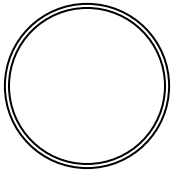
Generic version of original Splendor nobles p.1

(intended to match print and play expansions)

Generic version of original Splendor nobles p.2

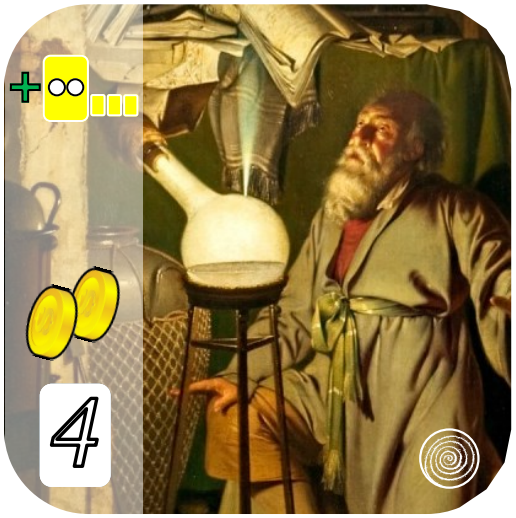
(intended to match print and play expansions)



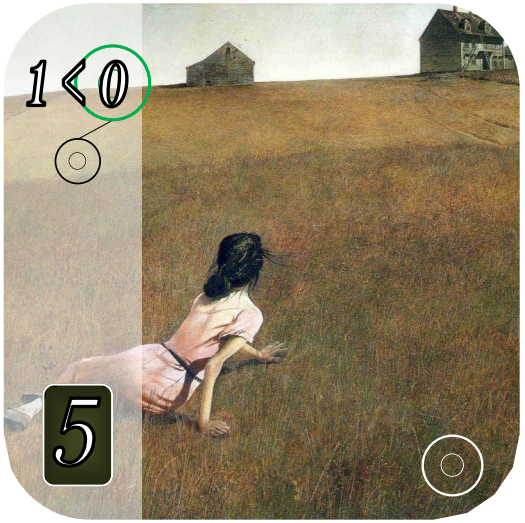
Splendor nobles expansion “Neoclassical”

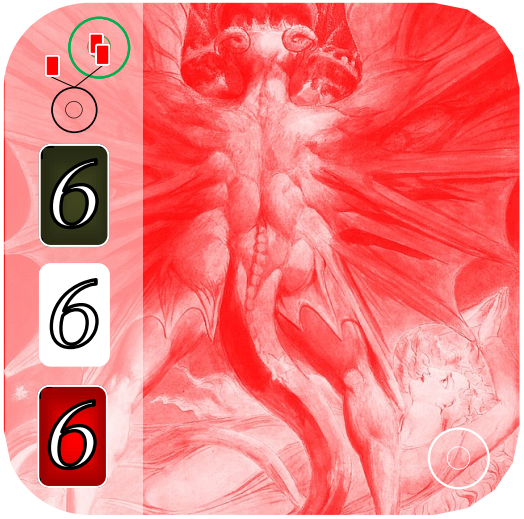
Splendor nobles expansion “Brigands”

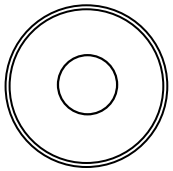
Splendor nobles expansion “Monsters”



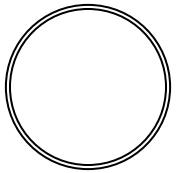
Splendor nobles expansion “Mystics”







Splendor nobles expansion “Epoch”

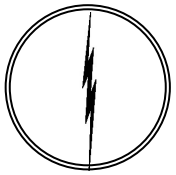


Splendor Nobles Expansion Rules

Variation 1: shuffle all nobles together, select the correct number for player count

Variation 2: shuffle within one set only (by icon), select the correct number for player count

Variation 3: shuffle "normal" nobles together, select the correct number for player count, then shuffle together unique nobles and select the correct number for player count. As a result, you will have twice the normal number of nobles in play.



Swordsman – destroy (remove from play) one level one card in play by an opponent

Bombmaker - destroy (remove from play) one level two card in play by an opponent

Cost notes: must destroy (remove from play) one of your level one cards already in play when gaining this noble

Confidence Man - swap one of your level one cards in play for an opponent's level two card in play of the same color

Cost notes: must discard one gold chip back into the supply to gain this noble

Conspirator – add +1 to all card requirements for opponents on remaining nobles (you may use tokens on the nobles to remind yourself)

Seducer – steal one diamond in play by an opponent

Saboteur – Place a token on one noble. No other player may claim this noble, even if they meet the requirements.

Kraken – destroy (remove from play) all blue cards in play by opponents that have no point value

Zombie Horde - destroy (remove from play) all white cards in play by opponents that have a point value

Leprechaun – Place one gold chip at the bottom of each colored chip stack from all gold chips available in the supply at the time you gain this noble. Cards may still be reserved, but gold cannot be claimed until the colored chips above it are depleted.

Kaiju – claim all green chips available in the supply at the time you gain this noble

Nosferatu – steal (move from opponent play area to yours) all red cards in play that have no point value

Werewolf – Remove all non-brown cards from the level one field. Flip cards from the level one deck until four browns fill the first row. Shuffle all previous field and revealed cards back into the level one deck.

Alchemist - take a level two card from the field and place it into play in front of you

Father Christmas - take a level one card from the field and place it into play in front of you

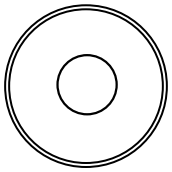
Shaman - take a level three card from the face-down deck and place it into play in front of you

Cost notes: A sacrifice is required. Destroy (remove from play) any four cards in play in front of you.

Illusionist - swap one of your in-play cards with a field card of the same level

Oracle - take a level two card from the face-down deck and place it into play in front of you

Conjurer - one of your reserve cards enters play at no cost (must have a reserve card at time noble is gained, otherwise no action is taken)



Flood - Must have at least two of each color to win. Game continues past 15 points if the player does not meet this requirement.

Nature's Revolt - Game does not end until one player reaches 21 points.

Blight - GAME ENDS IMMEDIATELY. Lowest score wins. Ties are resolved per standard rules.

Tower Of Babel - Game does not end until one player has at least seven cards of the same color. Winner is still the player with the highest score.

Armageddon - GAME ENDS IMMEDIATELY. Most red cards in play wins.

Plague - GAME ENDS IMMEDIATELY. No one wins, but the player who attracted this noble is definitely the loser.