CONTENTS.

CHAPTER I.

Journey to the Unknown, or "Dreaded Land"—Sylvia Island—Lupton
Channel—Jones's Tower—As Buttersty—Cape Daly—Hummocky Ice—
Ancient Piles of Stone Discover a new Channel—Dr. Kane's Channel—
Immense number of Seals—Extensive View — Davis's Straits—Resolution
Island, and high Land to the North—Sudden appearance of a Steam-ship—
Mount Warwick—Return Journey—Mode of making Traces and Walrus
Lines—Note-book Lost—Its Recovery—Ancient Dwellings of Innuits—Rapid
Journey back to the Ship—Dangerous Travelling—Ice breaking up—Safe
Arrival on Board—Means of sustaining Life in these Regions . Page 1

CHAPTER II.

An Excursion to the Whaling Dépôt—Passage across Field Bay—Singular Mode of capturing Seals—Chapell Inlet—Cross to Frobisher Bay—Great number of Pieces of Limestone—Boat Trip to Bear Sound—Velocity of the Tides—Immense number of Ducks and Wild-fowl—Eggs obtained in abundance—Return to Rescue Harbour—Stop at French Head—Corpse of John Brown still there, and unmolested—Arrive on Board—Musquitoes—Ugarng's Influence and Character—A Love Affair—Little Ookoodlear and the Outcast E-tu—An unnatural Father—A Child left deserted on a solitary Island—Procures Food by catching Partridges with his Hand—Lives a Hermit Life for Months—Is rescued by chance Visitors—Ugarng's generous Prolection.

CHAPTER III.

The "George Henry" free from her icy Prison—Dog "Smile" capturing a Seal-Fresh Fish caught—A Walrus-attack on the boat—Islands in Frobisher Bay—Innuit Diseases—Consumption—Return trip through Lupton Channel—All the Ics disappeared—Great Heat—Travelling over broken Ice—Dangerous Leape—The "Rescue's" Ghost—Superstition of Sailors—Ice-floes pressing on the Ship—Mate Rogers—Ancidents of his Trip up the Bay—Author's Plans for exploring—Leaves the Ship—Takes up his abode with the Natives—The