* Homeworld specials?

Note: I haven’t written “Kill. Them. All.” options, but it should genuinely be an option for fanatic purifiers on many of the events

[b]Xenophile-Xenophobe[/b]

* Xeno Plague:

[SPOILER]Xenophile/neutral: A new virus has been spreading among the [root.GetSpeciesName] population. After some examination, it has become clear that this disease was first contracted from the [xeno.GetSpeciesName] population, with which [root.GetSpeciesNamePlural] have been in increased contact recently, as they have become part of our empire. While it is basically harmless to them, it is deadly to [root.GetSpeciesNamePlural] and [spreads quickly]. Scientists are at work to find a cure for it. In the meantime, however, [root.GetSpeciesName] trust in xenos has taken a severe hit.

Xenophobe: A new virus has been spreading among the [root.GetSpeciesName] population. After some examination, it has become clear that this disease was first contracted from the [xeno.GetSpeciesName] population, with which [root.GetSpeciesNamePlural] have been in increased contact recently, as they have become part of our empire. While it is basically harmless to them, it is deadly to [root.GetSpeciesNamePlural] and [spreads quickly]. Scientists are at work to find a cure for it. This is widely seen as a further demonstration for why xenos have no place in the [root.GetName].

Option: Unfortunate.

Effect: Xenophobic attraction rises, species gets plague modifier knocking out growth rate and productivity. Country flag set that kills a few of pops each month or something.

Research project to cure it (or maybe delay of a few months then one to distribute it if one cannot scale research project costs?). Plague should last 3-6 months.

Can scale research project costs:

+ cost = {

+ base = 600

+ scaled\_modifier = {

+ limit = {

+ }

+ scope = this

+ add = 100

+ calc = pop\_count

+ }

+ }

tech\_department = engineering\_technology

Trigger: Fairly rare, one-time event. Have plenty xenos.

Further note: For added complexity, it could be made possible that it will be spread to an ally, creating a potential diplomatic incident. This would be possible if they are neighbouring, and more likely if they have migration access. Especially if a pop with the plague goes across to them. Mind, there’d be a % chance (33%?) that the plague is virulent to them at all.[/SPOILER]]

* Save [xenospecies] in []

[spoiler]Trigger: A non-overwhelming neighbouring empire is purging, no truce.

Xenophiles upset if you don't do it.

-> DOW with liberate the species and end atrocities?[/spoiler]

* Save Brethren in []

[spoiler]Trigger: Your species is being purged somewhere, you haven't been at war with them for the past 10 years (no truce)

If you don’t do it, xenophobes will be upset and will be attractive.

-> DOW with cede planet? Or just modifier if you don't do it?[/spoiler]

* Ethnic tensions on (planet) (in empire)

[spoiler]First planet then (if there are min 3 planets with mixed race and xenophobia) can happen empire-wide.

Text: Interspecies tensions on [] have reached breaking point after massive protests among the [xeno] population were sparked by the arrest of a prominent [xeno] for corruption. [xenos] believe this to be the latest in a string of oppressive moves by the [owner.GetSpeciesAdj] authorities against them, and took to the streets to express their dissatisfaction at the state of affairs. These protests were met by equally huge counter-protests by the [root.owner.species] loyalists. Events quickly spiralled out of control, as police were unable to keep the two parties apart, leading to widespread bloodshed. The army has been deployed to restore order on the streets; however, the situation remains tense.

Options:

-The [xenos] have no place in the [root.owner.GetName]. (Not for xenophiles, phobes will pick it - insults all of that species in the empire, but xenophobe factions are happy; xenophobe attraction; high chance of ethnic tension spread).

-Such incidents are inevitable (xenophobe attraction on the planet, smaller chance of spread, but big chance of escalation on that planet like on the old events)

-We must find a way for all species to come together. (Xenophile attraction (shift to xenophile?), philes happy but phobes unhappy)

Trigger: Requires multiple pops of your species and another on a planet, none have no happiness, none are xenophile; more likely if either are xenophobe)

Variant for two species where neither is the ruling species:

Interspecies tensions on [] have reached breaking point. Following several low-key incidents, events escalated rapidly when a prominent [xeno1] was assassinated by a [xeno2]. This triggered massive violent protests among the [xeno1] population, which began attacking [xeno2s] in the streets. The [xeno2s] quickly organised counter-protests, and events quickly spiralled out of control, as police were unable to keep the two parties apart, leading to widespread bloodshed. The army has been deployed to restore order on the streets; however, the situation remains tense. Delegations from both sides have presented their case to the planetary governor, who has asked the executive for instructions on how to result the situation. What should the official government response be?

