

Chapter 1 : Journey to the World Under Ground

A journey to the world under-ground Item Preview remove-circle Share or Embed This Item. EMBED EMBED (for www.nxgvision.com hosted blogs and www.nxgvision.com item.

Construction began in and failed to finish more than two miles of tunnel before being scrapped 25 years later after the end of World War Two. While tours were offered in the past, it is no longer accessible. View Gallery

When our Cincinnati forbearers needed something done, they dug. If they needed to move materials and foment trade, they dug a canal. When they needed to chill their beer, they dug lagering cellars and tunnels to connect them. When they needed to pump the Ohio River for drinking water, they dug down feet into the floodplain and sunk massive steam engines there to do the work. And when the canal became a cesspool, they dug a subway – or, ya know, started to dig? Labor in the late and early was cheap and plentiful. As a result, industrialists and town officials had local workers dig, and dig, and dig – often for 12 hours per day, six days per week. All these underground laborers left behind an eclectic patchwork of eerie and exciting attractions, often literally right under our feet. Queen City residents and visitors alike should take the time to explore these underground marvels. For one, the Christian Moerlein Malthouse Tap Room sits atop cellars and sub-cellars, all dug by German brewers to chill their lager beer through the hot summers. Both the Brewing Heritage Trail and American Legacy Tours offer public tours of several other cellars and tunnels, including the defunct Jackson and Crown breweries. Two local artists even used a cellar under Union Hall for an immersive comic book experience. The MeSseD Tunnel Tour brings visitors into the cellar to read the eight-foot high comic book panels. Deep into the Cincinnati Water Works campus on Kellogg Avenue, the underground facility includes four 1,ton, foot triple expansion crank and flywheel steam engines. Tours run the first Saturday of each month and will take you down to five feet below the bottom of the Ohio River. Nearly years ago, the city built two miles of tunnel and six stations before initial funding ran out. Currently, there is no public access we had to work through a number of city officials to get access to just the Race Street station for photos , although local tour operators are petitioning the city with plans to make the space accessible, safe, and – perhaps, finally – open for business. Sign up for our newsletter and event updates

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Chapter 2 : A Journey Into The Eerie, Old, & Oft Forgotten Underground World Of Cincinnati | Cincinnati R

In Journey to the Underground World, Lin Carter is (as usual) channeling Edgar Rice Burroughs. In Carter's version of an underground world, an adventurer named Eric Carstairs meets up with a paleontologist named Dr. Potter who thinks he knows how to find a legendary land under the earth.

Notes written by Max are found inside the book. Trevor and Sean travel to Iceland to investigate. Hannah offers to help them climb the volcano. While the group is hiking up the volcano, a lightning storm forces them to take shelter in a cave. The cave entrance collapses, trapping them in what appears to be an abandoned mine. The trio rappel down a giant hole and ride on out-of-control mine carts, in which the tracks start to branch off in three ways. Hannah and Trevor save each other from dead-ends and Sean reunites with them. They reach the bottom of a volcanic vent filled with different varieties of crystals, including Diamonds, but learn the floor is actually Muscovite. Sean accidentally drops a diamond, which breaks the Muscovite, and they begin to fall towards the center of the Earth. The vent eventually becomes a water slide which drops them safely into a lake in the center of the Earth, which turns out to be a completely separate world contained within the Earth. The group starts seeking a way back to the surface. Along the way, they find evidence that someone had been there a hundred years ago. Trevor discovers that his brother died due to dehydration because of hot magma surrounding the center of the Earth. Further, they must reach the geyser within 48 hours or the water for the geyser will have evaporated. They build a raft and begin crossing the underground ocean, but soon encounter a pack of Xiphactinus. They use large branches and bats to hit them away, until a pod of Elasmosaurus attacks the Xiphactinus, allowing the trio to escape. Sean tries to hold on, but is blown away and separated from the two adults. A little Bio-luminescent bird guides Sean towards the river. Meanwhile, Trevor and Hannah decide to take a rest, but are attacked by Carnivorous Plants. Hannah is captured and starts being strangled by the plants. Trevor tears the plant that is holding Hannah by the neck out of the ground, and they continue towards the geyser. When they arrive at the river, Trevor calls out to Sean but gets no response. Trevor says he is going to look for Sean, but tells Hannah she should continue on to the geyser and save herself. Before he goes, Hannah kisses Trevor in case he does not return. Meanwhile, Sean has entered an arid, bone-filled area. When they get to a river, they find Hannah sailing a boat fashioned from the bottom jaw of a carnivorous dinosaur. They sail to a volcano with magma rising in its crater, but realized they missed the geyser that will get them back to the surface. Sean notices that the crater walls are wet. Trevor hears water flowing on the other side of the walls and sees that the crater walls contain magnesium. After he uses a flare to ignite the magnesium, the resulting water-magma collision triggers the geyser, shooting them up and out of the center of the Earth through Mount Vesuvius. When they fall, they accidentally destroy some of the vines in a vineyard. Trevor sees that Sean has many more diamonds in his backpack. Trevor hands Sean a book about another strange land, Atlantis: The Antediluvian World by Ignatius L. Sean reveals that he has brought the little bird back from the center of the Earth to keep as a pet. However, the bird happily flies away, possibly reproducing with other birds, thereby allowing its species, long extinct on the surface in the present day, to be reborn as a new strain.

