

Starfinder For Beginners

Planisphere and Starfinder is a practical guide to finding your way around the night sky. It demystifies astronomy and introduces basic stargazing techniques, enabling you to find and recognize objects with ease. A section on the Solar System shows you how to observe the Moon, planets, and other bodies such as comets and asteroids. It also gives advice on looking at eclipses and meteor showers. The central section of the book is a detailed guide to the constellations. Each entry in the guide is illustrated with a clear star chart, supported by graphics that show where in the world the constellation can be seen and explain the symbolic meaning of its star pattern. The key features for observation are presented in an accessible list supported by advice on how best to observe them. The final section is a month-by-month guide to the night sky. A double-page spread for each month highlights the features on view, while a large-scale chart shows you where to find the planets and a table of special events lists the dates of Moon phases, eclipses, and the best times to see the planets.

A step-by-step guide to knowing the night sky. Find northern hemisphere constellations easily by starting small and expanding your knowledge. This guide is meant to be taken outside! Read the instructions, and follow along with the stars. The only equipment necessary: your eyes and a clear night. Each lesson builds on knowledge learned in previous lessons, and students of the stars will become comfortable and confident in

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their ability to identify northern hemisphere constellations accurately.

Starfinder lays out the universe clearly, highlighting the signposts in the sky and explaining the cosmology of the stars. Discover the wonders of the night sky with up-to-date information about the universe, including monthly charts to both the northern and southern hemisphere, and a section on observing the Moon, planets, and other bodies of the solar system.

A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever... This volume of Starfinder Adventure Path launches the Dead Suns Adventure Path and includes: * "Incident at Absalom Station," a Starfinder adventure for 1st-level characters, by Robert G. McCreary. * A gazetteer of Absalom Station, by James L. Sutter. * Magical relics inspired by the lost planet Golarion, by Owen K.C. Stephens. * An archive of new alien

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creatures, by Jason Keeley and Robert G. McCreary. * Statistics and deck plans for a new starship designed just for the player characters, plus details on a new planet in the Codex of Worlds, by Robert G. McCreary.

"Open Game License version 1.0a"--4th unnumbered page.

A basic guide for beginning observers of the night sky, introducing information on the locations, names, and characteristics of stars.

This special edition has been designed specifically for aspiring astronomers living south of the equator. This book explores the planets, stars, galaxies and nebulae observable from the southern hemisphere. Not only does this book illustrate how to observe, it also shows how each object appears through a small telescope!

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find: * In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world, and more. * New playable alien races, from

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undead Eoxians to Castrovellian plant-people. * New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts. * A codex of themed NPC stat blocks to help Game Masters create vivid encounters. * New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion. * Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

Battle or befriend more than 100 weird and alien life forms in this creature collection for the Starfinder Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to extraterrestrial predators to massive spacefaring organisms capable of battling starships. Inside this book, you'll find rules and ecological information for creatures from across the known worlds, plus exotic alien gear, complete magical polymorphing rules, and more. A robust selection of template grafts gives you the tools you need to populate any planet with environment-appropriate fauna, and racial rules for many of the new species let you be the alien! Want to play an intelligent, multi-legged centipede? An emotionless, mask-wearing mollusk? An uplifted bear? Explore the limits of your galaxy and your game with Starfinder Alien Archive 2! Perfect for stargazers and armchair astronomers of all ages, CONSTELLATIONS is a beautifully illustrated, fascinating guide to all 88 constellations, including an illustrated star map for each. In CONSTELLATIONS, award-winning astronomy writer Govert Schilling takes us on an unprecedented visual tour of all 88 constellations in our night

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sky. Much more than just a stargazer's guide, *CONSTELLATIONS* is complete history of astronomy as told by Schilling through the lens of each constellation. The book is organized alphabetically by constellation. Profiles of each constellation include basic information such as size, visibility, and number of stars, as well as information on the discovery and naming of the constellation and associated lore. Beyond details about the constellation itself is information about every astronomical event that took place or discovery made in the vicinity of the constellation. In the constellation of Cygnus (the Swan) we encounter the location of the first confirmed black hole. A stop at Gemini (the Twins) is a chance to say hello to the dwarf planet Pluto, and in Orion (the hunter) we find the location of the first identified gamma-ray burst. Stunning star maps throughout the book by acclaimed star mapmaker Wil Tirion show us the exact location of every constellation, the details of its structure, as well as its surrounding astronomical neighbors.

