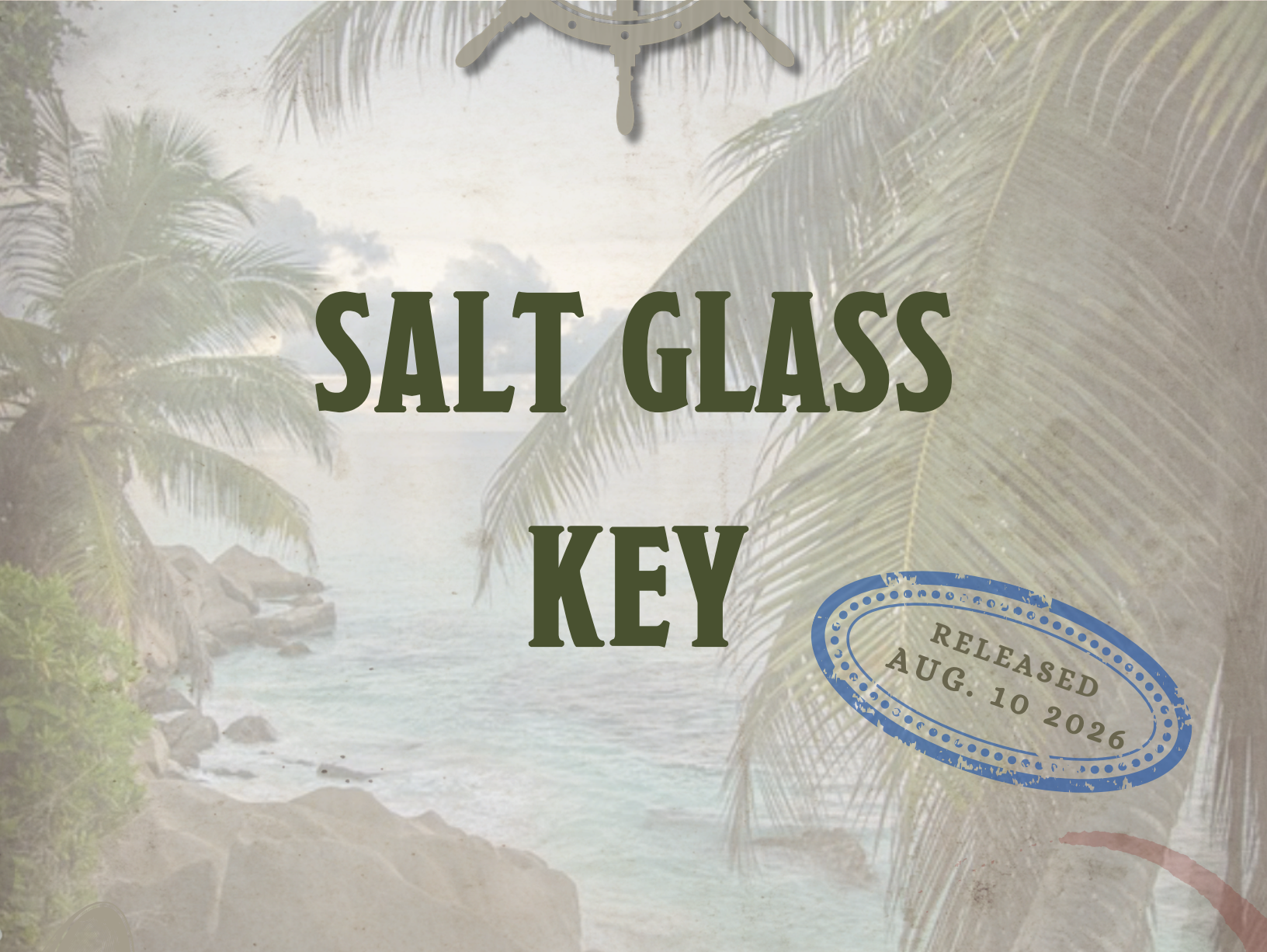




PRESS PROVISIONS



SALT GLASS KEY



PRESS KIT, COVER ART,
PRODUCT DETAILS, &
APPROVED
MEDIA ASSETS.

Volume 01



WAYFARER'S



LEAGUE



TRAVELER'S GUIDE TO:

SALT GLASS KEY



INTRODUCTION TO
THE SALT GLASS KEY
CAMPAIGN SETTING

Volume 01

WAYFARER'S



LEAGUE



AT A GLANCE:

Traveler's Guide to Salt Glass Key, Volume 01

The First in a collection from the Wayfarer's League.

