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Lost Ark API Documentation

Created: 2026-02-10

Project: Loll Discord Bot

Base URL: <https://developer-lostark.game.onstove.com>

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1. CHARACTER APIs

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[1-1] Character Profile

Method: GET

Path: /armories/characters/{characterName}/profiles

Description: Character basic info (level, class, item level, stats, tendencies)

Response Fields:

- ServerName: Server name (string)
- CharacterName: Character name (string)
- CharacterLevel: Character level (int)
- CharacterClassName: Class name (string)
- ItemAvgLevel: Average item level (string)
- ItemMaxLevel: Max item level (string) - DEPRECATED in v8.0.0
- Stats[]: Stats array
 - Stats[].Type: Stat type (Crit/Specialization/Swiftness etc)
 - Stats[].Value: Stat value
- Tendencies[]: Tendency array
 - Tendencies[].Type: Tendency type
 - Tendencies[].Point: Current points
 - Tendencies[].MaxPoint: Max points
- TownLevel: Stronghold level
- TownName: Stronghold name
- Title: Title
- GuildMemberGrade: Guild rank
- GuildName: Guild name

Sample Response:

```
{
  "ServerName": "Lupeon",
  "CharacterName": "HongGilDong",
  "CharacterLevel": 60,
  "CharacterClassName": "Berserker",
  "ItemAvgLevel": "1650.00",
  "Stats": [
    {"Type": "Crit", "Value": "1825"},
    {"Type": "Specialization", "Value": "589"}
  ],
  "Tendencies": [
    {"Type": "Intellect", "Point": 52, "MaxPoint": 100}
  ],
  "TownLevel": 15,
  "TownName": "Rohendel",
  "Title": "Island Conqueror",
  "GuildMemberGrade": "Master",
  "GuildName": "GuildName"
}
```

[1-2] Equipment

Method: GET

Path: /armories/characters/{characterName}/equipment

Description: Equipped weapons, armor, accessories

Response Fields:

- [Array] Each equipment item
- Type: Equipment type (Weapon/Helmet/Chest/Pants/Gloves/Shoulder etc)
- Name: Equipment name
- Icon: Icon URL
- Grade: Grade (Normal/Advanced/Rare/Epic/Legendary/Relic/Ancient/Esther)
- Tooltip: Detailed info JSON (quality, additional effects, engravings)

Sample Response:

```
[
  {
```

```
    "Type": "Weapon",
    "Name": "Hallucination Madness Greatsword",
    "Icon": "url",
    "Grade": "Esther",
    "Tooltip": "{json_data}"
  }
]
```

[1-3] Avatars

Method: GET

Path: /armories/characters/{characterName}/avatars

Description: Equipped avatar skins

Response Fields:

- [Array] Each avatar item
- Type: Avatar slot
- Name: Avatar name
- Icon: Icon URL
- Grade: Grade
- IsSet: Is set item (boolean)
- IsInner: Is inner armor (boolean)

Sample Response:

```
[
  {
    "Type": "Head",
    "Name": "Battle Avatar",
    "Icon": "url",
    "Grade": "Legendary",
    "IsSet": true,
    "IsInner": false
  }
]
```

[1-4] Combat Skills

Method: GET

Path: /armories/characters/{characterName}/combat-skills

Description: Skills, tripods, runes in use

Response Fields:

- [Array] Each skill
- Name: Skill name
- Icon: Icon URL
- Level: Skill level
- Type: Skill type (Normal/Holding/Charging etc)
- IsAwakening: Is awakening skill
- Tripods[]: Tripod array
 - Tripods[].Tier: Tripod tier
 - Tripods[].Slot: Slot position
 - Tripods[].Name: Tripod name
 - Tripods[].Level: Tripod level
- Rune: Equipped rune info
 - Rune.Name: Rune name
 - Rune.Icon: Rune icon
 - Rune.Grade: Rune grade
- Tooltip: Skill details

Sample Response:

```
[
  {
    "Name": "Chain Sword",
    "Icon": "url",
    "Level": 12,
    "Type": "Normal",
    "IsAwakening": false,
    "Tripods": [
      {"Tier": 1, "Slot": 0, "Name": "Mana Efficiency", "Level": 5}
    ],
    "Rune": {
      "Name": "Gale",
      "Icon": "url",
      "Grade": "Legendary"
    }
  }
]
```

```
    },  
    "Tooltip": "{skill_details}"  
  }  
]
```

[1-5] Engravings

Method: GET

Path: /armories/characters/{characterName}/engravings

Description: Active engraving effects

Response Fields:

- Effects[]: Engraving effects array
 - Effects[].Name: Engraving name
 - Effects[].Description: Engraving description
- ArkPassiveEffects[]: Ark passive effects

Sample Response:

```
{  
  "Effects": [  
    {"Name": "Super Charge", "Description": "Charging skill damage +20%"},  
    {"Name": "Awakening", "Description": "Awakening skill cooldown -50%"}  
  ],  
  "ArkPassiveEffects": []  
}
```

