



THE HIGHLIGHTS



NUNNERY QUADRANGLE

It is a complex made up of four palaces located on different levels, surrounding a courtyard. Its name was given by the colonizers due to its resemblance to old convents. The Quadrangle rests on a rectangular platform over four meters high and 100 meters on each side.



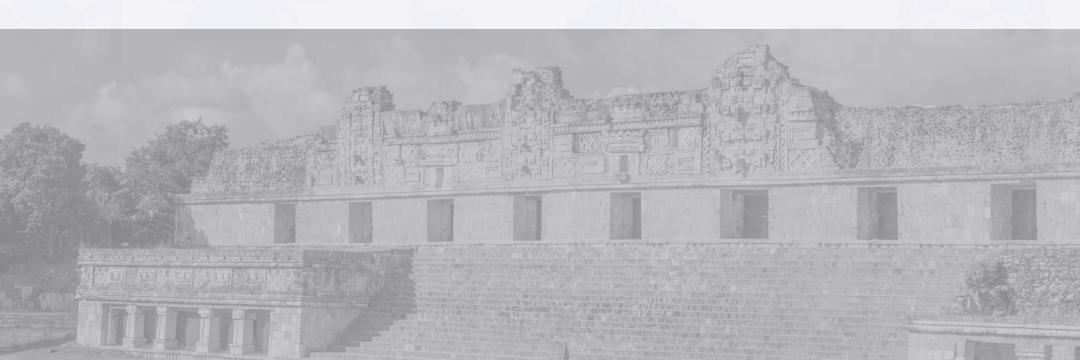
THE DOVECOTE

This structure features very notable crests that resemble a dovecote, hence its name. The crests are formed by nine stepped triangles resting on a row of about 40 pillar-like niches. The surfaces of the crests also have carved figures.



PYRAMID OF THE MAGICIAN

This pyramid stands over 30 meters tall, and its oval shape and smooth surface make it a unique structure. The grand building features five temples, situated at different heights and constructed in different periods. To reach the last temple, at the top, one would have to climb 150 steps.



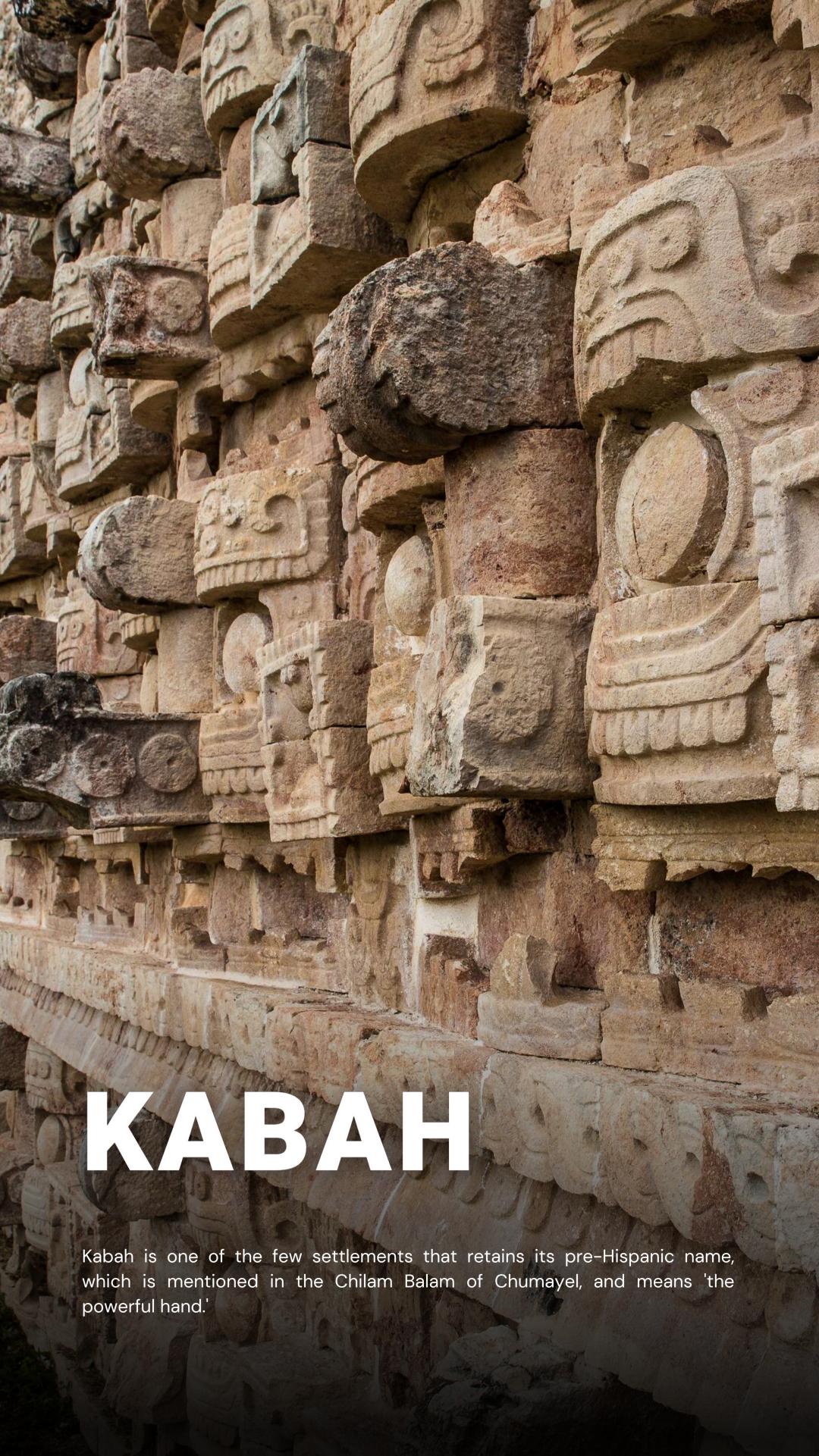
THE LEGEND OF THE PYRAMID OF THE MAGICIAN