A system-neutral fantasy travel guide filled with immersive locations, local NPCs, adventure hooks, lore, and details designed to inspire tabletop roleplaying adventures. A companion PDF of printable keepsakes and in-world props is also available.

Compatibility

Designed for use with fantasy RPGs, including Dungeons & Dragons 5E, Daggerheart, and other fantasy roleplaying systems. No game statistics are required, but will be included in the planned campaign book.

Format

Digital PDF - Guide

Digital PDF - Keepsakes

Price

\$2.99 or Pay What You Want

Available From

[DriveThruRPG: HERE](#)

[Itch.io: HERE](#)

Intended Audience

Game masters, RPG players, worldbuilders, fantasy readers, and collectors seeking an atmospheric coastal setting that can be explored as written or adapted to an existing campaign.

Written and Created By

Liisa Lee

Press and Business Inquiries

liisa.lee@gmail.com

Released August 10, 2026





ABOUT SALT GLASS KEY

Traveler's Guide to Salt Glass Key invites readers to the sun-bleached shores of the Grand Isle Coast of Tolandar, where crystalline flats, tropical taverns, magic, and maritime superstition shape daily life. Written as an in-world travel guide, this fantasy supplement introduces vibrant destinations, colorful NPCs, regional creatures, food & drink, customs, rumors, traveler's warnings, and adventure hooks without requiring game statistics.

Game Masters can use Salt Glass Key as a complete coastal destination, drop individual locations within an existing campaign, or draw from its details to inspire adventures of their own.

Players, worldbuilders, and fantasy readers can explore it simply for the pleasure of visiting somewhere new.

Designed for easy adaptation to Dungeons & Dragons 5E, Daggerheart, and other fantasy roleplaying systems, Salt Glass Key offers a vivid corner of a larger world, presented through the voice of the Wayfarer's League adventuring society.

Defining Features

- System-neutral and easy to drop in: No required game statistics, ruleset, or campaign setting.
- Written entirely in-world: Presented as a fantasy travel guide issued by the Wayfarer's League.
- A vivid coastal destination: Memorable locations, local establishments, distinctive characters, regional creatures, and area lore.
- Ready sources of adventure: Rumors, superstitions, conflicts, mysteries, and story hooks that can be used together or separately.
- Sensory, immersive worldbuilding: Cuisine, drinks, keepsakes, customs, scent notes, and everyday details make Salt Glass Key feel visited and lived-in.



INSIDE THE GUIDE ~ PLACES BUILT FOR EXPLORATION

Memorable Locals and Destinations

Characters, locations, regional flavor and lore, scent notes, creatures, and adventure hooks work together to create a game-ready destination.

Salli and the Beach Sand Tavern

SALLI

Owner, Beach Sand Tavern "The Beach"
Ancestry: Sea-Elf
Location: Beach Sand Tavern, Salt Glass Key

DESCRIPTION

Bright blue eyes laced with golden rays, shine from a frame of long lashes, surrounded by sun-streaked cinnamon hair, a dusting of freckles across her cheeks, and a tan. Delicate spiraled horns of pale blue living coral rise in a gentle S curve behind her.

From behind one daintily pointed ear, small shells, luck-pearls, and sigils adorn several braids. Faintly iridescent whorls and spots trace gracefully across her collarbones, around her shoulders, and disappear down her back. They give off a rippling display at mirth or with heightened emotions.

Personality: Efficient, smart, and quick-witted. She carries herself with an almost lanky, laid back air, but is quicker than most to get things done, and doesn't miss a thing that goes on in her tavern. She handles everything with a smile, even if it comes down to using weapons like the keen daggers at her waist.

Adventure Hooks:

The Drowned Song: A sea shanty performed at the bar summons a spectral crew. Salli asks your help to uncover who sang it, and why the spirits now linger.

Pearl Regatta: Captains from across the Azure Reaches gather for a friendly race around the keys. The winner receives no gold, but a single luminous pearl, said to guarantee fair winds for a year and a day. This year every racing vessel has suffered cunning sabotage. Sails don't fill, compasses spin, rigging unties itself. Someone or something doesn't want this race to finish.

