

Adventuring gear:

Name	Price	Description
Flip Phone	5gp	Can make phone calls and send text messages
Smart Phone	200gp	Can make phone calls and send text messages, also has internet connection and a camera
Taser Pistol	10gp	Simple ranged weapon. 1d4 lightning damage. Light, Range(15/30). Special: On hit, a creature must succeed on a DC 12 constitution saving throw or be stunned for 1 minute. The creature can repeat the saving throw on the start of each of its turns, ending the effect early on a success. Once fired, this weapon is no longer usable.
Rat poison	1 sp per dose	Poison (ingested). A creature subjected to this poison must make a DC 16 constitution saving throw or take 3 (1d4) poison damage and is poisoned for 1 hour. On a successful save, the creature takes half damage and isn't poisoned.
Flashbang	10gp	As an attack, the flashbang can be thrown to a point you can see within 30 ft. Every creature within 10ft must succeed on a DC 12 constitution saving throw or be blinded and deafened until the end of their next turn.
Walkie-Talkie	1gp	Does not require satellite connections. Range of 120ft, blocked by 10ft of stone.
Lighter	2sp	Can produce a small flame.
Hand Taser	10gp	Simple melee weapon. 1d4 lightning damage. Light, finesse. Special: On hit, a creature must succeed on a DC 12 constitution saving throw or be stunned for 1 minute. The creature can repeat the saving throw on the start of each of its turns, ending the effect early on a success. Once used, this weapon is no longer usable.
Gag	5cp	As an action, can be equipped onto a grappled or willing creature with a mouth. If the creature is unwilling, you must make a contested check using your Dexterity (sleight of hand) against their Dexterity (Acrobatics) or Strength (Athletics). While equipped, the creature is unable to speak or perform verbal components for spells. A creature can attempt to remove the gag as an action, making a Dexterity (Acrobatics) or Strength (Athletics) check (DC = 18, or 23 if they are restrained). A gag can be improvised out of any suitable material (DM's discretion), but an attempt to escape an improvised gag is made at advantage.
Frag Grenade	30gp	As an attack, the frag grenade can be thrown to a point you can see within 20 ft. An attack roll with +6 to hit is made against all creatures within 20ft. Creatures hit within 5ft take 1d8 piercing damage, creatures within 15ft instead take 1d6 piercing damage, and other creatures take 1d4 piercing damage. Durable objects within range are unaffected, but fragile objects may be destroyed (DM's discretion)
Explosive grenade	30gp	As an attack, the explosive grenade can be thrown to a point you can see within 20 ft. Creatures within 15ft must make a Dexterity saving throw, taking 2d8 bludgeoning damage on a fail or half on a successful save.