Chapter 3 : Mundus Subterraneus: Journey To The World Underground,

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The settlers found the atmosphere very rejuvenating, and also build an artificial changing sun to light their world. Two balloonists, an American and an Englishman, discover this world. This feminist utopian science fiction novel was published in Topeka Kansas. Jack Adams listed as the author, was a pseudonym for A. Grigsby and Mary P. Lowe, both newspaper publishers. An underground Nome Kingdom is featured in several of the Oz books by L. Pellucidar is lit by a miniature sun suspended at the center of the hollow sphere, so it is perpetually overhead wherever one is in Pellucidar. The sole exception is the region directly under a tiny geostationary moon of the internal sun; that region as a result is under a perpetual eclipse and is known as the Land of Awful Shadow. This moon has its own plant life and presumably animal life and hence either has its own atmosphere or shares that of Pellucidar. The Russian geologist Vladimir Obruchev uses the concept of the hollow Earth in his scientific novel Plutonia to take the reader through various geological epochs. A deliberately tunneled-out Earth occurs in Charles R. It featured the adventures of a Tarzan-like character in a network of giant caverns beneath the Himalayas. The caves are ruled by a cowed magician and populated by primitive men, giant intelligent bats, giant warring ants and giant killer chickens. Coblentz posits an extensive populated network of caverns underlying the Basin and Range province in the North American southwest. In the Middle-earth books by J. Tolkien the kingdom of Angband and its predecessor Utumno are deep underground, under mountains called Ered Engrin; they are home to Orcs, monsters and Morgoth, the Dark Lord. Also, the Dwarves and even elves live underground – the underground realms of Moria and Erebor and cities like Nargothrond and Menegroth play a major role in the stories. At one point, the Lady of the Green Kirtle attempts to brainwash the protagonists into believing that the world above ground does not exist. Four boys in England get trapped in a cave by a landslide, and by following the cave, they encounter a forgotten civilization. Dark Universe by Daniel F. A post-apocalyptic science fiction novel where two clans live deep underground and are descendants from humans who escaped an old war. City of the First Time by G. British survivors of an atomic holocaust venture downward into the earth through a series of caves and encounter two other races, survivals of previous extinctions. Rucker claims in an afterword to have transcribed the novel from a manuscript in the University of Virginia library; the call number given is that of a copy of Symzonia. The Dark Elf Trilogy – by R. Salvatore was the first of the Forgotten Realms books to describe the underground world of the Dark Elves called the Underdark. This greatly helped popularize underground settings in fantasy RPGs. Reliquary by Douglas Preston and Lincoln Child features an underground civilization of humans beneath Manhattan. The novel Abduction by Robin Cook includes the concept of a third world under the sea called "Interterra. Underland by Mick Farren has the vampire hero Victor Renquist traveling to a hollow Earth populated by Nazi scientists, subjugated proto-scientific lizard people, and a fungus addicted race of sub-vampires. The City of Ember and its sequels by Jeanne DuPrau describe a city built underground to survive a nuclear holocaust. The Underland Chronicles – by Suzanne Collins tells the story of a war between the humans and the rats in a location under New York City called the Underland. Tunnels is the first of a series of books by Roderick Gordon and Brian Williams, taking place in a hollow Earth with an interior sun, in which multiple civilisations exist within and beneath the crust. Metro and Metro by Dmitry Glukhovsky are post-nuclear-apocalyptic novels which describe the last remaining humans fighting to survive in the metro system underneath Moscow with the surface being too irradiated for humans to survive. In the center of this Hollow Earth is a small, red sun. Trade paperback 1 B. Hollow Earth and Other Stories of the comic book series Bureau for Paranormal Research and Defense by Mike Mignola, creator of Hellboy , contains the short story Hollow Earth, where the team journeys into great caverns inside the Earth inhabited by Hyperborean people and fantastic machines. Much of the story is spent discussing many of the varying Hollow Earth concepts mentioned above. First believed to be the hollow interior of the Earth, Skartaris was later revealed to be a parallel dimension. The Marvel Comics features several underground

