. Poison - target rolls Const save DC = casting stat + prof + 8 or get poisoned for 1 round (status effect poison see phb)
       10. Holy dmg
2. Chaotic change – any creature affected by your spell must take DC Const casting stat + 8 save or get changed, on success effect ends and it can no longer be affected by this modifier in 24 hours. Roll d4 and define how it is changed. Affected creature will become hostile towards you and your party.
   * + 1. Creature gets +2 to CR
       2. Creature gets +1 to CR
       3. Creature gets – 1 to CR
       4. Creature gets -2 to CR
3. Chaotic surge –guaranteed wild magic
4. Quad chaos – your spell is quadrupled, but its targets are random (works only with battle spells, like heal, dmg, obstacles etc.)
5. Marked - any creature affected by your spell must take DC Wis casting stat + 8 save or get marked. You deal additional 100% dmg and attack this creature with advantage, if you use Marked modifier.
6. By madness be driven - any creature affected by your spell must take DC Const casting stat + 8 save or get berserk. Berserk creature has advantage on each of its attacks and deals double dmg but is hit with advantage and takes double damage. Berserk creature hits closest target. Berserk creature cannot use any spells. Berserk creature repeat Wis save at the start of each turn on success effect ends and it can no longer be affected by this modifier in 24 hours.
7. Spirit link – all affected creatures share dmg between each other. For example: 3 goblins are affected by spirit link and one of them is hit by fire blast 24 dmg. Each goblin takes 8 dmg.
8. Eyes from Limbo - any creature affected by your spell must take DC Wis casting stat + 8 + prof save or get Ward status effect. Caster sees in 30ft radius around affected creature
9. Chaotic vampiric touch – if you kill creature with this spell regenerate 2d10 hp, otherwise take 2d10 necrotic dmg.
10. Maddening invisibility - any creature affected by your spell must take DC Const casting stat + 8 save or become invisible. Creature takes 1d6 psychic dmg at the start of each turn it remains invisible. If creature attacks from invisibility it takes 1d6 psychic and the effect ends.