Topic:

* Psychology

(How easy to do, how unique)

* Health as a lending resource (Easy, Moderate)
  + Obsession mechanic, you interact with a card, with giving a sanity boost to it (Sanity boost lend from your health) so if that card dies you lose that amount of health (Moderate, Unique)
* Objects as playable minions and Cognitive tricks as spells (Moderate, Not so unique)
* Cards as psychological conditions or tricks. Like OCD gives a player a card that deals him damage or Optimism, keep your health (Moderate, Moderate)
* Cards that repeat the other card action but can create an endless loophole. Like OCD gives you 1 sanity but can repeat itself. Exiting it requiring a resource (Moderate, Moderate