empires in Subterranea ruled by villains like the Mole Man or Tyrannus. The webcomic Overcompensating referenced Hollow Earth theories in an August strip. Super Dinosaur has shown Earth to be a planet with a planet on the inside. The webcomic Mare Internum follows the adventures of two scientists trapped in the underworld of Mars. The short feature Superman and the Mole Men postulated a race of little people living inside a hollow earth. The film was later reconfigured into a two-part TV episode called The Unknown People , with most or all explicit references to "Mole Men" being excised. The film Unknown World is the story of a small crew in a drilling vehicle exploring for a refuge from nuclear war, and finding great caverns at tremendous depths. Research" explaining the history of Hollow Earth theories. The film " THX " is an American science fiction film set in a dystopian future in which the populace is controlled through android police officers and mandatory use of drugs that suppress emotion, including outlawed sexual desire. The film What Waits Below depicts the discovery of a lost race of albino-skinned beings. The animated film Atlantis: The Lost Empire , has the protagonists discovering the survived ancient civilization of Atlantis in the depths of the Earth. The film City of Ember is the survival story of a fantasy underground city. The anime film Patema Inverted features a civilization that lives in a system of tunnels and caverns deep underground. They fall for hours before finally reaching the center, which is hollow. The Spider Riders series of books and anime take place in an "Inner World" inhabited by humans and intelligent insects. The anime series Gurren Lagann is initially set in an underground civilization. The Japanese anime Gaiking: Legend of Daiku-Maryu has the protagonists spend much of their time in a hollow Earth called Darius, home of an empire of humanoids that are currently amassing a force to invade and conquer the surface world. The French cartoon Les Mondes Engloutis known in English as Spartakus and the Sun Beneath the Sea involves protagonists descending through a maze of underground caves into a subterranean world of different space and time, inhabited by various peoples. Sanctuary has a Season 3 storyline that deals with Helen Magnus and her team finding and visiting Hollow Earth. In Detentionaire , the main antagonist of the series known as "His Eminence" is from a long lost race of ancient reptilian humanoids who retreated beneath the earth and lay dormant for thousands of years. In The Hungry Earth and Cold Blood , Series 5, episode 8 and 9, in the British series Doctor Who takes place in an underground city populated by Silurians, lizardmen who want to have their earth back. In Justice League Unlimited , Series 3, episode 3. Their skills consist of an immunity over the time and disease as well as a complete control of their bodies, but they are weak to sunlight. The deepest region of the Darklands, known as Orv, consists of a series of caverns referred to as Vaults roughly the size of surface nations, home to a variety of alien environments, creatures and cultures. The Ascension , the Hollow Earth exists as an alternate reality, but virtually all ways of accessing without magic have ceased to exist in the modern age because people no longer believe the Earth could be hollow. Tower of Eternity , the world of Atreia used to be a hollow planet with the Tower inside it, connecting the northern and southern hemispheres together, providing light and heat to the creatures living inside of the planet. The video games Dragon Age: Origins and The Elder Scrolls V: Skyrim both feature a subterranean city, along with other subterranean caves. Arx Fatalis takes place almost entirely in an underground setting. Avernum , and its predecessor, Exile , are set in a nation based in an underground cavern system originally used as a penal colony. The role-playing game Breath of Fire: Dragon Quarter for the PlayStation 2 console is set entirely in an underground world, where the main characters try to reach the surface. The browser-based game Fallen London , as well as its roguelike spin-off Sunless Sea , are set in an alternate history in which Victorian London is now located a mile beneath the surface, in an enormous cavern colloquially referred to as the "Neath" dominated by a large subterranean ocean. In the roleplaying game Undertale , the character falls into the Underground, a subterranean realm which serves as the setting for the game. The Underground is populated with a society of monsters which were banished there by humans. It may refer to a subterranean location, but the lyrics themselves are ambiguous. Science Babble, on their album Membrane" has a song "Rock Bottom" revolving around hollow earth theory Other celestial bodies[edit] Subsurface fiction may also be set on other planetary bodies: The most common example of a hollow body other than Earth has historically been a hollow Moon. A breathable interior atmosphere allowed various SF writers to postulate lunar life including intelligent life in spite of scientific observations of the uninhabitability of the Lunar surface. The subgenre largely died out following the actual