Describes the constellations and explains how to locate them in the night sky, provides monthly star charts, and discusses lunar and solar eclipses

With the discovery of an uncharted, resource-rich, and uninhabited planet in the Vast, several factions begin a joint settlement effort, and the heroes are given the chance to be the scouts and administrators of one such charter. As they explore the surrounding wilderness and grow their new settlement, they must contend with all manner of problems, from wild animal attacks to dissatisfied settlers. And the planet holds

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mysteries beyond counting "Planetfall" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Horizons of the Vast Adventure Path, a six-part, monthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes a new system for expanding a fledgling settlement on a new planet, a player's guide, and a selection of strange alien creatures. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more

For fans of J.K. Rowling, Rick Riordan, and anyone who ever wanted to be a sorcerer, Sorcery for Beginners is part novel, part "For Dummies" guide to magic, and every bit a fun, fast-paced adventure.

The sun, moon, stars, and planets have been a source of wonder and fascination for as long as humans have inhabited the earth. In Sky Gazing, a highly visual guide to observing the sky with the naked eye, kids aged 9–14 will delve into the science behind what they see, whether they live in a dark rural setting or under the bright lights of the city. Exploring astronomical objects and events, this captivating book takes young

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readers on a tour of our solar system and deep space beyond, with explanations of how objects like Earth's moon were formed and the "why" behind phenomena such as eclipses, northern lights, and meteor showers. Curious sky gazers will discover how to find and observe planets — no binoculars or telescopes required! — and star charts will guide them in spotting constellations throughout the seasons and in both hemispheres while they learn about constellation myths from cultures around the world. Activities include tracking the cycles of the sun and moon and observing the sky during daylight hours or on a cloudy night, while astronomer profiles and sidebars on space technology and current issues such as light pollution help ground kids' discoveries in the ancient and enduring science of studying the sky.

For anyone who's ever looked at the night sky and wanted to know more about the galaxy around them, *The Practical Astronomer* offers a comprehensive guide to discovering and understanding the mysteries of the solar system and beyond. Illustrated with specially commissioned photography and artwork, and using clear, easy-to-follow text, *The Practical Astronomer* takes you on a step-by-step journey from the basics of what can be seen with the naked eye from your own backyard, to how you can view more distant objects such as the planets of the solar system, and even galaxies far, far away. The book opens with an explanation of the fundamentals of astronomy, detailing when, where, and how to look at the night sky. It goes on to cover the necessary equipment and clothing that the amateur astronomer needs, reviewing

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optical equipment such as binoculars and telescopes, how they work and how to use them. A special section focuses on photography and covers the "how-to's" of capturing beautiful images of what you see. The Practical Astronomer aims to foster an awareness and understanding of what you're looking at-be it a planet, star, or asteroid. Different sections are devoted to looking at how the night sky changes, whether that's because it's viewed from a different place in the world or at a different time of year. Star charts and detailed maps of the night sky are included to aid budding astronomers in their quest to know more about this fascinating subject.

The discovery of a series of millennia-old ruins sets off a chain of events that puts an ancient titanic spacecraft on course to the Pact Worlds. When the vessel-which belongs to an evil, warmongering civilization long thought dead-begins destroying all other ships in its path and attacking important resources to increase its power, the heroes must rescue millions of lives from destruction and find a way to stop the ship and all aboard it. Will the heroes be triumphant? Or will the alien species take the Pact Worlds as its new home and conquer the galaxy? Rescuing a xenoarcheological team on a distant, frozen world from weather gone haywire, the heroes unearth more than they bargained for as an ancient ruin rises from the ground and kicks off a series of events that could change the face of the galaxy forever. The tower contains secrets of a warlike civilization thought long dead and is strangely connected to small moon in the Pact Worlds. Returning to explore a previously unknown facility under the moon's surface

