


Roll the Zine is a board and card game focused zine and a love letter to creativity, gaming and DIY culture. It's an exploration of media, imperfection and putting something out there.

In this third issue, I share some of the badly drawn tokens from my own Magic the Gathering sessions. Tokens are ephemeral cards that you can draw yourself as they are created and thus offer a lot of space for self-expression.

Welcome along the journey. You can find all Roll the Zine issues from zine.hamatti.org. You can subscribe via RSS to get new issues fresh to your reader.

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by Juhis «hamatti.org»

Roll the Zine



Badly Drawn Tokens — Zine



When Roll the Zine enters your world, choose one or more:

- Read it to discover badly drawn tokens
- Share it with a friend (or foe)
- Have a great day!

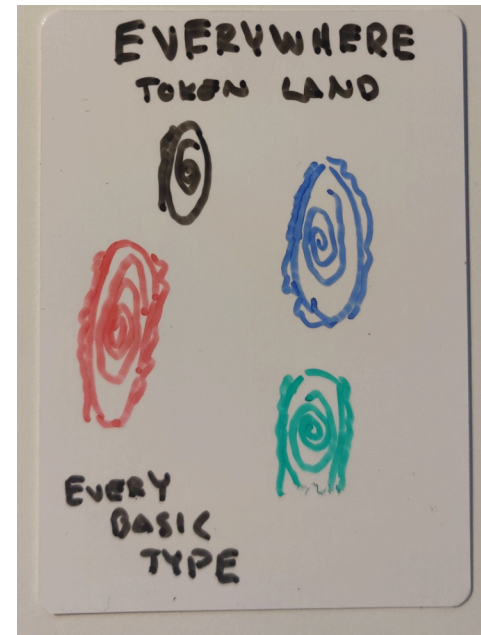
#3 / 2026

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One of the most fun thing about **Magic the Gathering** — in addition to having a blast with good friends — is creating Tokens. While all the other cards need to be very specific Wizards of the Coast products, pretty much anything can be used to represent Tokens. They are ephemeral game pieces that are created and destroyed over the course of a game.

While Wizards of the Coast designs and prints official tokens as well, this flexibility makes it possible to have some fun. I carry with me a stack of dry erase tokens: blank playing cards you can draw on and wipe clean. Since the drawings don't need to be "accurate", you get to use your imagination and draw whatever the name of the token or the spell that created it inspires you to draw.

In this zine, I'm showing some of my badly drawn tokens. A lifetime of such a card can be anything from a single turn to maybe 10 minutes and all of the cards displayed in this zine have been wiped clean a long time ago and the only memory and evidence of their existence is scribed into this ancient scroll you are reading



The horror plane of Duskmourn is home to Overlord of the Hauntwoods who can appear anywhere through his portal system.

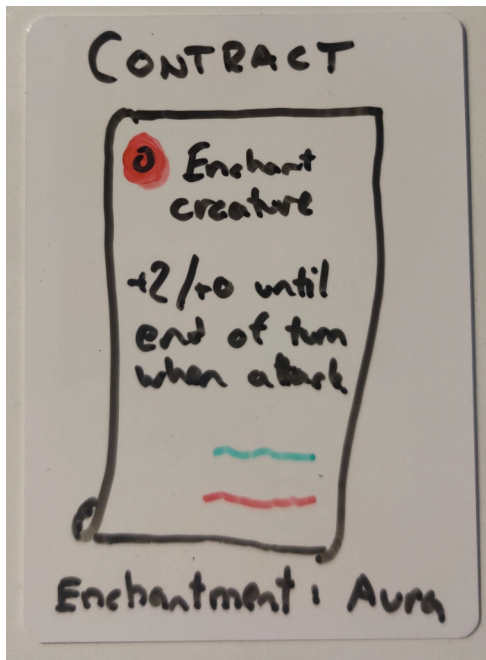
This portal system is known as **Everywhere** and it's a Land that is of all basic types and generates mana of all colours.

I couldn't figure out how to draw a white portal with blue, red, green and black markers on a white paper so the Plains part of this token is left as a mystery for the opponents to figure out.

In Kamigawa, you may run into **Shrines** built for all sorts of gods and goddesses. My Wisdom Fox token art is inspired by Dani Pendergast's Secret Lair Drop art with a statue under a simple wooden structure.

These Shrines are not just places of worship though: they are enchantment creatures that join the forces in the battlefield.