On The Breeze:

- sun, salt, sea
- fresh fruit
- deck wood
- rum
- island jasmine

THE DESTINATION THE BEACH SAND TAVERN "THE BEACH", SALT GLASS KEY

THE SETTING:

A sun-bleached expanse of crystalline flats, sandbar bays, palm shaded coves and brackish mangroves. A laid back collection of keys where adventurers and local flavor can meet and explore tropical taverns and the reaches of the fey-merfolk. Talcum-white sand beaches, tropical birds, and gentle aquamarine waters make Salt Glass Key a prized destination for adventurers eager for a taste of salt-air beach life, exploring the reefs and tide pools, and of course, fishing.

THE HIGHLIGHT:

The Beach Sand Tavern, known to the locals as just "The Beach", is a well loved, airy, beach-side tavern, defined by polished teak, bamboo, and palm thatch. Woven palm-leaf fans turn slowly in the rafters, cooling the long teakwood bar, benches, and rattan peacock-backed chairs. The walls are festooned with nautical trophies, oars, maps, and adventurer's oddities. At night the place is aglow with strings of colorful round glass lanterns hung from woven rope. Large bay doors and salt-stained plank floors step strong only one per person is allowed.

LOCAL SUPERSTITION:

Don't follow lanterns across the tidal flats after sunset. The tide isn't the only thing that comes back in.

TRAVELER'S WARNING:

BEWARE: Should your anchor return wrapped in fresh sea flowers... sail on. Something beautiful has decide you'd be prettier underwater.

COMPANION FIELD COLLECTION

Keepsakes & Souvenirs

The companion Field Collection adds printable, shareable mementos that extend the setting beyond the Guide, including blank versions for DMs to customize.



EXPANDING SALT GLASS KEY

The Journey Continues

The Traveler's Guide to Salt Glass Key is the first in a collection of Traveler's Guides, Field Notes, Keepsakes, and a larger setting.

A future Salt Glass Key Campaign Book is planned to expand the destination with:

- Larger in-depth locations
- New creatures with stat blocks
- Detailed NPCs
- NPC relationship maps
- Quest and adventure hooks
- Area maps
- New magic
- Rolling tables
- Items, secrets, and discoveries
- Additional keepsakes and field notes

The Campaign Book will provide Game Masters with deeper material for extended adventures while preserving the atmospheric approach of the original Traveler's Guide.



ABOUT THE CREATOR

Liisa Lee is a multidisciplinary storyteller whose career spans tabletop roleplaying games, AAA video games, audiobooks, voice direction, live performance, and national brand marketing.

As a voice actor, she's appeared in titles including Devil May Cry 5, Hunt: Showdown 1896, Dying Light 2, Dark Envoy, and Evil West. She's narrated 26 audiobooks and has worked as a director, coach, producer, and creative consultant.

Her background in immersive entertainment, brand building, resort hospitality, and visual storytelling shapes her approach to worldbuilding. Liisa creates immersive, sensory places built around memorable people, local rituals, food, folklore, and the details that make a fictional destination feel inhabited. Through the Wayfarer's League, she brings those disciplines together in collectible fantasy travel guides and campaign resources.

For the map lovers, the explorers of worlds, and for gamers that want to feel invited into a place they want to live in a little, more than boxed text and stat blocks. There are even scent notes. There will be more immersive details in the campaign book. I hope you love them.

Liisa



Liisa Lee | Photo courtesy of Liisa Lee





Selected RPG Credits

- Writer, Voice Director, and Performer - *Anansi's Tapestry of Lives*
- Writer - *Anansi's Journal of Common Places*
- Consultant, Casting & Performance - *D&D LIVE: Stream of Many Eyes*
- Live-Play Performer - *D&D LIVE: The Descent*
- 2020 Silver ENnie - *Red Moon Roleplaying*
- 2019 ENnie Winner - *How We Roll*
- 2018 ENnie Winner - *How We Roll*
- 2019 Audie Award-nominee - *How We Roll*
- Faculty & performer - *RPG Academy*
- Featured by *Forbes* for commentary on Dungeons & Dragons and tabletop performance
- Guest Arc - *Dice Camera Action!*

liisaleevo.com/writing

Press inquiries: liisa.lee@gmail.com

PRESS & MEDIA USE

Approved cover art, interior previews, logos, and creator photography may be used in editorial coverage, reviews, interviews, and features concerning Salt Glass Key and the Wayfarer's League.

Credit: © 2026 Liisa Lee | Wayfarer's League





MORE DESTINATIONS AWAIT:

DriveThruRPG

itch.io

Every road has a story.

Explore more destinations
throughout Tolandar.

WAYFARERSLEAGUE.CO

liisaleevo.com/writing

Press inquiries: liisa.lee@gmail.com

