

API DOCUMENTATION

"ALL SYSTEMS CHARGED"
- EZREAL

FULL API REFERENCE

Version:

Latest ▾

Region:

North America ▾

FILTER

champion-v1.2 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]

Show/Hide

List Operations

Expand Operations

current-game-v1.0 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, PBE, RU, TR]

Show/Hide

List Operations

Expand Operations

featured-games-v1.0 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, PBE, RU, TR]

Show/HideList OperationsExpand Operations

game-v1.3 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]

Show/HideList OperationsExpand Operations

league-v2.5 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]

Show/HideList OperationsExpand Operations

lol-static-data-v1.2 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, PBE, RU, TR]

Show/HideList OperationsExpand Operations

GET/api/lol/static-data/{region}/v1.2/championRetrieves champion list. (REST)

GET/api/lol/static-data/{region}/v1.2/champion/{id}Retrieves a champion by its id. (REST)

GET/api/lol/static-data/{region}/v1.2/itemRetrieves item list. (REST)

GET/api/lol/static-data/{region}/v1.2/item/{id}Retrieves item by its unique id. (REST)

Jump to Inputs

Rate Limit Notes

Requests to this API will not be counted in your Rate Limit.

Implementation Notes

Not all data specified below is returned by default. See the itemData parameter for more information.

Response Classes

Return Value: ItemDto

ItemDto - This object contains item data.

Name	Data Type	Description
colloq	string	
consumeOnFull	boolean	
consumed	boolean	
depth	int	

description	string	
effect	Map[string, string]	
from	List[string]	
gold	GoldDto	Data Dragon includes the gold field for basic data, which is shared by both rune and item. However, only items have a gold field on them, representing their gold cost in the store. Since runes are not sold in the store, they have no gold cost.
group	string	
hideFromAll	boolean	
id	int	
image	ImageDto	
inStore	boolean	
into	List[string]	
maps	Map[string, boolean]	
name	string	
plaintext	string	
requiredChampion	string	
rune	MetaDataDto	
sanitizedDescription	string	
specialRecipe	int	
stacks	int	
stats	BasicDataStatsDto	
tags	List[string]	

BasicDataStatsDto - This object contains basic data stats.

Name	Data Type	Description
FlatArmorMod	double	
FlatAttackSpeedMod	double	
FlatBlockMod	double	
FlatCritChanceMod	double	
FlatCritDamageMod	double	
FlatEXPBonus	double	
FlatEnergyPoolMod	double	
FlatEnergyRegenMod	double	
FlatHPPoolMod	double	
FlatHPRegenMod	double	
FlatMPPoolMod	double	
FlatMPRegenMod	double	
FlatMagicDamageMod	double	
FlatMovementSpeedMod	double	
FlatPhysicalDamageMod	double	
FlatSpellBlockMod	double	
PercentArmorMod	double	
PercentAttackSpeedMod	double	
PercentBlockMod	double	
PercentCritChanceMod	double	

PercentCritDamageMod	double
PercentDodgeMod	double
PercentEXPBonus	double
PercentHPPoolMod	double
PercentHPRegenMod	double
PercentLifeStealMod	double
PercentMPPoolMod	double
PercentMPRegenMod	double
PercentMagicDamageMod	double
PercentMovementSpeedMod	double
PercentPhysicalDamageMod	double
PercentSpellBlockMod	double
PercentSpellVampMod	double
rFlatArmorModPerLevel	double
rFlatArmorPenetrationMod	double
rFlatArmorPenetrationModPerLevel	double
rFlatCritChanceModPerLevel	double
rFlatCritDamageModPerLevel	double
rFlatDodgeMod	double
rFlatDodgeModPerLevel	double
rFlatEnergyModPerLevel	double
rFlatEnergyRegenModPerLevel	double

rFlatGoldPer10Mod	double
rFlatHPModPerLevel	double
rFlatHPRegenModPerLevel	double
rFlatMPModPerLevel	double
rFlatMPRegenModPerLevel	double
rFlatMagicDamageModPerLevel	double
rFlatMagicPenetrationMod	double
rFlatMagicPenetrationModPerLevel	double
rFlatMovementSpeedModPerLevel	double
rFlatPhysicalDamageModPerLevel	double
rFlatSpellBlockModPerLevel	double
rFlatTimeDeadMod	double
rFlatTimeDeadModPerLevel	double
rPercentArmorPenetrationMod	double
rPercentArmorPenetrationModPerLevel	double
rPercentAttackSpeedModPerLevel	double
rPercentCooldownMod	double
rPercentCooldownModPerLevel	double
rPercentMagicPenetrationMod	double
rPercentMagicPenetrationModPerLevel	double
rPercentMovementSpeedModPerLevel	double

rPercentTimeDeadMod	double
rPercentTimeDeadModPerLevel	double

GoldDto - This object contains item gold data.