Moon landings. The role-playing video game Septerra Core takes place on an eponymous world with seven separate layers, similar to the theory of Edmund Halley. The planet Naboo in Star Wars has a "hollow core," but it is filled with water. In the Star Trek: The Original Series episode "For the World Is Hollow and I Have Touched the Sky", there is a hollow, artificially created, planet-shaped spaceship whose inhabitants falsely believe that they are living on the surface of a planet.

Chapter 4 : Journey to the Underground World by Lin Carter

Fantastic adventures at the center of the earth await a penniless Norwegian student after he plunges into a bottomless hole in a cave. Niels Klim discovers worlds within our own--exotic civilizations and fabulous creatures scattered across the underside of the earth's crust and, at the earth's.

A Journey To The Underground Waterworld of Samar Posted by asanasadsijames on July 27, As I scan through the internet after hearing an invite about an exploration of the caves of Samar, I found a trove of pictures of foreign explorers on their cave suits than the locals of my country. There, I knew it was popular but why to most of the foreigners? It piqued my curiosity and opened up to many questions. What is it about the caves that many foreign travelers and enthusiasts put their lives on the line just to explore the wonders beneath the surface of Samar? They travel far enough and even cross the vast oceans of the Pacific and the likes in hopes to have great adventures that will carve memories of the lifetime. Until recently, after my 4 days of venturing into the deep caverns of Samar, I found my own answers. Warm and beaming smiles of the local children welcomed us on that day. We took some photos and selfies together then they guided us to the registration area of the barangay. Fun and innocence painted all over their faces as we exchanged smiles and sweet gestures together. After we enlisted our names on the guestbook, our group then commenced our trek to an uphill and mostly downhill adventure. We bid goodbye to the local children as they were waving and smiling back at us. We started a little before 9 in the morning but the heat felt like on a scorching afternoon. Breathtaking sceneries and vistas resemble somewhat like at the peak of Mt. Tapyas in Coron, Palawan with a view of dozens of neighboring islands and islets, and of course, the pale blue bay of Samar. The trail is composed of tall cogon grasses and an array of coconut trees. I remembered our Mt. Minandar adventure with these nostalgic setting of flora. Then the uphill trek opened to a wide plantation of pineapples at the end. Minutes after, we took the downhill trail of loose soil and thick woods just along the plantation until we reached a riverbed. Dubbed as the most beautiful cave in Samar, I level down my expectation just to set an unbiased anticipation for this adventure. Overall suited up, gears on and orientation are done, we stepped into the darkness once again. The foul stench of bat feces and piss saturated the damp air. Varying sizes of speleothems decorated the low ceilings of the caverns and the cave floors. We docked and almost crawled our way in. Thus, the chamber to chambers. A huge stalagmite cloaked with glittering white crystals stands at the center of the chamber with wide feather-like flowstone joined on both sides resembles a heavenly being that seems silently guarding the chamber itself. Heaven as I called this chamber because everything around is white and shining wherever our headlamps touched. We were all stuck in awe and wonder. The gap between its walls are not more than 3 meters wide and the ceilings are so high that our headlamps barely touched up high. We walked on a sandy trail and discovered several natural pools along the way. As we were getting deeper into the cave, the sound of the gushing waters got louder and louder but there are no signs of a river or stream. Still, the exploration continued until we stopped where one of our guides was preparing ropes and carabiners for rappelling. One by one, we carefully rappelled down through these tiny crevices of the rocks and then secured a safe spot in a chamber while waiting for the whole team of explorers to regroup. The atmosphere down here is more moist and colder and the gushing sound of the waters was at its loudest. From where I sit, I can feel the cold damp air brushing against my face. I can even see my breath fogging with every moist of the air. Inside the chamber was a hill of boulders and sand, and a whole lot of washed up logs and leaves. Down below is a river sandbar floating above the water. As an avid water baby, I got excited when I think of exploring this underground waterworld. They said that the presence of water system inside a cave is an indication that the certain cave is alive. But in the case of those brave explorers, it is never favorable for having water inside a cave. Harm and danger come along for those who wished to explore inside. As soon as the whole team had rappelled down, we then prepared our safety vests for swimming through these canyons. Despite everyone being good swimmers, safety vests are still essential in exploring these canyons and rivers. With our safety vests on, we commenced our 2-hour laborious hiking and swimming in these canyons. A cascade of waterfalls fascinated me and my friends. It was surrounded by glittering rocks of same kinds bath