The legend says that a sorceress found an egg and kept it in her home. One morning, she found the broken shell and discovered a child who had emerged from it. She took care of the child as if he were her own son. Although the child did not grow much in size, he spoke and behaved like an adult. The sorceress was convinced that her son was destined to be a great governor, and she encouraged him to challenge the current governor to take his place.

The governor, thinking he was very clever, accepted the challenge. For the dwarf to assume the position, he had to complete three tasks. The first was to build a long, straight white stone road. Faced with this impossibility, the dwarf turned to his mother, who advised him to ask the governor to lay the first stone. With great effort, the governor placed the large rock, and then the dwarf placed the second stone, followed by the effect of a spell that completed the sacbé, the road connecting Uxmal to Kabah.

Furious, the governor set a test he thought was impossible. This time, the dwarf had only one day to build the tallest house in the city, and if he succeeded, the governor would spare his life. Sleeping in his tears, the dwarf awoke on the largest pyramid in Uxmal, once again saved by the sorceress's spells.

With no other option, the governor challenged the dwarf to a contest of breaking cocoyoles (cocoa pods) on their heads; whoever could endure it would become the governor. The sorceress rubbed her son's head to protect him before the battle. The governor, very clever, started first but with no success; the cocoyoles did not hurt the dwarf, and he began to fear for his life. After the third cocoyole, the governor died from a head injury. Thus, the dwarf fulfilled his sorceress mother's expectations and was proclaimed governor of the city of Uxmal.

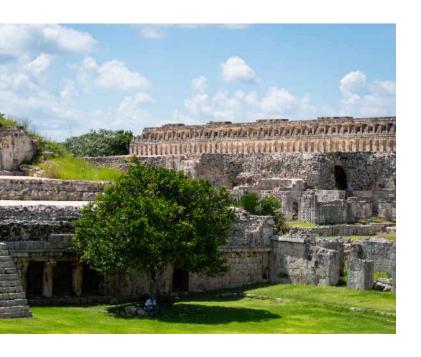












Kabah is an archaeological site located in the Puuc Region on the Yucatán Peninsula. Its significance is notable as the city's name is mentioned in the Chilam Balam of Chumayel.

It is commonly assumed that sites in the Puuc Region date from 600 to 900 AD, but it is undeniable that places like Kabah date back at least to the Early Classic period. One of the outstanding features of the area is the convergence of architectural styles, as despite being located in the Puuc Region, elements of the Petén and Chenes styles can be seen. Chronology: 600 BC to 1000 AD. Main chronological period: Late Classic: 600 to 1000 AD.

The Codz Pop is the most important structure and has the highest degree of restoration. The word pop has several meanings, including "mat," while codz refers to the coiled shape of the nose of the god Chaac, represented in 250 stone masks carved along the entire width of the western facade of this building. It should be noted that pop also has connotations related to high hierarchy or divinity and is the name of the first month of the Maya calendar.

The building is located on the western side of a large platform, preceded by a plaza. In this plaza, there is a secondary structure where hieroglyphic inscriptions were discovered, interpreted as glyphs and emblems of Uxmal and Kabáh, as well as the name of Chaac attributed to a lord of Uxmal.



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