Basically, I want to make use of the ethics system to create random events that more or less feature clashes along the cleavages of the ethics (e.g. xenophiles want something, you must choose between pleasing/upsetting/promoting their faction or the xenophobes). I also want to add some relating to slaves and interspecies issues.

Here's a list of event ideas I have come up with, along with the wip descriptions and triggers. Sorry about the occasional bits of coding language…

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]

* Xenophobic Comments

[SPOILER][root.GetRulerTitle] [root.GetRulerName] has been caught on film making xenophobic comments about the intelligence and appearance of the [xeno.GetSpeciesName]. [At this point, I can customise it a bit based on the properties of the race] Apparently, they are thicker than a tree stump, in both appearance and intelligence (for plantoids) / apparently, they barely qualify as sentients, let alone being equals of the [root.GetSpeciesNamePlural] (for low intelligence traits) / apparently, they breed like rats and are worth no more than them (for quick breeders, mammalian) / apparently, they are unpleasant to look at, and the slime they allegedly produce tarnishes the natural order of the [root.GetName] (reptilian) / [etc.]. The [xeno.GetSpeciesName] community is up in arms about the comments, and xeno rights activists, led by the [xenophile\_faction.GetName], are calling for [root.GetRulerTitle] [root.GetRulerName] to step down/abdicate [depending on govt type].

Trigger: Have a reasonable population of a species that is not the ruling one, they are not being purged or enslaved. Possibly have variations depending on whether they have citizen rights or not.

Option A) Abdicate (for monarchies): Not great option - you get the 'humiliated' modifier or some such. Xenophiles happy, xenophobes unhappy.

Option B) Step Down (for republics): Better - penalty is not so bad. Xenophiles happy, xenophobes unhappy.

Option C) Defend the [root.GetRulerTitle]’s reputation – it's what we're all thinking, really: Xenos in question are insulted (unhappiness modifier). Xenophile faction displeased. Ethics shift to xenophobe and xenophobes happy, attraction to them.

Option D) The [root.GetName]’s government has more important things to worry about: Xenophiles are unhappy, but less so than in C; xenos are insulted.[/SPOILER]

* Xeno Sex Scandal (for xenophobic governments)

[SPOILER]The main [root.GetSpeciesAdj] media company has dropped a bombshell this morning: [root.GetRulerTitle] [root.GetRulerName] has been caught on camera satisfying [his/her] carnal lusts with a [xeno.GetSpeciesName]. Unfortunately, there is little room to deny the allegations. Intercourse with xenos is illegal under [root.GetSpeciesAdj] law, with the prescribed punishment ranging from severe fines all the way up to the maximum penalty, depending on the circumstances. Although being [root.GetRulerTitle] grants [root.GetRulerName] immunity from most laws, there are already widespread calls for [him/her] to resign immediately and face trial as he/she has allegedly ‘lost legitimacy’ in the eyes of the [root.GetSpeciesAdj] population. How should you respond?

Option A) It is time to loosen up our attitude to xenos: Shift towards xenophile, xenophiles happy, but severe xenophobe faction unhappiness.

Option B) Withdraw from public life and face trial: Ruler is ‘killed’, adds a ‘humiliated’ modifier, but the xenophobes are happy.

Option C) Stay in power in defiance of the law [Not available to (fanatic) egalitarians?]: Xenophobes are quite upset. Pull to authoritarian?

Triggers: Have some xenos in empire or some allies with open borders, not being fanatical purifiers (or purging the race in question). Not fanatic authoritarian (would block knowledge).

Note: Can add variants for other leaders and the heir, just tweaking the text, effects and of course probabilities.[/SPOILER]

* 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. 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. 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 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 = 10000

+ 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]]

* Allow Interspecies Marriages?

[spoiler]Trigger: Empire has two distinct species with citizen rights, mtth of 25 years (or high but decreasing with amount of diversity esp. on individual planets), there is a xenophile faction

(Necessary for the 'prominent interspecies marriage' event)

Text: For the past while, [] have been living in the [root.GetName] with full citizen rights. As the [] and the [] have gotten to know each other better, some [] have naturally been drawn to [], and the [xenophile faction] has petitioned the government on behalf of this group to legalise interspecies marriage. Different DNA structures mean that there is no realistic prospect of any children resulting from these partnerships; nevertheless, elements of the population are uncomfortable - sometimes deeply so - about them, and [if you have a xenophobe faction too] the [xenophobe faction] has launched a counter-petition to ban inter-breeding between species.

A) Allow interspecies marriage (xenophiles happy and xenophobes unhappy, xenophile attraction)

B) The time has not yet come to embrace this change (effects? Apart from recurrence after 20 years...)

C) Ban interspecies partnerships (opposite to A) )

Other notes: Follow-up: Demands to illegalise interspecies marriage if shift to xenophobe? (And vice versa)

Shift to xenophile if phobe and legalising, and vice versa

Note: Make sure policy events don't happen again for rebelled/liberated/created empires except where appropriate.