in cold waters. The adventure soul inside of me is as excited as the waters jumping off of the waterfalls. We followed the canyons upstream. We started off by hiking, jumping, and swimming through the underground canyons and pools. It started up a little laborious activity but thanks to the cold waters that acted as a cooling element to our bodies. I was in bliss during this exploration. Swimming and frolicking in the dark waters inside this cave is never a hassle for me but a pure adventure. These narrow tunnels seem like manually labored and carved by humans but the truth is, it has been shaped by strong and constant currents over thousands of years. It really is a wonderful masterpiece of Mother Nature. The slow flowing of current washed off our exhaustion as we clawed onto sharp rocks. Boredom never took over the atmosphere with these buddies with me. After an hour of marveling and fascination, we reached the dead end on a deep pool where cave divers can access through underwater tunnels. Sadly, this is the end for us and we headed back downstream. On its low ceilings are some baby stalactites that are about to be as huge as the ones we usually see inside a cave but after thousands of years of course. These stalactites are called soda straws; resembling from its appearance to a straw. We carefully crawled our way inside the mud chamber. The muds are so soft and squishy to touch even with our gloves on. As per sir Joni, the mud in this chamber have healing properties and are good for the skin. After hearing those words, we friskily rolled and smeared our faces with mud like we were still children playing on the dirt. All our faces were covered with mud, as well as our cave suits. Moments later, we headed back to the river to wash off the mud and dirt on our faces and cave suits. Through the dark tunnels and finite light we had, we still enjoy the activity to the fullest. We reached the waterfalls again and soaked our body for the last time. We took some time leaning on the rocks of the waterfalls to have that back massages by the cold waters rushing in. After clawing our way up on the rabbit hole, our lunch was already waiting for us. We had humba for our meal to regain our strength for the next activity. After a few gulps and burps, we commenced the last level of this activity. Up to the upper level, we go! We climbed over some terraces to find numerous cave pools and waterways ahead. It never gave us a disappointment for this upper level holds the most beautiful collections of speleothems inside the Lobo Cave. Along the uneven ground, we found some of the strangest formations of speleothems lying on the floor. Some of it can be expressed in an explicit and vulgar way if you have a wild imagination to comprehend its structures. On some corners of the cave may find several flowstones that are like glittering icebergs trapped underground. A chalice-like rock formation mostly decorated the cave floor and dozens of jellyfish-like chandelier stalactites are beautifully hanging on its ceilings. The waterways are donned with numerous uneven depths of cave pools of varying sizes and shapes. Cliche as may sound but the photos that have taken did not give justice to any of our eyes had laid. Also, we did not miss the different kinds of cave-crawlers and cave-dwellers inside but one of these creatures took the spotlight for its own. Sir Joni showed us a thread-like thing hanging cautiously on the cave walls of Lobo Cave. This journey seems like a field trip of both geology and zoology classes but on a different kind of level. We went back to the main chamber and find our way to the exit. The last tunnel is composed of sandy trail similar to the waterway of the Grand Canyon. It ended on a stream of lukewarm water and we swam until we saw the light from the exit. Still, nothing beats the heat of the afternoon sun after indulging ourselves for hours inside the cave. Bathing ourselves under the heat of the sun never bothered us. We needed our bodies to warm up after soaking in the cold waters of the cave for almost half a day. At the end of this dried up riverbed awaits our ride floating on the winding strip of emerald green waters, meandering and feeling its way to civilization. These dugout canoes were already prepared by our porters from the outside waiting us. The calm waters of the river made our ride so soothing and relaxing. I almost fell asleep but never shut my eyes just to witness the beauty of this river. The calmness and stillness of the river made a natural mirror that reflected and doubled the beauty of the rural life of Samar. On a sandy shore up ahead where families of local people are enjoying the afternoon glow of the sun. They showed how life in the province is so simple yet genuinely beautiful. Such a simple gesture but that put up beautiful curves on our faces.