[1-6] Gems

Method: GET

Path: /armories/characters/{characterName}/gems

Description: Equipped gems and effects

Response Fields:

- Gems[]: Gem array
 - Gems[].Slot: Slot number
 - Gems[].Name: Gem name

- Gems[].Icon: Icon
- Gems[].Level: Gem level
- Gems[].Grade: Gem grade
- Gems[].Tooltip: Details
- Effects[]: Gem effects
 - Effects[].GemSlot: Applied gem slot
 - Effects[].Name: Applied skill
 - Effects[].Description: Effect description
 - Effects[].Icon: Icon

Sample Response:

```
{
  "Gems": [
    {
      "Slot": 0,
      "Name": "Level 7 Annihilation Gem",
      "Icon": "url",
      "Level": 7,
      "Grade": "Relic",
      "Tooltip": "{gem_details}"
    }
  ],
  "Effects": [
    {"GemSlot": 0, "Name": "Chain Sword", "Description": "Damage +17%", "Icon": "url"}
  ]
}
```

[1-7] Cards

Method: GET

Path: /armories/characters/{characterName}/cards

Description: Equipped card deck and effects

Response Fields:

- Effects[]: Card set effects
 - Effects[].Items[]: Set cards

- Effects[].CardSlots[]: Used slots
- Cards[]: Individual card info
 - Cards[].Slot: Slot number
 - Cards[].Name: Card name
 - Cards[].Icon: Icon
 - Cards[].AwakeCount: Awakening count
 - Cards[].AwakeTotal: Max awakening
 - Cards[].Grade: Grade
 - Cards[].Tooltip: Details

Sample Response:

```
{
  "Effects": [
    {
      "Items": [
        {"Name": "Card1", "Icon": "url"},
        {"Name": "Card2", "Icon": "url"}
      ],
      "CardSlots": [0, 1, 2, 3, 4, 5]
    }
  ],
  "Cards": [
    {
      "Slot": 0,
      "Name": "Aman",
      "Icon": "url",
      "AwakeCount": 5,
      "AwakeTotal": 5,
      "Grade": "Legendary",
      "Tooltip": "{card_details}"
    }
  ]
}
```

[1-8] Account Characters (Siblings)

Method: GET

Path: /characters/{characterName}/siblings

Description: All characters in same account

Response Fields:

- [Array] Each character
- ServerName: Server name
- CharacterName: Character name
- CharacterLevel: Level
- CharacterClassName: Class
- ItemAvgLevel: Average item level
- ItemMaxLevel: Max item level - DEPRECATED in v8.0.0

Sample Response:

```
[
  {
    "ServerName": "Lupeon",
    "CharacterName": "Alt1",
    "CharacterLevel": 60,
    "CharacterClassName": "Sorceress",
    "ItemAvgLevel": "1600.00",
    "ItemMaxLevel": "1610"
  }
]
```

[1-9] Collectibles

Method: GET

Path: /armories/characters/{characterName}/collectibles

Description: Mokoko Seeds, Island Souls, etc. collectibles status

Response Fields:

- [Array] Each collectible type
- Type: Collectible type (Mokoko Seeds/Island Souls/Giant's Hearts etc)
- Icon: Icon
- MaxPoint: Max count
- Point: Current count
- CollectiblePoints[]: Regional collection status

- CollectiblePoints[].PointName: Region name
- CollectiblePoints[].Point: Current collected
- CollectiblePoints[].MaxPoint: Max collectible

Sample Response:

```
[
  {
    "Type": "Mokoko Seeds",
    "Icon": "url",
    "MaxPoint": 1214,
    "Point": 856,
    "CollectiblePoints": [
      {"PointName": "Tortoyk", "Point": 18, "MaxPoint": 18}
    ]
  },
  {
    "Type": "Island Souls",
    "MaxPoint": 95,
    "Point": 42
  }
]
```

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2. MARKET / AUCTION APIs

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[2-1] Market Categories

Method: GET

Path: /markets/options

Description: Available categories and filter options for market

Response Fields:

- Categories[]: Category array
 - Categories[].Code: Category code
 - Categories[].CodeName: Category name
 - Categories[].Subs[]: Subcategories

- Subs[].Code: Subcategory code
- Subs[].CodeName: Subcategory name

Sample Response:

```
{
  "Categories": [
    {
      "Code": 10000,
      "CodeName": "Enhancement Materials",
      "Subs": [
        {"Code": 10100, "CodeName": "Destruction Stone"},
        {"Code": 10200, "CodeName": "Guardian Stone"},
        {"Code": 10300, "CodeName": "Honor Shard"}
      ]
    },
    {
      "Code": 20000,
      "CodeName": "Refinement Materials"
    }
  ]
}
```

[2-2] Market Item Search

Method: POST

Path: /markets/items

Description: Market item search (price lookup)

Request Body:

```
{
  "CategoryCode": 10000,
  "ItemName": "Destruction Stone",
  "PageNo": 0,
  "SortCondition": "BUY_PRICE"
}
```