Name	Data Type	Description
base	int	
purchasable	boolean	
sell	int	
total	int	

ImageDto - This object contains image data.

Name	Data Type	Description
full	string	
group	string	
h	int	
sprite	string	
w	int	
x	int	
y	int	

MetaDataDto - This object contains meta data.

Name	Data Type	Description
isRune	boolean	
tier	string	

type

string

Response Errors

HTTP Status Code	Reason
400	Bad request
401	Unauthorized
404	Item not found
429	Rate limit exceeded
500	Internal server error
503	Service unavailable

Path Parameters

Name	Value	Data Type	Description
region true	<div>na</div>	string	Region from which to retrieve data.
id true	<div></div>	int	Item ID

Query Parameters

Name	Value	Data Type	Description
locale false	<div></div>	string	Locale code for returned data (e.g., en_US, es_ES). If not specified, the default locale for the region is used.
version false	<div></div>	string	Data dragon version for returned data. If not specified, the latest version for the region is used. List of valid versions can be obtained from the /versions endpoint.
itemData		string	Tags to return additional data. Only id,

false

all
colloq
consumeOnFull
consumed

name, plaintext, group, and description are returned by default if this parameter isn't specified. To return all additional data, use the tag 'all'.

EXECUTE REQUEST

CLOSE

GET /api/lol/static-data/{region}/v1.2/language-strings

Retrieve language strings data. (REST)

GET /api/lol/static-data/{region}/v1.2/languages

Retrieve supported languages data. (REST)

GET /api/lol/static-data/{region}/v1.2/map

Retrieve map data. (REST)

GET /api/lol/static-data/{region}/v1.2/mastery

Retrieves mastery list. (REST)

GET /api/lol/static-data/{region}/v1.2/mastery/{id}

Retrieves mastery item by its unique id. (REST)

GET /api/lol/static-data/{region}/v1.2/realm

Retrieve realm data. (REST)

GET /api/lol/static-data/{region}/v1.2/rune

Retrieves rune list. (REST)

GET /api/lol/static-data/{region}/v1.2/rune/{id}

Retrieves rune by its unique id. (REST)

Jump to Inputs

Rate Limit Notes

Requests to this API will not be counted in your Rate Limit.

Implementation Notes

Not all data specified below is returned by default. See the runeData parameter for more information.

Response Classes

Return Value: RuneDto

RuneDto - This object contains rune data.

Name	Data Type	Description
colloq	string	
consumeOnFull	boolean	
consumed	boolean	
depth	int	
description	string	
from	List[string]	
group	string	
hideFromAll	boolean	
id	int	
image	ImageDto	
inStore	boolean	
into	List[string]	
maps	Map[string, boolean]	
name	string	
plaintext	string	
requiredChampion	string	
rune	MetaDataDto	
sanitizedDescription	string	
specialRecipe	int	
stacks	int	

stats BasicDataStatsDto

tags List[string]

BasicDataStatsDto - This object contains basic data stats.

Name	Data Type	Description
FlatArmorMod	double	
FlatAttackSpeedMod	double	
FlatBlockMod	double	
FlatCritChanceMod	double	
FlatCritDamageMod	double	
FlatEXPBonus	double	
FlatEnergyPoolMod	double	
FlatEnergyRegenMod	double	
FlatHPPoolMod	double	
FlatHPRegenMod	double	
FlatMPPoolMod	double	
FlatMPRegenMod	double	
FlatMagicDamageMod	double	
FlatMovementSpeedMod	double	
FlatPhysicalDamageMod	double	
FlatSpellBlockMod	double	
PercentArmorMod	double	
PercentAttackSpeedMod	double	