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that threatens to overheat and destroy all life there, the heroes learn that the moon is signaling a gigantic alien craft, drawing it toward the system with lethal intent! "Waking the Worldseed" is a Starfinder Roleplaying Game adventure for four 13th-level characters. This adventure begins The Devastation Ark Adventure Path, a three-part, monthly campaign in which the players stop the threat of an ancient alien civilization in Starfinder's first high-level adventures! This volume also includes a gazetteer of the moon of Hibb and a selection of deadly threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Discover the wonders of the Universe with this complete introduction to observing and understanding the night sky. This practical guide explains and demystifies stargazing, teaching you to recognize different kinds of objects and showing you how they move through the sky over the course of the night and the year. It shows you how to understand and enjoy the cosmos, building your practical astronomy skills from the basics to more advanced techniques. Beginning with an explanation of the Universe itself - how big is it, what shape is it, how old is it, and

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will it end? - it then takes you on a tour around the night sky, building up your knowledge in simple stages. Practical advice begins with naked-eye observations, then illustrated step-by-step instructions show you how to set up and use binoculars and telescopes, and how to take your own pictures of the night sky. It also lets you take a closer look at the different objects you can view in the night sky, telling you how to train your eye to recognize basic patterns of stars (constellations) and how to tell planets apart from other celestial bodies, showing you how to observe them in an innovative step-by-step way. An atlas of the night sky is also included, with charts that can be used in both the northern and southern hemispheres throughout the year. Accessible, inspirational, and authoritative, *Stargazing for Beginners* will enthuse and inform anyone who wants to expand their knowledge of the night sky.

This is an introductory guide to the night sky, from the Royal Observatory Greenwich. Offering complete advice from the ground up, *Stargazing* is the perfect manual for beginners to astronomy, introducing the world of telescopes, planets, stars, dark skies and celestial maps. Discover how to tackle light pollution, how to stargaze with just your eyes, and what equipment is best for beginners. This book explains the best ways to plan your stargazing experience and the keys things to look out for on specific dates throughout the year. With

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seasonal star charts, constellation charts and facts about our Solar System, Stargazing is packed full of useful information and guidance for both the Northern and Southern Hemispheres. Bridging the gap between human curiosity and the need for scientific expertise, Stargazing allows a complete novice to understand our place in the cosmos and enjoy the beautiful and extraordinary wonders of the night sky.

Explains what can be seen in the nighttime sky, how to identify constellations, and how to observe the moon, planets, and other bodies of the solar system. Pick up the handy visual guide and find out what you'll need to get started and when to look for stars, plus explore a complete introduction to the Solar System. Use the interactive planisphere to navigate the entire sky any time of night, throughout the year. Plus, 44 double-sided cards and a mini torch reveal how to identify each constellation, with hints and tips on special features to look for in each formation.

Reach for the stars Stargazing is the practice of observing the night sky and its contents - from constellations through to planets and galaxies. Stars and other night sky objects can be seen with the naked eye, or seen in greater numbers and in more detail with binoculars or a telescope. Stargazing For Dummies offers you the chance to explore the night sky, providing a detailed guide to the main

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constellations and also offering advice on viewing other night sky objects such as planets and nebulae. It's a great introduction to a fun new hobby, and even provides a fun way to get the kids outside while doing something educational! Gives you an introduction to looking at the sky with binoculars or a telescope Offers advice on photographing the night sky Without needing to get your head around mind-bending theories, you can take part in some practical physics If you're looking for easy-to-follow guidance on getting to know the night sky, Stargazing For Dummies has you covered.

You'll be seeing stars all year round in this dazzling guide to the night sky. This comprehensive reference ebook shines bright with crystal-clear month-by-month charts of the planets, stars, and constellations in the northern and southern hemispheres. The Night Sky Month by Month features specially-commissioned artworks and stunning photography introducing the main attractions to spot every month, including bright stars, key constellations, and meteor showers. You can get started with ideas for the best equipment to use and top tips for budding beginners and amateur astronomers alike. Then see for yourself how views of the night sky change dramatically depending on the location and time. Soon you'll be navigating the night sky for yourself, following the paths of the planets, tracking the phases of the Moon, and preparing for special celestial events. Get

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ready to find your place in the Universe with the ultimate night sky atlas.