Chapter 5 : Journey to the Underground World (Eric Carstairs of Zanthodon, book 1) by Lin Carter

A Key Into the Language of America, or an Help to the Language of the Natives in That Part of America, Called New-England Together, With Briefe Observations of the Customes, Manners, and Worships, &C.

There are five entrances all well hidden , and once an entrance has been located, entering the Underground World is easy; getting back out is difficult. To get down without a flyer, the easiest way is to use a Parachute or Terror Bird. A flying mount is required to be able to pass freely between the Underground and the surface without building a very lengthy ladder or structure. The journey to the Underground itself can be perilous as each of the passageways into the Underground World have their own challenges to overcome. Once inside, a sprawling cavernous ecosystem emerges with forests, waterfalls, and dinosaurs. Along the ceiling surrounded by stalactites floats a warm, miniature sun. A large sea contains plenty of Pearls , Oil , and Trilobites for Chitin. Metal and Crystal is in abundance here along the cave walls, and Obsidian can be found at the end of the lava entryway. Unlike other caves, this underground world is not under the 6x damage multiplier. Entrances[edit edit source] However, official servers have flying disabled in caves, so players will be forcibly dismounted when flying in here. Flying in this entrance is permissible on official servers, however caution and Parachutes are advised. This is one of the entrances that flyers can access, and one without water. The other one is the Ruins entrance. Underwater entrance at the bottom of a river. The underwater entrance at The journey consists of a long cave with dangerous heights, narrow passageways, and deadly creatures. You will have to crouch at a point in this journey, so bringing large mounts is not advised, as they will be trapped. Flooded entrance in some ruins. The flooded entrance at Swim straight to the bottom of the water filled pit in the ruins. There should be a passageway at the bottom directly in front of you that will lead you to a waterfall that flows into the underground sea. The journeys are a daring, perilous jump from the surface straight into the sea of the Underground World. The sea itself is filled with many vicious Mantas you should avoid contact with. Additionally try to avoid any Ichthys that you may encounter, as whilst they may not directly attack you, their huge numbers and inquisitive nature can lead to up to 20 encircling you. This completely inhibits your movement, wasting your stamina, and leaving you at the wrath of the Mantas. If encircled the best course of action is to swim downwards, and hug the ocean floor for a short while, then return to the surface. Avoid the ledge that juts out on your way down the shafts; erroneously jumping into that will probably kill you. Swim along the path until you come to an underwater temple of a monkey. At that point turn right, stay low, and hug the right wall until you find another path branching off. Follow that path and it will let you out in the Lake of the Underground World. Watch out for Anglers during this swim. This entrance was added in PC patch This is one of two entrances where players can go back and forth between the Underground World and the surface on foot. There will be a staircase up and a hole in the wall beneath that. The staircase leads to a potential loot crate spawn, so it may be worth checking, but the hole in the wall is the way towards Underground World. After walking through the hole in the wall, you will find a crystal cave. Continue going forward through this cave, being careful not to fall off the pathway however, if you have at least two parachutes , you can parachute off the pathway, turn around, and then parachute down again for a shortcut to the Underground World. Once you pass through the crystal cave, it will open into a much larger, flooded cave with some more ruins in the center, with some stairs going down into the water on the left. Jump down into the water and swim counter-clockwise around the ruins. Swim all the way down and hug the right wall until you find a path that branches off to the right. At this point, simply follow the cave until it lets you out into the lake of the Underground World. Climb down the stairs and follow the left wall. You will be led into a cave with lots of stalagmites on the ground. Follow it to the end and you will arrive in the Underground World. This path is much shorter than path 1 and requires almost no swimming, but the final cave typically has a very large amount of Araneo , Arthropluera , Onyc , Pulmonoscorpis , and Titanoboa.

