

Denizen Categorization

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Visitors

Any soul that has not yet died or are not yet sorted properly. They are exempt from all punishments, but they must follow the laws set by the Horrors and enforced by Daemons. The death penalty here is called Demotion, and simply means becoming legally recategorized and a Fiend or Aspirant.

Visitors resemble their appearance in life, and are able to do anything a normal humanoid can do, including having children.

Fiends

Any soul that has died and is being purified. Fiends cannot die, and usually are very similar to Visitors in appearance, the main difference being the damage from their torments. Fiends cannot escape or redeem themselves normally, and have weak wills. Most of them are spoiled brats in great pain, and thus will offer things to try and get Visitors to help them, which is illegal and results in Demotion.

Fiends are unkillable in their natural habitat, and will only “stay dead” when torn to pieces so small that they cannot move at all, which is usually the work of a Daemon or Horror.

Spectres

Escaped Fiends. Even though they aren't uncommon in the mortal world, there are so many souls in Gourmet Hell that less than 0.01% of its population even have the potential to become Spectres.

Spectres can only physically appear in Corrupted areas created by humanoids. They can, however, possess organic matter such as bread or corpses, and manipulate them to form monstrous bodies.

Spectrehood is miserable, illegal, and generally pointless. If a Spectre dies on Earth, they are immediately booted back to the last layer it occupied.

Aspirants

There are three forms of Aspirants: Visitors or Fiends who wish to become Daemons, Daemons who wish to become Horrors, and Horrors who wish to become mortals or celestials. They are identical in procedure, abilities, and appearance, so no distinction in name was deemed necessary.

Aspirants are agents of Gourmet Hell, and exist in this state in order to prove themselves. They are no more powerful than a living mortal, although that isn't to say that they aren't formidable. To even qualify for Aspiration, a soul must be exceptional, with a powerful will and a heart capable of enduring great stress. If an Aspirant is found to be needlessly cruel, they are denied ascension for another 10 years before they may attempt it again. As such, it is rare for a Daemon or Horror to successfully ascend.

An Aspirant must complete some immense task in order to complete their ascension. A common one is to kill or redeem 100 humanoids destined for Gourmet Hell.

Daemons

The servitors of Gourmet Hell. Daemons are either born at the whim of the Horrors or ascended from Aspirants.

Horrors

The rulers of Gourmet Hell.

Layers or Preparation

Layer 0: Earth

No purpose

Earth's punishments are completely unsupervised.

Earth is typically devoid of Denizens, although Aspirants are often sent here to enact the will of the Horrors.

Layer 1: Gourmet Limbo

Fattening, Revitalization, Farming

This layer is effectively a holding area for souls. Not everyone who did a bad thing deserves to go through the trials of Gourmet Hell.

Infinite plains of fields, orchards, and pastures. Fruits, vegetables, and animals grow in an abundant, semi-managed ecosystem. Barns, farmhouses, and watchtowers dot the sea of green. It is a place of beauty. Beautiful people, beautiful nature, beautiful architecture. You might even see a true angel here, offering kind Visitors a way out without suffering. However, don't let the wonder of this place fool you; dig too deep, and you might find where all this food is going, and what happens to those who misbehave...

Denizens:

Visitors:

Plump, cheerful Visitors are the primary residents of this layer, as Fiends are barred from entering. Visitors who spend time on this plane find that any wounds or ailments, even chronic or genetic, heal quickly and naturally.

Fiends:

Fiends cannot exist here, as they will rapidly become regular Visitors once more due to the revitalization effect of this layer. They are also not allowed to come here at all, so there's that.

Aspirants:

Aspirants of this layer tend to be tasked with caring for those who recently arrived, or simply assisting the Daemons. The goal for them here is to have an extremely high approval rating. An Aspirant must be able to remain popular, even while driving the lazy and indolent.

Daemons:

Daemons of this layer are the kindest of all of them, and typically look more appealing than the others. They often resemble plants and animals that exist on Earth. Their job is simply to make sure things go smoothly. This task is often looked down upon due to the lack of experience the other layers' Daemons get that helps them become Aspirants.

Horrors:

Horrors are extremely rare on this layer, even more so than on others. A Horror usually comes here to relax and observe, but occasionally, they will greet a soul of great renown to the plane.