Response Fields:

- Items[]: Search result items
 - Items[].Name: Item name
 - Items[].Grade: Grade
 - Items[].Icon: Icon
 - Items[].BundleCount: Bundle count
 - Items[].TradeRemainCount: Remaining trade count
 - Items[].YDayAvgPrice: Yesterday's average price
 - Items[].RecentPrice: Recent trade price
 - Items[].CurrentMinPrice: Current minimum price
- PageNo: Current page
- PageSize: Page size
- TotalCount: Total result count

[2-3] Auction Categories

Method: GET

Path: /auctions/options

Description: Auction house categories and filter options

Response Fields:

- Categories[]: Categories
 - Categories[].Code: Code
 - Categories[].CodeName: Name
 - Categories[].Subs[]: Subcategories
- ItemGrades[]: Grade filters
- ItemTiers[]: Tier filters
- Classes[]: Class filters

Sample Response:

```
{
  "Categories": [
    {
      "Code": 200000,
      "CodeName": "Equipment",
      "Subs": [
        {"Code": 200010, "CodeName": "Weapon"},
        {"Code": 200020, "CodeName": "Helmet"},

```

```

        {"Code": 200030, "CodeName": "Chest"}
    ]
}
],
"ItemGrades": ["Normal", "Advanced", "Rare", "Epic", "Legendary", "Relic", "Ancient", "
Esther"],
"ItemTiers": [1, 2, 3, 4],
"Classes": ["Berserker", "Destroyer", "Warlord", "Holyknight", "Slayer"]
}

```

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3. NEWS / EVENT APIs

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[3-1] Notices

Method: GET

Path: /news/notices

Description: Game notice list

Response Fields:

- [Array] Each notice
- Title: Notice title
- Date: Posted datetime
- Link: Notice URL
- Type: Notice type (Notice/Maintenance/Update etc)

Sample Response:

```

[
  {
    "Title": "[Notice] Feb 6 Update Notice",
    "Date": "2026-02-06T10:00:00",
    "Link": "https://lostark.game.onstove.com/News/Notice/Views/2XXX",
    "Type": "Notice"
  },
  {
    "Title": "[Maintenance] Feb 7 Regular Maintenance Notice",

```

```
    "Date": "2026-02-05T15:00:00",
    "Type": "Maintenance"
  }
]
```

[3-2] Events

Method: GET

Path: /news/events

Description: Ongoing event list

Response Fields:

- [Array] Each event
- Title: Event title
- Thumbnail: Thumbnail image URL
- Link: Event page URL
- StartDate: Start datetime
- EndDate: End datetime
- RewardDate: Reward distribution datetime

Sample Response:

```
[
  {
    "Title": "Valentine Event",
    "Thumbnail": "url",
    "Link": "url",
    "StartDate": "2026-02-01T00:00:00",
    "EndDate": "2026-02-28T23:59:59",
    "RewardDate": "2026-03-01T00:00:00"
  }
]
```

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4. GAME CONTENTS APIs

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[4-1] Game Calendar

Method: GET

Path: /gamecontents/calendar

Description: Daily contents schedule (Adventure Islands, Field Bosses etc)

Response Fields:

- [Array] Each content
- CategoryName: Category (Adventure Island/Field Boss/Chaos Gate etc)
- ContentsName: Content name
- ContentsIcon: Icon
- MinItemLevel: Minimum item level
- StartTimes[]: Start time array
- Location: Location
- RewardItems[]: Reward items
 - RewardItems[].Name: Item name
 - RewardItems[].Icon: Icon
 - RewardItems[].Grade: Grade

Sample Response:

```
[
  {
    "CategoryName": "Adventure Island",
    "ContentsName": "Goblin Island",
    "ContentsIcon": "url",
    "MinItemLevel": 250,
    "StartTimes": ["12:00", "19:00", "21:00"],
    "Location": "Artemis Sea",
    "RewardItems": [
      {"Name": "Soul Leaf", "Icon": "url", "Grade": "Epic"}
    ]
  }
]
```

5. GUILD APIs

[5-1] Guild Rankings

Method: GET

Path: /guilds/rankings

Description: Guild rankings by server

Response Fields:

- [Array] Each guild
- Ranking: Rank
- GuildName: Guild name
- ServerName: Server name
- MasterName: Guild master name
- MemberCount: Member count
- GuildLevel: Guild level

Sample Response:

```
[
  {
    "Ranking": 1,
    "GuildName": "StrongestGuild",
    "ServerName": "Lupeon",
    "MasterName": "GuildMaster",
    "MemberCount": 50,
    "GuildLevel": 25
  }
]
```

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API Version Notes

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v8.0.0 Changes:

- REMOVED: ItemMaxLevel field
- ADDED: ItemAvgLevel (Average item level)
- ADDED: CombatPower (Combat power)

All APIs require API key in header:
Authorization: bearer YOUR_API_KEY