[/spoiler]

* Prominent Interspecies Marriage

[spoiler][Random leader, not ruler] has announced that [he/she] will marry [random name??], a [xeno.GetSpeciesName]. Although some elements of the population abhor the very concept of such a union, others are delighted and see it as proof that the [root.GetName] has embraced the values of a modern, multispecies state.

1. We wish them the best of luck! (Xenophobes upset, xenophiles happy, xenophile attraction)
2. The wedding may not take place. (Xenophiles upset, xenophobes happy, also authoritarian pull)

Trigger: More likely for xenophiles, not for xenophobes[/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]

* Emancipation Movement

[SPOILER]

Starts off with a planetary event:

A group of... activists on [slaveryplanet.GetName] have been inspired by the practices in [neighbour\_that\_is\_egalitarian.GetName] and have come to abhor the practice of slavery, a key founding block of the [root.GetName]. Etc etc.

A) Make concessions: Outlaw Slavery, shift to egalitarian, egals happy but auths upset

B) Ignore them and hope it blows over: Adds 'emancipation movement' modifier to the planet (+50 unrest, +100% egalitarian attraction or something). Chance of it spreading to other planets for the next few years.

C) Oppress them: Chance that you will nip it in the bud -> just unhappy egalitarians. Chance that you won't and there will be B) but more virulent.

Follow-up:

The emancipation movement has spread to [further\_slaveplanet.GetName]. These fools are stirring up our slaves here as well.

[Same options]

If a third planet happens, or

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]

* Anti-War Movement

[SPOILER]There is widespread discontent among the populace at what they see as a predatory war of aggression against the [war\_enemy.GetName]. Anti-war marches are widespread across [root.capital.GetName] and other planets, with [Pacifist\_Faction.Leader.GetName] of the [Pacifist\_Faction.GetName] leading massive nonviolent acts of resistance that are increasingly becoming a major nuisance. Word has come that they are planning to march against the government building on [root.capital.GetName] and occupy the grounds around it until peace is reached. This will cause severe disruption. How should we respond?

Trigger: Has a reasonably-sized pacifist faction or population, is the aggressor in a war against a weaker foe that has lasted at least 5 years. Particularly likely if you are pacifist, the enemy is much weaker, and/or the war has lasted 10 years.

Option A: Crush the protestors => no ‘pacifist disruption’, instead capital and some other planets get ‘protests suppressed’. Militarist and authoritarian factions are happy (shift to one of them?)

Option B: Tolerate the protests, but do not concede => capital gets ‘pacifist disruption’ (-50% income, +100% pacifist attraction), so do random other planets until the war is over. 50% chance of escalation if the war continues another 2 years.

Option C: Promise to end the war soon => capital and a few other planets get ‘pacifist disruption’, but fewer planets get it than with B. If you don’t end the war in a year, there will be big pacifist protests at the ‘broken promises’; if you do, you shift to pacifist and the pacifist faction is happy.

(Add a version with smaller protests for militarists; purifiers should be allowed to kill all the pacifists on the planet with a “Kill. Them. All.” option)[/SPOILER]

* 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]

* Ludditism

[spoiler]Event 1: Luddites are smashing up robots:

Groups of what can only be described as luddites - primitive-minded people with a wrongminded distrust of technology - have been going around [root.GetName] and smashing up robots, which they claim are unnatural, dangerous and stealing their jobs. Even worse - there have already been copycat strikes against robots on other planets. We must take action to stop this!

Trigger: Planet with at least 6 organic pops (incl. 2 spiritualists) and at least 4 robot pops. Has not had the empire luddite crisis. At least one other planet has 1 robot pop and 1 spiritualist pop. Not synths with citizen rights.

Effects: A robot pop destroyed, the rest on the planet 25% chance of being destroyed.

A: Oppress them: Authoritarian attraction, egalitarians (faction?) unhappy. Spiritualists on planet get severe happiness malus. Spiritualist leader registers displeasure and faction gets unhappy. Small chance of nationwide ludditism.

B: Concede - give up robots on the planet (=> high chance of empire-wide ludditism on all planets with both robots and spiritualists) (immediately, planet spiritualists happy and materialists unhappy; materialist faction leader registers displeasure and so temporary -5% materialist happiness)

C: Ignore them and rebuild the robots - They will bow to progress eventually: spiritualist pops on planet gain unhappy modifier, chance of recurrence on this and other planets, but not empire-wide the first time

Follow-up: Spiritualists unhappy: (This can basically be the text for all protests at coercion)

[???], leader of the [???], is upset

Greetings, [root.GetLeaderName]. I would like to voice my concerns regarding events on [planet.GetName]. Although you may not agree with the actions of those protesting, they have legitimate concerns and deserve to be listened to. All right-minded people can only condemn your government's heavy-handed response!

Follow-up: Text for materialists unhappy:

[???], leader of the [???], is upset

Greetings, [root.GetLeaderName]. I would like to voice my concerns regarding events on [planet.GetName]. Robots play an important part role in our country and are vital to our national wellbeing. We cannot allow the wheels of progress to grind to a halt!