-Support the As

-Support the Bs

-Institute martial law until they can learn to get along (authoritarian)

-Send a negotiating team (xenophile)

-None of them deserve a place in the [root.owner.GetName] (xenophobe)

Trigger: Requires multiple pops of two non-owner species on a planet, none have no happiness, none are xenophile; more likely if either are xenophobe.[/spoiler]

[b]Egalitarian-Authoritarian[/b]

* Species wants rights

I don’t think that I need a separate xenophobe text, but I can use this for when a species is not given citizen rights. (But might only work if you can set rights via script, or if the player is human you can tell them to change them).

Xenophobic variant on this (if you have several planets of an enslaved species): [xeno.GetSpeciesName]... activists claim to be fed up with being treated as second-class citizens / slaves (could have a varient for either). They have begun agitating for...

Same options[/SPOILER]

* Disputes over the heir? Even rise of pretenders? (Not sure on feasibility)
* For authoritarians, a republican movement; for egalitarians, a monarchist movement (only if a recent republic i.e. 25 years?).
* Government scandals in republics (less likely in authoritarian, maybe also some there)
* People calling for a stronger executive when there are threats, or maybe the executive trying to seize more power.
* Something similar to interspecies marriage for abolition of the death penalty? (Obviously not for egalitarians)
* Atrocity ('police killings') leads to unrest and protests
* Invasive data collection debate (could also be materialist-spiritualist)

[b]Pacifist-Militarist[/b]

* The Populace begs for War

[SPOILER]Nationalist feeling among the [root.GetSpeciesName] has spiked, with empire-wide demonstrations calling for the national honour to be restored. The target of their ire is the [enemy.GetName], with which the [root.GetName] has long been rivalled without the relationship ever escalating to war / but which it hasn't made war upon for many a year [different text as appropriate]. Recently, the [enemy.GetSpeciesNamePlural] have been openly derisive about the [root.GetSpeciesNamePlural], claiming that they are cowardly and have no honour. The outraged population demands a response.

A: Declare war (or if there’s problems, you agree to declare war within a year and if you don’t the militarists are furious – then this can only be for the player, though)

B: It's too risky (militarists are upset and you get a mild version of 'humiliated')

Trigger: You are militarist, you are at peace with a rival whose fleet is not ‘superior’ or ‘overwhelming’ for 25 years, it is not the first 50 years of the game.[/SPOILER]

* Border incident (similar to previous one, but different conditions)

[spoiler]Militarists hijack a border planet and start incidents with a neighbouring rival. You either piss off the rival and risk war with them (by tolerating the militarists), or you suppress the militarists and piss off their whole faction. Trigger would be having a border planet with militarists on, or something.[/spoiler]

* Military conscription policy

[spoiler]Maybe better as a policy (-5% army upkeep, -10% recruitment time, -5% army morale) triggering events i.e. pacifists demand end, militarists demand reinstitution (also related to egalitarian and authoritarian). Happiness for factions.[/spoiler]

[b]Materialist-Spiritualist[/b]

* Spiritualist: Desecrated Temples

[spoiler]Unknown forces have desecrated the temple on [hit\_planet.GetName]. Many invaluable treasures stored within have been stolen, the altars have been violated in most vile ways, and the temple itself was set on fire. Though firefighting forces were able to put out the blaze, considerable damage was done to the structure. The entire [root.GetSpeciesName] population is outraged at the crime, and calls for a tough response.\n\nHow should we respond?

Effect: Temple is ruined

A: Do nothing – spiritualists are unhappy.

B: Coercion (Chance of success or failure i.e. fewer or more people upset)

C: Indoctrination Programme? (Pops unhappy but greater spiritualist draw)

Trigger: One is spiritualist. More likely if spiritualists (and pacifists/xenophiles) are weak on the planet. Can't happen in core planets.

Note: This is one of my weaker ideas so far, needs to be filled in somewhat if I add it

Note 2: Works better thematically if this happens in a non-spiritualist empire – then it can be cast as the government/majority oppressing the dissident minority. (Then the worse options will lead to the spiritualist faction demanding that their planets become spiritualist protectorates or will be really pissed off).