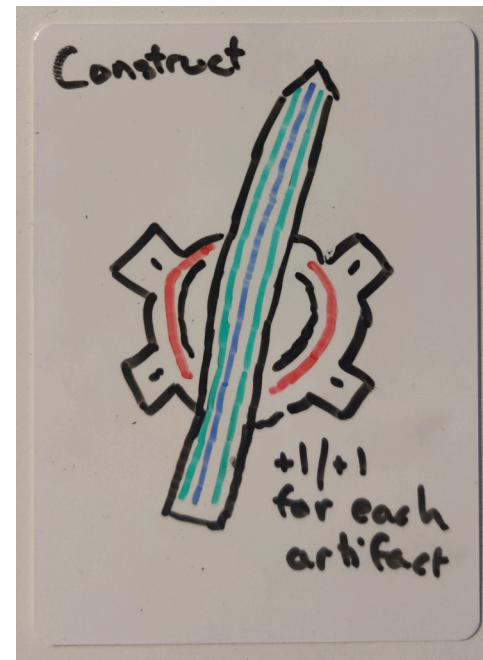




Living creatures like animals, aliens and monsters is hard. Inanimate objects like a **Contract** is much easier.

I really enjoyed drawing this Contract because I realised I could put the rules text into the contract itself.

Contract is a new thing from the academic world of Strixhaven — you could say it's one of their *Secrets*.



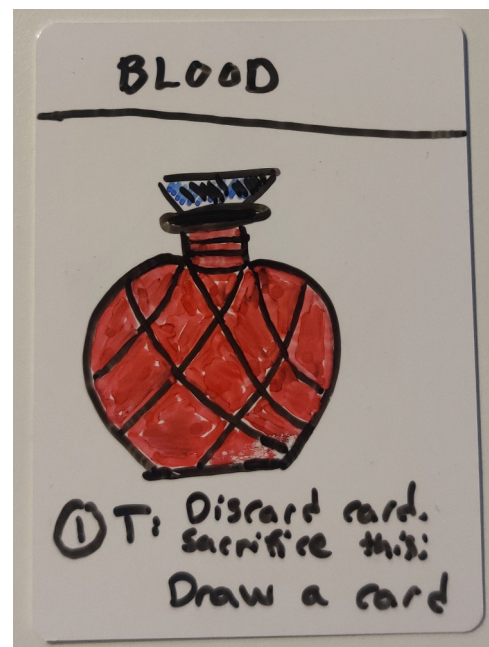
Constructs offer probably the most amount of artistic freedom out of all the Tokens. They are described as "artificial life-forms powered by mechanical means" which is artist talk for "anything you can imagine".

They come in all forms and shapes within the MtG universe itself and mine here was some sort of mechanical living weapon that gets extra oomph from artifacts you control.

The available colours also affect what kind of details you can make on your Tokens. My current markers come in blue, red, green and black so making a fully coloured **Blood** token fit the colour palette very well.

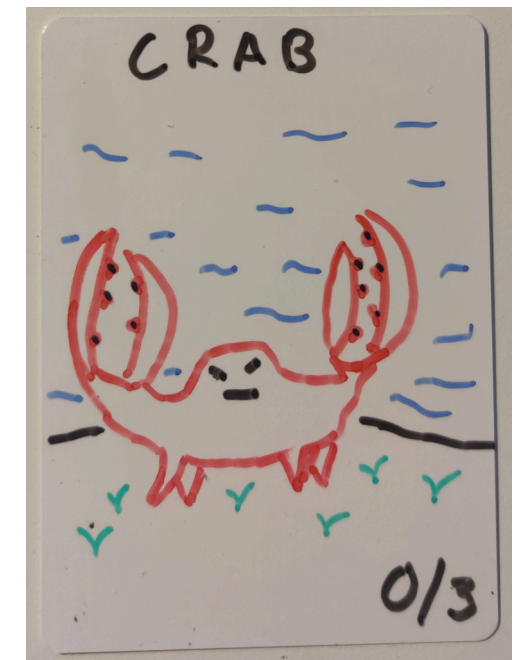
This particular Blood Token art looks more like a health potion but have you ever asked yourself: what are health potions made of? Yeah, me neither.