Chapter 6 : Place in the World-under a big tree! – FeelPurple

*A journey to the world under-ground. By Nicholas Klimius. Translated from the original. A new edition. [Ludvig Holberg] on www.nxgvision.com *FREE* shipping on qualifying offers.*

Rivers[edit] There are six main rivers that are visible both in the living world and the underworld. Their names were meant to reflect the emotions associated with death. This river circles the underworld seven times. It is associated with the goddess Lethe, the goddess of forgetfulness and oblivion. In later accounts, a poplar branch dripping with water of the Lethe became the symbol of Hypnos , the god of sleep. According to Plato , this river leads to the depths of Tartarus. The Cocytus is the river of wailing. Oceanus is the river that encircles the world, [9] and it marks the east edge of the underworld, [10] as Erebus is west of the mortal world. Entrance of the underworld[edit] In front of the entrance to the underworld live Grief, Anxiety, Diseases, and Old Age. On the opposite threshold is War, the Erinyes , and Eris. In the midst of all this, an Elm can be seen where false dreams cling under every leaf. The souls that enter the underworld carry a coin under their tongue to pay Charon to take them across the river. Charon may make exceptions or allowances for those visitors carrying a certain Golden Bough. Charon is appallingly filthy, with eyes like jets of fire, a bush of unkempt beard upon his chin, and a dirty cloak hanging from his shoulders. Although Charon embarks now one group now another, some souls he grimly turns away. Across the river, guarding the gates of the underworld is Cerberus. There is also an area where the Judges of the underworld decide where to send the souls of the person – to Elysium, the Fields of Asphodel, or Tartarus. Asphodel Meadows[edit] The Asphodel Meadows was a place for ordinary or indifferent souls who did not commit any significant crimes, but who also did not achieve any greatness or recognition that would warrant them being admitted to the Elysian Fields. It was where mortals who did not belong anywhere else in the underworld were sent. It was ruled over by Rhadamanthus , and the souls that dwelled there had an easy afterlife and had no labors. Most accepted to Elysium were demigods or heroes. Normal people who lived righteous and virtuous lives could also gain entrance such as Socrates who proved his worth sufficiently through philosophy. When a soul achieved Elysium, they had a choice to either stay in Elysium or to be reborn. If a soul was reborn three times and achieved Elysium all three times, then they were sent to the Isles of the Blessed to live in eternal paradise. Those who received punishment in Tartarus were assigned by the other gods seeking vengeance. In Greek society, many viewed Hades as the least liked god and many gods even had an aversion towards him, and when people would sacrifice to Hades, it would be if they wanted revenge on an enemy or something terrible to happen to them. Persephone is abducted by Hades in his chariot. Persephone krater Antikensammlung Berlin Persephone was abducted by Hades, who desired a wife. When Persephone was gathering flowers, she was entranced by a narcissus flower planted by Gaia to lure her to the underworld as a favor to Hades , and when she picked it the earth suddenly opened up. When Demeter found out that Zeus had given Hades permission to abduct Persephone and take her as a wife, Demeter became enraged at Zeus and stopped growing harvests for the earth. To soothe her, Zeus sent Hermes to the underworld to return Persephone to her mother. However, she had eaten six pomegranate seeds in the underworld and was thus eternally tied to the underworld, since the pomegranate seed was sacred there. The Homeric Hymns describes the abduction of Persephone by Hades:

