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Jagex knows about them. Everyone wants them.

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You simply take your item to the auction house, and RS gold set a price to let it market at. You pay half of the low alch value of the item t put your thing in the market. You recieve a ticket ticket (think bank notice) of your item stating that you offered it, then you wait. If your product is sold within 24 hours, you'll get a little notification saying your item has been sold, and you may return to the auction house with your auction ticket to pick up your cash. In case your item isn't sold within 24 hours, you go back to the auction house with your auction ticket and then take back your items, or rinse and repeat.

You would proceed the auction house, and search to find the thing you want. Should they have numerous sales of that item, you might browse through and find the ideal amount and price for you! You then press purchase, and also a conformation display would verify your purchase, and you have the product, and the auction house carries the money. Each planet would have 2 auction homes, 1 on f2p 1 and side on p2p side.

An anti-Spam filter, any items that reduced alch lower than 100 coins aren't allowed in the home. No more trade spam! yay! More thoughts to come (add to the list)

Jagex knows about them. Everyone wants them. It has been in the back of everyone's head - so when will they release it? Player Owned Shops has been talked about previously sometime on any forum that is related to runescape. It's been at the back of our heads and Jagex's minds. Therefore, why haven't they released player owned stores yet? ldk but here it goes...

Player Owned Shops: Ability: Have your own shop. You can have individuals that assist clients who are employed in the shop the clerks. And then you have the accountant that will handle all of the buisness's funds. When it is a small store it's owner. If it is a president it's a bigger shop, but not huge. When it is a company wiith many shops and alot of workers he's called the CEO.

Player Owned Shops is not a skill. The Owner of the shop, store or buisness, can make unique shops. When it's a larger company, they are able to have a maximum of 5 stores. It may have just one type of item (I.E. Logs, Ores and bars, runes etc.). This is so POS will not compete with NPC owned shops. You may start off with OSRS buy gold one shop. Players may get to the shop by using a POS portal (In same city's as POH's). The customer can come in and use the option'Trade Store Owner' to see an inventory of things, exactly like in NPC stores.