Barter Simulator

Barter simulator takes the idea of bartering, common in RPGs such as D&D, and turns it into a minigame. The game requires two players, and can be played almost anywhere. In order to play, each player must roll a die. Whoever gets the higher number decides which role they want to play (buyer or seller). Once the roles have been decided, the user can use the website to generate a random set of characters. Here is an example of that:

Generate Buyers and Sellers Rules Source Code
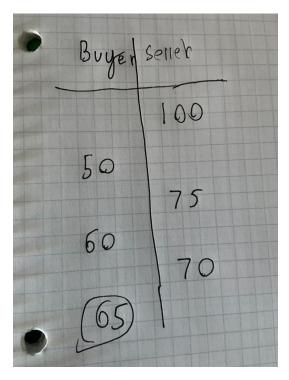

Created buttons to generate Buyers and Sellers

Generate Buyers

1. Your name is Emeric Goldflame. You are a(n) crotchety merchant. You are open-minded in regards to your pricing.
2. Your name is Drogath Shadowhunter. You are a(n) witty merchant. You are accommodating in regards to your pricing.
3. Your name is Niamh Brightsoul. You are a(n) fastidious merchant. You are inflexible in regards to your pricing.
4. Your name is Theren Shadowhunter. You are a(n) grizzled merchant. You are reasonable in regards to your pricing.
5. Your name is Theren Swordhand. You are a(n) grizzled merchant. You are impulsive in regards to your pricing.
6. Your name is Valerius Ironheart. You are a(n) jovial merchant. You are pragmatic in regards to your pricing.

Generate Sellers

1. Your name is Elsira Bloodmoon. You are a(n) globetrotting traveler. You are trying to sell a(n) tarnished ancient quiver of arrows.
2. Your name is Rorik Whisperwind. You are a(n) exploring traveler. You are trying to sell a(n) pristine pristine condition quiver of arrows.
3. Your name is Rorik Ironhide. You are a(n) journeying traveler. You are trying to sell a(n) scratched recently crafted sentient sword.
4. Your name is Seraphine Doombringer. You are a(n) nomadic traveler. You are trying to sell a(n) pristine pristine condition bag of holding.
5. Your name is Neriah Nightshade. You are a(n) intrepid traveler. You are trying to sell a(n) scratched timeless scroll of fireball.
6. Your name is Gryphon Swiftblade. You are a(n) globetrotting traveler. You are trying to sell a(n) worn well-used gloves of thievery.

Once the list of buyers and sellers has been generated, each player must roll another dice to decide which of the 6 options they will be. Players are encouraged to get into the role of their character. In order for the game to start, the players must introduce themselves to each other. They may decide to provide some backstory they create, or get straight into the bartering. Bartering starts with the seller introducing the item, followed by either the merchant making an offer or the seller asking for a certain price. Once the baseline has been established, it is up to the players to barter the item up/down until a price is met. Although not necessarily the most important step, players may decide to keep track of how the bartering is going. The example of that is on the right. All players are encouraged to really dive deep into the history of the item, as well as tell a tale or two about the adventures they went through to acquire such an item. While there is truly no winner for this game, players who decide to keep track of their barters can decide to see how much money they lost/won based on their bartering skills. Once one barter has been concluded, the players may decide to change sides. There is no set time limit for this game.

Players are encouraged to let their imaginations run wild. The goal of this experience is to create some insane stories that lead the vendor to evaluate the item at a price as high as possible.

In my attempt to play this game, I rolled a 5 and my roommate rolled a 2. I decided to be the seller, and he was the buyer. The item I was given was a lightly used book of spells. I started with a 500 gold evaluation, which prompted some questions from him. I went on to explain a story of where the book came from, telling him that I used it to defeat a dragon. I told him that the spells were so powerful that I did not feel comfortable controlling them. His reaction to this was to overpay significantly, which led me to gain a lot of gold from the exchange. During his turn, he was selling a fresh pair of gloves of thievery. Unbeknownst to me, he was also using the gloves to steal from me during our exchange. Players are encouraged to interpret the encounters as they see it, which allows for a more freeing experience. Overall, I really enjoyed using this tool and I can see how it would be practical for a DM or someone else to gain practice in bartering.