Chapter 7 : A journey to the world under-ground by Ludvig Holberg

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We wonder at the great popularity of the writer in the north of Europe, while we contemplate him through so uncertain a medium" - The Literary Gazette "There are numerous passages of very felicitous extravagance, and good moral instruction. Similarly the illustrative quotes chosen here are merely those the complete review subjectively believes represent the tenor and judgment of the review as a whole. We acknowledge and remind and warn you that they may, in fact, be entirely unrepresentative of the actual reviews by any other measure. The Journey of Niels Klim to the World Underground begins with young Niels Klim returning to Norway in after graduating from the University of Copenhagen -- and finding his academic training and fine degree not much help in embarking on any specific career. A student of "natural philosophy" -- science, essentially --, he continues his explorations, traveling all about and eagerly venturing even: And down and down: Eventually he finds himself on the surface of the planet Nazar, a subterranean world merely six hundred miles in circumference. One of the first things that happens to him is that a bull charges at him and he tries to escape by climbing up a tree: The Journey of Niels Klim to the World Underground includes most of the usual stranger-in-a-strange-world motifs and features, from the protagonist learning about and adapting to his new environment to him exploring more of this world to him even settling down in it and becoming part of it -- before being spit out, and finding himself back home again. How he is seen and where he might fit in after he has studied and tried to prove himself is typical of how different expectations are, as he is judged to be of competent docility, and extremely quick of apprehension, but of so weak and uneven a judgment that he hardly merits to be considered as a rational creature, much less to be admitted to any important office in the government. Indeed, his only truly admirable attribute is the speed with which he can get around: So Klim is appointed messenger to the king -- which at least gives him an opportunity to see more of this world. From the fact that it is prohibited to publicly dispute: The system of justice and the general attitudes at first often seem peculiar, but Holberg quite cleverly uses them to spotlight real-world inadequacies and inanities , from academia to politics. In traveling around, Klim is exposed to other worlds and systems: He helps conquer the neighboring Tanachites and is even made emperor, but though initially hailed enthusiasm in his rule and his actions quickly diminishes -- but at least that eventually leads him back to the real world, twelve years after he fell out of it. The Journey of Niels Klim to the World Underground is more inventive than many similar novels that have a protagonist travel to a strange world, and much of it is very cleverly and entertainingly presented. As is often the case with such texts offering contemporary social critiques, Holberg can get carried away with how many directions he and his Klim go in, making for a novel that begins to feel a bit ragged and strained after a certain point. Without the specificity modern novels demand -- the mobile trees, for example, are simply a given, and their biology and anatomy left almost entirely unaddressed -- Holberg nevertheless presents a largely satisfying picture of these worlds, the vagueness entirely appropriate though strict realists may well be annoyed by it. Orthofer, 7 February

Chapter 8 : Greek underworld - Wikipedia

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Chapter 9 : The Journey of Niels Klim to the World Underground | work by Holberg | www.nxgvision.com

In Ludvig Holberg, Baron Holberg. Nicolai Klimii Iter Subterraneum (; The Journey of Niels Klim to the World

Underground).Niels Klim, originally written in Latin and published in Germany (by its Danish publisher, who wished to avoid censorship), was translated into Danish in