apply to Bubastis the eulogy made to the Egyptian scribe of the city of Rameses. Few towns have, I believe, contained in their temple as many statues of this king. It is likely that a good number of those which have been discovered are only usurpations, but others belonged undoubtedly to him; and if we reckon all that has been destroyed during centuries, one cannot help being surprised at the great number of his images which he took pleasure in raising. Evidently Rameses II, must have taken his abode there repeatedly, as well as his son Menephthah, the king of the exodus. There also the worship of Set was in great honour.

At a short distance from his favourite residences, especially the last, Rameses could see a strange nation, the Hebrews, who had peopled the land of Goshen, and as they increased greatly in number had extended much beyond in the Wadi Tumilat and towards the south. This foreign race had not amalgamated with the natives, and one may well understand that its rapid increase would inspire some apprehension to the pharaoh who during a long time had struggled against the Eastern Asiatics. Therefore, he attempted to employ them in the numerous works with which he covered the country. The Bible describes in the following words the fear which overtook the pharaoh: 1 "And he said unto his people. Behold, the people of the children of Israel are more and mightier than we: come on, let us deal wisely with them; lest they multiply, and it come to pass, that, when there falleth out any war, they join also unto our enemies, and so fight against us, and, get them up out of the land. Therefore they did set over them taskmasters to afflict them with their burdens. And they built for Pharaoh treasure cities, Pithom and Raamses."

Of these two cities there is one, Raamses, of which we do not know yet the exact site. Pithom has been discovered, and we know the description of the city in the construction of which the Hebrews were employed.

On the south side of the fresh-water canal, which runs

¹ Exod. i. 9.