Backpack of Toon Force

1	Comically large spoon. Dealing 1d10 Slashing Damage
2	Magic Marker That Can Draw or Create an Object Worth 100 gp. One Time Use
3	A D20 for a Future Reroll
4	Bagpipes of Invisibility. Play to Become Invisible
5	A Woodland Creature
6	An Inflatable Elefant
7	Explosive Pie. Range 20/60 ft deals 2d4 Fire Damage
8	A Fire Elemental
9	A Very Sharp Carrot. Dealing 1d20 Piercing
10	Oversize Mallet. Dealing 1d12 Bludgeoning Damage
11	A Random Crown
12	An Imp
13	A Martial Weapon of Your Choice
14	A Boomerang
15	A Pouch of Unholding
16	An Earth Genasi
17	Inflatable Anvil. Range 10/30 ft 2d12 Bludgeoning Damage
18	Any Cursed Magic Item. DM’s choice
19	A 5x5x5 ft Cube of Ice
20	Portable Hole