Major follow-up event: Nationwide luddites:

Trigger: Ideally will require 6 planets to have luddite potential (multiple robots and spiritualists). Can do via temporary flags with events triggered by first crisis.

Text: Inspired by events on X, people of a similar mindset have struck across the [root.GetName]. We must act fast, before we lose our ability to [keep robots].

An inadequate response can lead to revolts. (In this case, ignoring them). (Maybe revolt chance can be increased if there is a stronger neighbour of that ethic?)

Options: Similar to first planet ludditism, but ‘concede’ will outlaw robots and shift towards spiritualist)

Further event: Rarer than event 1, happens with the same sorts of conditions if you have had nationwide ludditism and didn’t concede your robots.

Ludditism Resurfaces on []

The Luddites have resurfaced and struck again on []. Right-minded people can only shake our heads at the depraved actions of this minority. Fortunately, it does not appear as if the movement will have a broader resurgence.

Option: Unfortunate

Effect: A couple of robot pops destroyed.[/spoiler]

* 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.

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 materialist empire – then it can be cast as the government/majority oppressing the dissident minority.[/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

[b]Hive Mind[/b]

Not many ideas so far (I haven’t played as them yet, so I also don’t know what exists)

* Late game – hive is split somehow?

[b]Machine Empire[/b]

Not many ideas so far (I’ve been playing as exterminators and haven’t seen terribly many flavour events, so they are badly needed!)

* Computer virus? (Problem is where it would come from)

[b]Misc Events[/b]

Some other interactions that I miss in the game

* Tensions in the [] System

[spoiler]Tensions between the [] and the [] have spiked today with events in the [] system. A private commercial ship on the way to [planet a, stronger one] was seized by authorities on [planet b, weaker one]. [Planet a]'s authorities responded by deploying all the ships with military capabilities it could gather together and deploying them towards [planet b] in attack formation. Luckily, [] backed down before any shots were fired. However, [] are demanding an explanation for our planet's actions. (Or, for purifiers: The [] refused to back down. In the resulting battle, [stronger planet] was victorious, and considerable damage was done to [weaker planet]'s defences. (Spaceport destroyed)

->Such occurrences are inevitable (or FP response: "This means war")

[Trigger: two hostile countries own planets in the same system, not at war with each other]

Should happen for both countries. Make sure war not destroyed twice, and same for opinion modifiers.[/spoiler]

* Intra-system trade and contact with primitives that are in the Atomic Age or later (for systems with multiple planets in them)
* Government Blackmail

[spoiler]A data virus knocked out the government's computer systems on [root.Capital.GetName] yesterday. Although the attack was brought under control after just a few hours, it quickly became clear that something more sinister was under way: Large amounts of personal data had been stolen from several important government officials. The data thieves have left a message demanding money - and lots of it - or they will release the data. It is not clear exactly what information has been stolen, but several of the officials in question have privately expressed nervousness.

* Pay the money: -50% minerals for 12 months
* Take the risk: Random event (need a couple) - default is corruption scandal where your top 3 leaders must stand down or your whole empire will be unhappy for a few years. Alternatives can be e.g. data on police violence for authoritarians, basically need something that will annoy your main ethic if you don’t take some sort of action that will be pretty harmful. Etc.[/spoiler]

Note: I think stuff like this should be put in, so you can have more positive ones. In this case, you would get a temporary happiness boost, and if you accept setting up a ruler cult you get “Ruler Cult: +25% unity, +25% authoritarian and spiritualist attraction” until the ruler dies. When they die, you can let the heir claim the ruler cult too, for the cost of temporary unhappiness.

Trigger: Chance when a war is won decisively.

Authoritarian: The [root.GetRulerTitle] is revered!

Millions have turned out in [root.capital\_scope.GetName] to celebrate the [root.GetRulerTitle]'s birthday today. He/she was celebrated with honours usually only reserved for the Gods (not a materialist text), and, bizarrely, he/she received over a thousand marriage proposals (despite already being married). It is clear that [root.GetRulerName] is the most popular [root.GetRulerTitle] ever. Long may their rule last!

Happiness and unity bonus.

Now, I'd really like to make this good, which is why I'm asking you guys for feedback and for suggestions for more events! Especially for Hives and Machines, and anyone else I haven’t got enough for! And if anyone wants to collaborate, you're welcome to!

Potential non-political events:

[spoiler]

Nuclear disaster?

-Catastrophic Volcanic Eruption:

Needs high tectonics or volcanism modifier (check what exists)

Basically destroys a pop and building, placing a blocker, and gives the rest of the planet a 'dust in the atmosphere' modifier or some such that hits things.

-Catastrophic Series of Earthquakes - similar but bigger destruction and not so much of a lasting effect (seems to already exist)

-Could have flooding on wet planets and drought on dry ones.

-Extreme (very rare) ones could end up with planets becoming uninhabitable? Or even a bunch of solar systems for supernovas (need to check the science on that one)

-Need some positive ones - good harvest??? To be fair, I don't really need that much, I guess.

-Stuff for habitats?

[/spoiler]

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.

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]