

THE SET CHRONICLE

Every Disney Lorcana set in release order — what each one added to the game, and which of them you can still bring to a competitive table.

CURRENT THROUGH JULY 27, 2026

13

MAINLINE SETS

2

ILLUMINEER'S QUESTS

5

CORE-LEGAL SETS

4

SETS PER YEAR

HOW TO READ THIS PAGE

Lorcana groups its sets into years, and years are what rotation moves.

Ravensburger releases **four mainline sets a year**, roughly every three months, plus an annual cooperative **Illumineer's Quest** box. Every set so far has had 204 base cards; newer ones add Enchanted, Epic, and Iconic cards above that number.

Sets are sold twice: a **prerelease** at local game stores first, then a **wide retail release** a week or two later. Both dates appear below where they differ, because tournament legality follows the earlier one.

Two competitive formats decide whether a set still matters at an event. **Core Constructed** keeps only the current year and the year before it, dropping four each summer. **Infinity Constructed** never rotates: every card ever printed stays legal, minus a short ban list. A set leaving Core does not leave the game.

Year One SETS 1–4 · AUG 2023 – MAY 2024

ROTATED OUT SEPT 2025

SET 1 The First Chapter

AUG 18, 2023

The launch set, and still the game's foundation: six inks, 204 cards, and the quest-or-challenge choice everything since is built on. Sold out almost immediately.

SIX INKS ESTABLISHED

MICKEY · ELSA · MALEFICENT

SET 2 Rise of the Floodborn

NOV 17, 2023

Introduced Floodborn characters and the Shift mechanic — playing a stronger version of a character onto one already in play for a reduced cost. Also added **Resist**.

FLOOBBORN · SHIFT

RESIST

ZOOTOPIA · POOH

SET 3 Into the Inklands

FEB 23, 2024

Added an entirely new card type: **Locations**, which sit on the board, generate lore, and can hold characters. DuckTales arrived alongside them.

LOCATIONS

DUCKTALES · PETER PAN

SET 4 Ursula's Return

MAY 17, 2024

Brought **Sing Together**, letting several characters combine to sing one expensive song, plus alternate Shift costs paid by discarding.

SING TOGETHER

THE LITTLE MERMAID

QUEST Illumineer's Quest: Deep Trouble

MAY 17, 2024

The first cooperative box — one or two players against Ursula, run by the game itself. A standalone way in that needs no collection and no opponent who wants to beat you.

CO-OP · 1–2 PLAYERS

SET 5

Shimmering Skies

AUG 9, 2024

Took the story upward into the clouds and floating islands above the Inklands, leaning on flight and height as themes across all six inks.

SKY & FLIGHT THEME

SET 6

Azurite Sea

NOV 2024

A nautical set that began seeding the Jafar storyline — flavor text here first pointed at the broken Hexwell Crown that would drive the next two sets.

SEA THEME
 JAFAR ARC BEGINS

SET 7

Archazia's Island

MAR 7, 2025 · RETAIL MAR 21

The biggest structural change since Locations: **dual-ink cards**, counting as two inks and requiring your deck to include both. Also introduced **Vanish** and Lorcana's first original character.

DUAL INK
 VANISH
 BOLT · LADY AND THE TRAMP

SET 8

Reign of Jafar

MAY 30, 2025 · RETAIL JUN 6

The payoff of the Hexwell Crown arc, set in Agrabah under an eclipse. Heavy on Songs and Sing Together; it closed out Year Two's themes rather than opening new ones.

ALADDIN · HERCULES · THE JUNGLE BOOK

QUEST

Illumineer's Quest: Palace Heist

MAY 30, 2025

The second co-op box, and the one this library started from. Players infiltrate Jafar's palace together against a scripted opponent, with Trap cards adding hidden information to the board.

CO-OP · 1–2 PLAYERS
 TRAP CARDS

SET 9

Fabled

AUG 29, 2025

The set that changed how Lorcana ages. Fabled introduced rotation itself — sending Sets 1–4 out of Core — and softened it by reprinting a slice of those cards, since a reprinted card stays legal. Added **Epic** and **Iconic** rarities.