PercentBlockMod	double
PercentCritChanceMod	double
PercentCritDamageMod	double
PercentDodgeMod	double
PercentEXPBonus	double
PercentHPPoolMod	double
PercentHPRegenMod	double
PercentLifeStealMod	double
PercentMPPoolMod	double
PercentMPRegenMod	double
PercentMagicDamageMod	double
PercentMovementSpeedMod	double
PercentPhysicalDamageMod	double
PercentSpellBlockMod	double
PercentSpellVampMod	double
rFlatArmorModPerLevel	double
rFlatArmorPenetrationMod	double
rFlatArmorPenetrationModPerLevel	double
rFlatCritChanceModPerLevel	double
rFlatCritDamageModPerLevel	double
rFlatDodgeMod	double

rFlatDodgeModPerLevel	double
rFlatEnergyModPerLevel	double
rFlatEnergyRegenModPerLevel	double
rFlatGoldPer10Mod	double
rFlatHPModPerLevel	double
rFlatHPRegenModPerLevel	double
rFlatMPModPerLevel	double
rFlatMPRegenModPerLevel	double
rFlatMagicDamageModPerLevel	double
rFlatMagicPenetrationMod	double
rFlatMagicPenetrationModPerLevel	double
rFlatMovementSpeedModPerLevel	double
rFlatPhysicalDamageModPerLevel	double
rFlatSpellBlockModPerLevel	double
rFlatTimeDeadMod	double
rFlatTimeDeadModPerLevel	double
rPercentArmorPenetrationMod	double
rPercentArmorPenetrationModPerLevel	double
rPercentAttackSpeedModPerLevel	double
rPercentCooldownMod	double
rPercentCooldownModPerLevel	double
rPercentMagicPenetrationMod	double

rPercentMagicPenetrationModPerLevel	double
rPercentMovementSpeedModPerLevel	double
rPercentTimeDeadMod	double
rPercentTimeDeadModPerLevel	double

ImageDto - This object contains image data.

Name	Data Type	Description
full	string	
group	string	
h	int	
sprite	string	
w	int	
x	int	
y	int	

MetaDataDto - This object contains meta data.

Name	Data Type	Description
isRune	boolean	
tier	string	
type	string	

Response Errors

HTTP Status Code	Reason
400	Bad request

401	Unauthorized
404	Rune not found
429	Rate limit exceeded
500	Internal server error
503	Service unavailable

Path Parameters

Name	Value	Data Type	Description
region true	<input type="text" value="na"/>	string	Region from which to retrieve data.
id true	<input type="text"/>	int	Rune ID

Query Parameters

Name	Value	Data Type	Description
locale false	<input type="text"/>	string	Locale code for returned data (e.g., en_US, es_ES). If not specified, the default locale for the region is used.
version false	<input type="text"/>	string	Data dragon version for returned data. If not specified, the latest version for the region is used. List of valid versions can be obtained from the /versions endpoint.
runeData false	<div><div>all colloq consumeOnFull consumed</div></div>	string	Tags to return additional data. Only id, name, rune, and description are returned by default if this parameter isn't specified. To return all additional data, use the tag 'all'.

GET	/api/lol/static-data/{region}/v1.2/summoner-spell	Retrieves summoner spell list. (REST)
GET	/api/lol/static-data/{region}/v1.2/summoner-spell/{id}	Retrieves summoner spell by its unique id. (REST)
GET	/api/lol/static-data/{region}/v1.2/versions	Retrieve version data. (REST)

lol-status-v1.0 [BR, EUNE, EUW, LAN, LAS, NA, OCE, PBE, RU, TR]	Show/Hide	List Operations	Expand Operations
match-v2.2 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]	Show/Hide	List Operations	Expand Operations
matchlist-v2.2 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]	Show/Hide	List Operations	Expand Operations
stats-v1.3 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]	Show/Hide	List Operations	Expand Operations
summoner-v1.4 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]	Show/Hide	List Operations	Expand Operations
team-v2.4 [BR, EUNE, EUW, KR, LAN, LAS, NA, OCE, RU, TR]	Show/Hide	List Operations	Expand Operations



© 2015 Riot Games, Inc. All rights reserved. League of Legends and Riot Games are trademarks, service marks, and registered trademarks of Riot Games, Inc.

[API Terms \(/terms\)](/terms)
[Getting Started \(/docs/getting-started\)](/docs/getting-started)
[Developer Guidelines \(/docs/dev-guidelines\)](/docs/dev-guidelines)
[API Status \(/status\)](/status)
[Privacy Policy \(/privacy\)](/privacy)