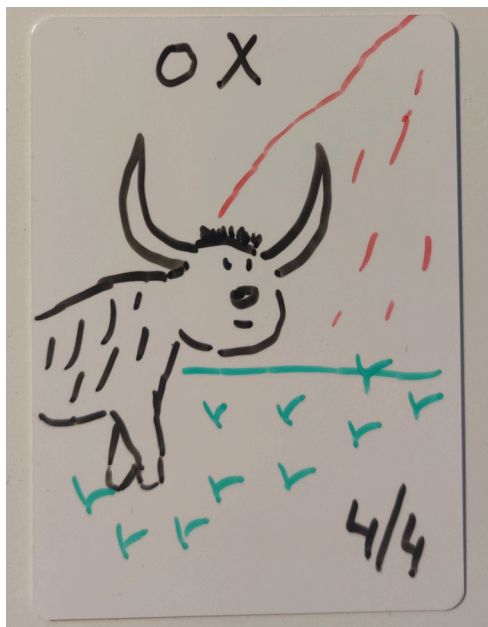
I use 1.0mm markers and writing small text is so hard with them.



Crabs in the other hand are very much from our world and while there are many fantastical crabs in the universe of Magic, you pretty much recognise all of them as such from their claws.

My crab was not happy to be summoned to the battle from its chill beach day. It wanted to nothing to do with the meddling of the wizards but was bound to do their bidding due to the laws of magical crab-fighting league.

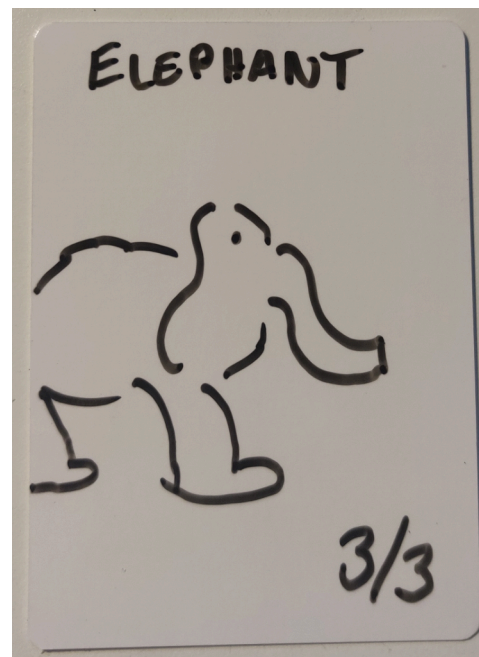




I generally enjoy fun and whimsy so many of my characters look less menacing.

This **Ox** is a great example of that. It might be a formidable 4/4 beast on the battle field but most of the time, it's just happy to roam the fields of Tarkir.

While wizards have encountered flying Oxen in Thunder Junction and New York and elemental Oxen all across the multiverse, this Ox prefers to touch grass.



Sometimes in the heat of the magical battle, you just want to slap something down — especially if you summon a lot of the same Token.

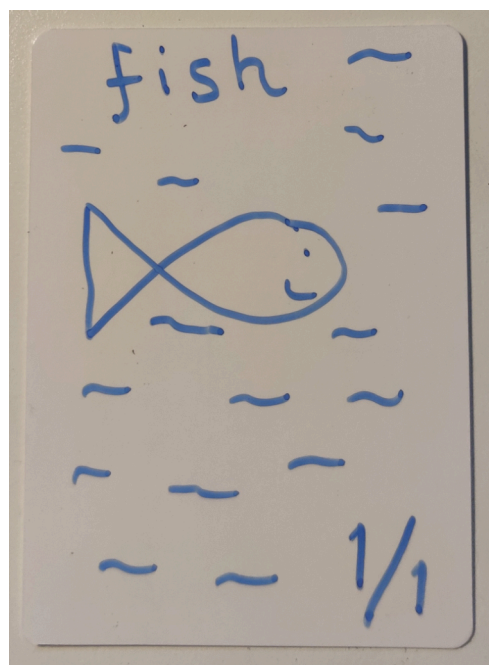
At minimum, you could write "**Elephant**" on a piece of scrap paper and put a dice on top of it to signify how many there are.

I still like to draw something. I'm weirdly proud of this Elephant which looks exactly the same as 99% of the other Elephants I've drawn throughout the games.

The various planes of Magic the Gathering universe have plenty of **Fish** in the sea, they do come in many shapes and forms.

None are probably as famous as **Dandân** from Rabiah. It has its own format named after it — which I shared in the first issue of Roll the Zine.

For anyone with my level of drawing skills, Fish are a godsend. The easiest shape to draw after circle, square and triangle and instantly recognisable by anyone.



Rabbits are difficult to draw but my decks generate them so I've been trying to learn.

The ears are the key to a good Rabbit token. Once you draw the ears, people know it's a Rabbit. Everything else comes down to your personal skill of drawing.

Learning how to draw a quick Rabbit is a good thing to do because like in our reality, in MtG, if you get one Rabbit, you likely get a lot of them. That's them Rabbits.