“We are the Enlightened. We see through your fake religions, which you use to prop up your oppressive regime. We will enlighten you.” => empire-wide conspiracy with random attacks on temples, spiritualist pops, until you catch the conspirators and it turns out it is one of your governors.[/spoiler]

* Spiritualists: Differences in creed

[spoiler]Random split, or based on species? Then big event chain (building up) (i.e. you have some different creeds in the empire at some point, presumably because you conquer other spiritualist pops. There will be some heated debates, perhaps even violent events; maybe even involving other countries’ diplomatic missions. Whatever I can think of. Then your spiritual council will come together and discuss the problem, and what path to take).

End gives choice of enforcing own religion (xenophobe choice, gives unity but unrest and xenophiles unhappy), allowing plurality (no further issues except maybe when absorbing xenophobe spiritualists, and gives ethics divergence) but upsets xenophobes, or embracing universalism (universalist pops or maybe whole spiritualist faction gain +5% happiness because of 'universal truth', maybe unity from subsuming pops into it? Have to absorb non-universalist new pops (something like a certain % chance for each pop each month)). Something like that - each way should have pros and cons. Affects relations with other spiritualist empires, maybe even with events between enforcers and others.

Further note: Basically, whenever a pluralist conquers an enforcer or universalist, or vice versa, they have to spend some time absorbing them. Enforcers in another empire will get negative happiness, pluralists and universalists in an enforcer empire will cause negative happiness, and pluralists and universalists in each other will, I dunno, make unity cost more. The pops will have a certain % chance to change grouping each month. Oh yeah, and spiritualist pops in other empires will be non-aligned until a few empires have declared, but at some point xenophobes will become enforcers and xenophiles pluralists.[/spoiler]

* Spiritualists and Synths come to blows

[spoiler]Trigger: Not cyborg ascension, synths have citizen rights, sufficient spiritualists that aren't synths[/spoiler]

* Priesthood corruption scandal -> confidence in it shaken so ethics divergence
* Contact with primitives that are in the Atomic Age or later (for systems with multiple planets in them)

Note: I think more positive ones need to also be put in to balance the negative ones. So maybe some of the throwaways can stay.

Throwaways (not sure I will use these):

[spoiler] Unity more related to ethos?

-Militarists get % bonus when at war

-Materialists get lump sum for each tech researched

-Pacifists get -% when at war and maybe more for being in a coalition at peace

-Xenophiles more from coalition and stopping a purge, negative for not doing so

-Spiritualists?

-Xenophobes already get it from purging

-Auths-egals? Counterrevolution system? (Or maybe if a certain civic or govt)

Xenophobe: [root.GetSpeciesName] Nationalism

Either celebrating the purity of the nation or the subjugation (enslavement) of the enemies.

Happiness and unity bonus.

Materialists: Major Scientific Breakthrough

The [root.GetSpeciesName] intelligentsia are hailing the recent technological breakthrough as revolutionary and life-changing. (Flesh that out and pick just a few techs that can get it; should also not be triggered too often)

Happiness bonus

Militarists disappointed at low military spending

This one is too difficult for it not to be stupidly random, and anyway I am making factional revolts:

Challenging one - for countries where the ethics backstory isn't unity from the first: An old country that was once powerful has reorganised itself and demands an ethics change plus some other stuff (what?) (Maybe they claim to be key to the empire's success and demand more rewards). You can either negotiate, refuse to agree and call their bluff, or nuke their main world. Negotiate must have some consequences. Nuke will make the third of your populace that is part of that country upset, and shift you to authoritarian. Call bluff will probably lead to civil war (perhaps based on ai war, but with the rebels being 1/3 of the pops randomly given tags)

Needs some decent triggers e.g. lack of ethical unity and lack of nearby stronger rivals

(Also maybe don't make it primarily based on ethics, as might be able to strengthen faction events for that)

-Spartacus-style revolt (over the country, needs several slave-dominated planets). Doesn't really fit to make them all just randomly rise up, so need to have a back story ('prisoner on the loose', need to catch him - not sure how on earth that could work) or make it follow on from already-existing unrest and just be a huge rebellion.

Ok so as thus:

Slaveowner Killed on [root.GetName]

A group of slaves on [root.GetName], led by a shadowy individual who calls himself Spartacus, has killed their owner and declared themselves free citizens.

Make xenophobes unhappy if the ruler is not of their species? (That wouldn’t exactly be an event, also it would only make sense in democracies, but it could be a cool addition)

[/spoiler]