Layer 2: Gourmet Purgatory

Tenderization, Marinization, Fermentation

Purgatory is where the punishment, and thus preparation, begins. At this point, Visitors have usually been selected to become Fiends, as few have any reason to come here willingly.

Just below Gourmet Limbo, bodies rain from the dully glowing, crimson, churning sky, only to land in the Complex. Thousands of miles of procedurally generated rooms, roaming Daemons, fungal growths, and other Fiends, desperate for peace of mind or a way out. The roof is covered in camps where Aspirants provide rest and recovery, no matter how little it matters. The upper floors are filled with horrific traps that crush and perforate miserable, undying souls until they give up, at which point they are simply left to rot alive until they work up the will to keep going. The lights in the Complex stop working halfway down, leaving the Fiends blind, at the mercy of the Daemons, and grasping for any sign of a path down. Whether fortunate or unfortunate, they usually find their way into the bottom layer, which is divided into sections based on the specific marinade, brine, or dry rub in the area, where the Fiends will be battered and abused by monsters, forced to imbibe the torturous substances, and eventually, funneled down and sent to Gourmet Hades.

Denizens:

Visitors:

Visitors on this layer find that they find their way easily, and can see through the black as though it were bright as day, and the myriad of broken elevators work just fine for them. Traps don't trigger around them, monsters ignore them, and overall, the place just seems like a strange apartment building.

Fiends:

Fiends on this layer are usually soft and plump, with many brutal wounds and a gelatinous texture. They are the most fearful Fiends and desire nothing more than to escape this wretched layer in the hopes that the next one will be better. It will not be, but it will be closer to the end of their torment.

Aspirants:

Aspirants on this layer are tasked with providing hope and encouragement to the Fiends. They carry candles in the dark, provide wine and a shoulder to cry on, and give the Fiends the will to keep going. An Aspirant must be ready to face an endless, pointlessly cruel multiverse with kindness.

Daemons:

Daemons on this layer reset traps and rearrange rooms with the wave of a hand. Their specialty is the manipulation of the area, and they are tasked with the endless torture of the Fiends. This is usually a relatively early job for fresh Daemons, as the tasks are simple: thrash the things until they give up.

Horrors:

Horrors are sometimes seen on this Layer. Fickle as they are, there is no guarantee that they will hinder or harm anyone. Sometimes they just watch.

Layer 3: Gourmet Hades

Boiling, Rendering, Butchery

This is where the Horrors start their work, picking and choosing Fiends directly to drag away to Pandemonium.

The orange sun boils this entire ocean. When Fiends are cast down here, they find themselves in blinding brightness and are either left to the whim of the sea Daemons or broken on the isles of cast-iron that dot the steaming, bubbling, scum-covered water. Those who spend too much time in the light will find the fat in their body sizzling, melting, rendering down into hellschmaltz, which, of course, attracts Daemons. The best hope a Fiend has for a prolonged existence is to join a township or board a regular ship, both of which are capable of defending themselves and hiding from the heat, if barely. Pirates roam these seas, searching for Carcerice, a freezing metal that evaporates after a week of sun exposure and is more valuable than platinum here. Aspirants hide and sell both Carcerice and food throughout the sea, forcing the Fiends to adventure and discover what this nightmare has to offer. Daemons roam beneath the soup, however, and they will flay, dismember, debone, dice, and gut any Fiends they find.

Denizens:

Visitors:

Visitors are not common on this layer. Its nature is difficult to tolerate even for those immune to its effects. It's always hot, the ground is too hard to relax on, and food is sparse even with the heavy discounts Visitors receive from Aspirants.

Fiends:

Fiends on this layer are usually crispy and lightly browned through Mayard reaction and/or somewhat melty-looking due to a combination of the boiling water and being carved up and put back together so many times. They often lack eyes, as they no longer need them and the sun would blind them either way. Fiends from this layer are some of the boldest of all of them, actively seeking ways to improve their situation.

Aspirants:

Aspirants of this layer are always well-dressed, unaffected by the heat of the sun due to their chests of ice shipped up from Gourmet Carceri. Their task is, once again, to provide hope. They act as nobles on this ocean, trading and gifting resources to the sizzling Fiends. An Aspirant must be generous, but still able to sustain themselves. They must be stewards of the world of the Horrors.

