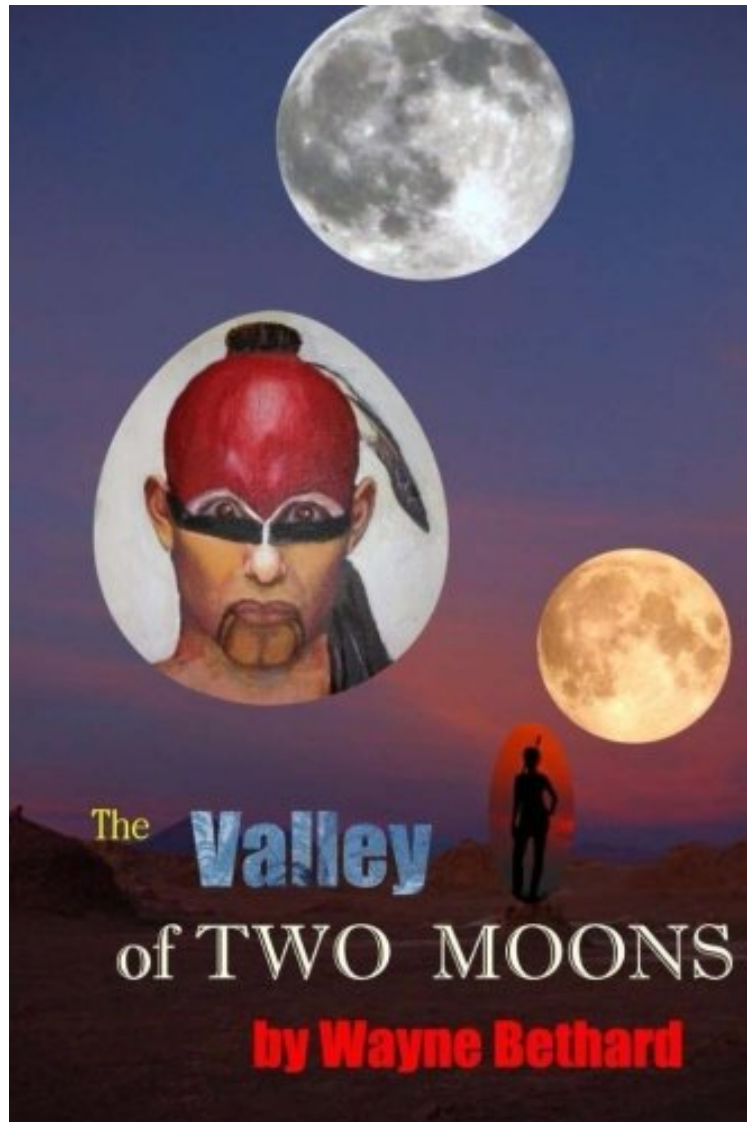


#7892602 in Books Bethard Wayne 2014-01-28Original language:EnglishPDF # 1 9.00 x .53 x 6.00l, .58
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Wayne Bethard

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The Valley of Two Moons

Wayne Bethard : The Valley of Two Moons before purchasing it in order to gage whether or not it would be worth my time, and all praised The Valley of Two Moons:

0 of 0 people found the following review helpful. Very interestingBy ColleeneIt taught me a lot about my Ancestors that I didn't know other wise. It was very interesting and the story was well told.0 of 0 people found the following review helpful. Spellbinding Drama for the Young or MatureBy Denzel Holmes, Western novelistLittle Catipo, frail and bullied by his Quapaw fellows, is saved from sure death or enslavement by the wise medicine man, Watanka. Catipos mother is taken captive for enslavement by the British and Chickasaw. Aha! I see a plot developing.Watanka

sends Catipo on a Vision Quest and he receives special powers. When he meets a girl, Mi, who also has the power called Mahke or Upper World. They find out from Watanka that one other person has Mahke power, an evil Chickasaw, or Blood Head, chief. Each recipient has different Mahke. The plot thickens? Bethard seizes the opportunity to hone Catipos powers. These are Instant Transport or downwind in time; healing of the sick; blue light electrical power to destroy through touch, and night vision. During this journey Bethard gives us many lines of wisdom for right living. Ill cite one. Destiny is a cruel and callous process wrought with thorn and hardship. He constantly weaves in drama such as the meet up with the crude Kansi tribe who live without moral code. Lessons for young readers are abundant. Catipo and Mi win a battle with the Brits and Chickasaw but with great losses on each side. Catipo agonizes that if he hadnt fought his people would become captives but they would be alive. On the multi-purpose journey there are three travelers: Catipo, Mi, and a simple minded old friend, Ishu. Catipos powers do not heal Ishus afflictions but enable him to gain and grow. He develops perfect recall and proper speech. They rescue Catipos mother but she dies from the abuse of captivity. Catipo broods and sets out for vengeance. The antagonist Wesa, who also has powers, is two persons, one a reasonable Chickasaw leader, the other unspeakable evil. Their meet up is a runaway of fantastic upper world powers. Bethards engaging characters include a loveable little red stallion Thunderfoot. He laces romantic tenderness, high conflict, suspense, philosophy, fantasy, and resolution leaving the reader wanting more. And surely more will come. These storybook heroes are too intricately carved to leave on a shelf.

Young Catipo of Taposa never thought of himself as a hero. Smaller than others his age, shunned by his elders, and looked down on for his meekness, he dreamed of someday becoming a great Quapaw warrior. Under the wing of an old medicine man he's chosen to receive the gifts of the upper world and sent on his own Journey Quest to acquire the tools to achieve his life's goal. During a mission to rescue his kidnapped mother he teams up with another hero blessed by the Gods. Together they confront the dastardliest of all enemies, the devil himself.