ROTATION BEGINS
 EPIC & ICONIC
 REPRINT-HEAVY

SET 10

Whispers in the Well

NOV 7, 2025

A mystery-flavored set built around the **Boost** mechanic, which tucks cards underneath characters to strengthen them. Gargoyles and The Black Cauldron joined the game.

BOOST
 GARGOYLES · BLACK CAULDRON

SET 11

Winterspell

FEB 13, 2026 · RETAIL FEB 20

Elsa's attempt to freeze a creeping vine goes wrong and buries the Inklands in snow. Leaned into freezing — keeping opposing characters from readying — and extended Boost to Locations.

CHRISTMAS CAROL
 POCAHONTAS · DARKWING
 NO STARTER DECK

SET 12

Wilds Unknown

MAY 15, 2026

Pixar's debut in Lorcana, and a real shift in the card pool. Toy Story, Brave, and The Incredibles arrived together, bringing the **Toy** and **Super** character types.

PIXAR ARRIVES
 TOY & SUPER TYPES

SET 13

Attack of the Vine!

JUL 17, 2026 · RETAIL JUL 24

The current set, and the end of the vine storyline that ran through Year Three. Mike, Sulley, and Boo lead a Monsters, Inc. cast joined by Up and Turning Red, styled after 1950s B-movie posters. Its **Team** mechanic loosens how Shift decks are built, which is the change competitive players are watching. Its prerelease also triggered this year's rotation.

TEAM
 MONSTERS, INC. · UP · TURNING RED
 TRIGGERED 2026 ROTATION

WHAT ROTATED, AND WHEN

Two rotations have happened so far. Both moved a full four-set year at once.

ROTATION	TRIGGERED BY	SETS REMOVED FROM CORE
September 2025	Fabled (Set 9)	The First Chapter, Rise of the Floodborn, Into the Inklands, Ursula's Return
July 17, 2026	Attack of the Vine! (Set 13)	Shimmering Skies, Azurite Sea, Archazia's Island, Reign of Jafar
Expected mid-2027	Set 17	Fabled, Whispers in the Well, Winterspell, Wilds Unknown

Core Constructed today is Sets 9 through 13 only. Rotation took effect on the prerelease date — July 17 — not the wide release a week later, so prerelease events already used the new format.

Two things soften this. A card **reprinted** in a legal set stays legal in every printing you own, including the old one. And **Infinity Constructed** leaves everything legal regardless of age, which is where rotated cards go to keep playing.

STILL TO COME IN 2026

Announced by Ravensburger; dates can move.

RELEASE	DATE	WHAT'S KNOWN
Illumineer's Quest: The Great Hunny Rescue	Oct 3, 2026	The third cooperative box
Hyperia City (Set 14)	Oct 23, 2026 · prerelease Oct 16	Coco joins the game — Miguel and Héctor Rivera

IF YOU'RE BUILDING A COLLECTION NOW

The set list is also a shopping guide, once you know which format you're buying for.

- 1 Decide the format first.** If you want to play in Challenge events, only Sets 9–13 count, and buying older product is a collection decision rather than a deck decision.
- 2 Rotated sets get cheap.** Prices on Sets 5–8 fell after July's rotation. For kitchen-table games, co-op boxes, or Infinity decks, that is the best value in the game right now.
- 3 Watch the reprint lists.** Before writing off a rotated card, check whether it was reprinted in a newer set — that quietly rescues more of a collection than people expect.
- 4 Newest is not required.** Any two decks from any two sets still play a fine game against each other. Rotation is a tournament rule, not a rule of Lorcana.
- 5 Starting cold?** An Illumineer's Quest box or two current-set preconstructed decks will teach the game faster than a stack of boosters.

Compiled July 27, 2026 from Ravensburger announcements, the official Attack of the Vine! press release, and community set trackers.
Release dates, rotation, and ban lists change — disneylorcana.com/en-US/resources is authoritative. See also the companion Competitive Play guide for how rotation affects events.