Daemons:

Daemons of this layer take the form of surreal sea monsters, often with built-in weaponry for cutting and carving up Fiends. Here, their job is not just to cause damage to Fiends, but to cause terror, to drive them to fight back.

Horrors:

Horrors on this layer usually resemble horrifying gods of the Depths, and they drag unlucky Fiends away into the abyss, all the way down to Pandemonium. Some Fiend settlements perform sacrifices to appease the Horrors in trade for some protection from the Daemons.

Layer 4: Gourmet Pandemonium

Frying, Steaming, Baking

From here on out, Horrors become extremely common. This is the realm where Horrors execute their visions on the wretched Fiends whom they drag away to this layer of Hell.

The sky boils black, with beams of yellow light occasionally piercing the underside of the ocean of Gourmet Hades above. The cast-iron islands are revealed to be the tops of viewing platforms with deadly heat beams that will rapidly bake Fiends until they can no longer move. This layer is almost completely dark, making it difficult to avoid the myriad hazards of this ever-sinking, ever-growing city. It is said that it was built by the mortals of Earth long ago, when Gourmet Hell was still a haven for gluttons, but not even the Horrors remember where the City of Screams originated from. Eclectic, hyper-dense, and filled with roaming Denizens, one must move from skyscraper to clay skyscraper in a desperate attempt to evade not just the bakebeams but the innumerable Daemons and Horrors that stalk the streets. The sewers are filled with roiling oil, and while more than a little unpleasant for the undying beings, they can be used to escape the other Denizens... assuming you aren't caught in a steam vent, blasting you to the surface. If you are lucky, you might find an Aspirant in one of the buildings, who might be willing to let you sell out your allies for weapons and armor. Although, should you be alone, an Aspirant is just as bad as any other Denizen...

Denizens:

Visitors:

Visitors on this layer are not allowed to leave the viewing platforms, under pain of Demotion. They are allowed to aim the bakebeams.

Fiends:

Fiends at this point usually don't "survive" further preparation. When caught, they are reduced to mere food. As a result, they resemble the Fiends of Hades greatly, although they are often crispier and more muscular. These ones are the most desperate, as they believe they are close to the end but can't find a way out. The confidence they built in Hades has been shattered, and they have mere months to live at absolute best.

Aspirants:

Aspirants on this layer are whistleblowers, tasked with bringing an end to as many suffering Fiends as humanly possible. Sometime this requires striking deals or setting traps to capture the

poor things, but usually they simply grab them and drag them out into the streets and blare a siren. An Aspirant must be ready to end a life if the pain of the world would be greater were it to be left alive.

Daemons:

Daemons on this layer usually seem to be the weakest and smallest, acting more as spotters and hunting animals than actual tormentors. They take on forms similar to distorted versions of urban wildlife, such as winged spiders the size of cats or hogs the size of cars. However, this is because the Horrors have plans for the Fiends...

Horrors:

Horrors are very common on this layer, although they are often hidden in basement kitchens where they can experiment in peace without having to worry about ill-fated rescue missions. If you see a Horror, you are probably on your way to Gourmet Rapture to be served.

Layer 5: Gourmet Rapture

Dissection, Judgement, Consumption

The final layer for about 99.9999% of Fiends. This is the final test, and it happens to be a taste test. If you fail, you will be reassembled and continue on your way. If you succeed, you have atoned for your impurity and may be reborn in Gourmet Limbo, free of sin and ready to be taken into the arms of God.

A large, gleaming city made with seemingly random architectural styles and buildings, nearly all of which are restaurants. It's always night, but a green moon and colorful neon lights shine on the city so that all can see with some clarity. Any sort of cuisine you can imagine can be found here. It's a lovely place, if you don't mind nightlife and the consumption of demihuman flesh...

Denizens:

Visitors:

Visitors on this layer are often very similar to the ones in Limbo: chubby, healthy, happy. The food might be the main draw, but this layer is the center of Gourmet Hell's culture, and there are numerous tour guides willing to help you find your way around for free. Also, the souvenirs are top-notch!

