Concepts:

* Cycle through deck by sending hand to bottom of deck and redrawing x number of cards (Mad Scientist)
* Mill deck (Norse Gods)
* Robot with several effects (e.g. discard 1, 3 or 5 from hand and do something each turn)
* Remove Rocks/Stall? (Dinosaurs)
* More disruption based and minus opponent than plus (Pirate theme)
* Temporary Artefact then removed (Eygptian Theme)
* Throwing knives/cards (swap knife in hand with card on field, or snipe opponents cards during EXCAVATION PHASE). (Magicians)
* On draw put to bottom, on excavate trigger effect (e.g. fishing)