
Daredevil, Man Without Fear 2
Legendary Creature — Human Hero
Vigilance, haste
Radar Sense — You may look at the top card of your library any time.
Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.
3/4
R 0324
MSH • EN
Key Walker
© MARVEL
™ & © 2026 Wizards of the Coast


Daredevil, Man Without Fear 2
Legendary Creature — Human Hero
Vigilance, haste
Radar Sense — You may look at the top card of your library any time.
Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.
3/4
R 0324
MSH • EN
Key Walker
© MARVEL
™ & © 2026 Wizards of the Coast


Daredevil, Man Without Fear 2
Legendary Creature — Human Hero
Vigilance, haste
Radar Sense — You may look at the top card of your library any time.
Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.
3/4
R 0324
MSH • EN
Key Walker
© MARVEL
™ & © 2026 Wizards of the Coast


Daredevil, Man Without Fear 2
Legendary Creature — Human Hero
Vigilance, haste
Radar Sense — You may look at the top card of your library any time.
Whenever you attack, you may exile the top card of your library. If that card is a Hero card, Daredevil gets +2/+1 until end of turn. You may play that card this turn.
3/4
R 0324
MSH • EN
Key Walker
© MARVEL
™ & © 2026 Wizards of the Coast