Fiends:

All Fiends on this layer have been utterly deconstructed into delicious food. Odds are, being consumed here will be the final torment before they may move on to whatever afterlife they deserve. Those in need of further consternation, however, are not so lucky...

Aspirants:

There are very few Aspirants on this layer. They are usually just taking a break from working on another layer, if they are. Most of those who live here are civil servants, doing menial labor that the Daemons are too busy to do. An Aspirant must be willing to do dirty work, even if it's boring, if that means that the world can keep turning.

Daemons:

Daemons of this layer are typically servers, bringing food from Pandemonium to Rapture. Many of them, however, are entertainers or simply, like the Aspirants, taking a break from work. Daemons often come to Gourmet Rapture to sleep, as it is the best place for them to live.

Horrors:

Horrors are the most common Denizens on this layer. Well, the most common ones that continue to live. They are in charge of judging the plates given to them and determining whether the soul inside should be allowed to reincarnate. They are typically jolly folk, almost humanoid in appearance, and they are the most likely Horrors to interact with Visitors.

Note: The rest is questionably canon. It makes me sad.

Layer 6: Gourmet Carceri

Freezing, Smoking, Corning

Layer Six is Hell with the big H. Truly, utterly agonizing. You can be stuck here for millennia, or even forever, waiting for a second chance at judgment.

Freezing, yet burning. Damp, yet bone-dry. The worst of both worlds. Fiends are stuck back together here, then simply abandoned. Miles and miles of frozen, smoldering grates and dessicated bodies, all thinking, all mad from pain and isolation, none moving.

Denizens:

Visitors:

There are no Visitors in Carceri, as not even divine protection makes this place worth going to. Even if you came to visit a Fiend, odds are you'll never find them, given the vastness of this space.

Fiends:

The Fiends on this plane look like a dried-out humanoid husk, but covered in black, smoky ice. It is rare that they move, as there is nothing to do on this layer, and any effort made to do so takes tremendous pain and energy. If they're lucky, they'll be remembered and brought back to be cooked and tested again. If they fail the second time, they will be dropped into Layer Seven.

Aspirants:

Aspirants on this layer are simply delivery people, moving Fiends back and forth. They live here for their entire employment, although there are only about 100 at a time down here. They are invisible to the Fiends and typically choose this task simply because it has the lowest requirements: stay here for 3 years, move a Fiend when asked, which will be uncommon. The only lesson here is endurance. Most Aspirants either give up or lose their minds with this task.

Daemons:

There are no Daemons in Carceri, as only Aspirants are insane enough to work here.

Horrors:

There are no Horrors in Carceri, as this is a storage space for Fiends. There is no reason for a Horror to come here.

Layer 7: The Great Wastes

Wasting, Decaying, Recycling

The Great Wastes. For the rare occasion when a soul truly doesn't deserve redemption. Mangled, broken, wasted. They rot here for as long as it takes for them to lose all individuality, and then they are dredged up to be put back into Gourmet Purgatory.

This place barely exists. It's about the size of an American football field, and covered in rotting food and broken plates. Cello music plays at all times, a gentle, hopeful tune, ever-changing, ever beautiful.

It is said that Gourmet Hell was created to be a sort of mercy, to protect mortals from eternal damnation. The Horrors shudder at the mere thought that there are places worse than this.

Denizens:

Visitors:

There are no Visitors in The Wastes. No one wants to be here.

Fiends:

The fiends here remain in the ruined state they were in when they were cooked again in Pandemonium. They remain in this state, fully aware, until they are almost nothing in body, mind, and soul.

Aspirants:

There is no more than a single Aspirant here at a time. Their task is to collect souls that are on the verge of fading into nothing, then ship them back to Purgatory to be shoved into a pile of beast flesh. Then they repeat their journey of torment once more. The Aspirant does not want to be here, but the Cellist doesn't move from its perch, so someone has to do this job.

Daemons:

There are no Daemons in The Wastes. No one wants to be here.

Horrors:

Exactly one Horror dwells in the Wastes, and it never leaves. It plays its cello to sing the Fiends to sleep, hoping that it can bring them some comfort before they repeat the cycle of torment. The Cellist has never stopped, and it never intends to.