StarFinder for Beginners Starfinder The Complete Beginner's Guide to the Night Sky Dk Pub

Have you ever wondered if there are seasons on the moon or if space tourism will ever become commonplace? So has Dr. Maggie Aderin-Pocock. In fact, she earned her nickname “Lunatic” because of her deep fascination for all things lunar. In her lucidly written, comprehensive guide to the moon, Aderin-Pocock takes readers on a journey to our closest celestial neighbor, exploring folklore, facts, and future plans. She begins with the basics, unpacking everything from the moon’s topography and composition to its formation and orbit around the Earth. She travels back in time to track humanity’s relationship with the moon — beliefs held by ancient civilizations, the technology that allowed for the first moon landing, a brief history of moongazing, and how the moon has influenced culture throughout the years — and then to the future, analyzing the pros and cons of continued space travel and exploration. Throughout the book are sidebars, graphs, and charts to enhance the facts as well as black-and-white illustrations of the moon and stars. The Book of the Moon will be published for the 50th anniversary of the moon landing.

The complete beginner's guide to navigating the night sky Star clusters, nebulae, galaxies and

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all 88 major constellations are now within reach with Planisphere and Starfinder. Stargaze through the year using the removable planisphere and month-by-month guide to the night sky, illustrated with beautiful photographs, clear charts and diagrams. Practical astronomy has never been easier as you're shown how to recognise simple signposts in the night sky using the naked eye, binoculars or telescopes.

Upgrade your science fantasy heroes like never before with the Starfinder Character Operations Manual! Explore the bounds of futuristic roleplaying with three brand-new character classes forged in a worldwide playtest--the biohacker, the vanguard, and the witchwarper--or add depth to your spacefaring adventures with expanded rules and new options for existing races and classes, as well as new themes and archetypes, plus feats, equipment, spells, and more! Whether you're creating a studious biohacker with a knack for pharmaceuticals, bending the laws of reality with an enigmatic witchwarper, or simply looking to teach your grease-stained mechanic a few new tricks, the Starfinder Character Operations Manual is a must-have companion to the Starfinder Core Rulebook, Paizo's award-winning science-fantasy roleplaying game. Open up infinite worlds of possibilities with the Starfinder Character Operations Manual! Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions, strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this

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is what you want? – Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

From the author of the bestselling book *50 Things to See with a Small Telescope*, this colorful edition explores the constellations with young readers, guiding them to dozens of galaxies, nebulae, and star clusters. Every page features a helpful "telescope view," showing exactly how objects appear through a small telescope or binoculars. While a member of the Mount Diablo Astronomical Society in California, John Read taught thousands of students how to use telescopes and explore the night sky. Now, he's sharing this knowledge with you! Even without a telescope, this introduction to the night sky is essential for every child's collection.

On any clear night, the night sky offers an ever-changing display of fascinating objects, visible to the naked eye: stars, constellations, bright planets, the moon, human-made satellites, and sometimes even meteor showers or the International Space Station. With gorgeous high-definition imagery and a wealth of charts, graphs, and infographics, readers will find here what is visible in the night sky at various times of the year and from what locations around the world. They will learn what additional objects they can see with the help of telescopes, binoculars, and sky maps. Also featured are skywatching terms and night sky observing tips.

This charming exploration of the night sky -- featuring a star finder and glow-in-the-dark

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stickers -- which has more than a quarter of a million young astronomers enjoying the night sky in countries around the world, is now completely revised and updated. A Child's Introduction to the Night Sky is the perfect introduction to the always fascinating world of astronomy. Children ages eight and up will find out what astronomers have learned (and are still discovering), what astronauts and scientists explore, and what they can find by gazing up into the sky at night. Author Michael Driscoll explains how stars are born, the achievements of the great scientists, the history of space exploration, the story of our solar system, the myths behind the constellations, how to navigate the night sky, and more. Whimsical color illustrations throughout and handy definitions and sidebars help engage younger readers and develop their interest. Also included are a nifty star finder tool and fun glow-in-the-dark stickers.

In this thrilling kick-off to the new Fly Free or Die Starfinder Adventure Path, a crew of scoundrels, rogues, and misfits finds it hard to survive in a galaxy where everyone has a price. Targeted by a crime boss and his army of enforcers, preyed upon by

Hired to transport supplies to a new Pact Worlds colony in the Vast, the heroes discover that the Azlanti Star Empire has invaded and occupied the colony with a small military force. The heroes must liberate the colony from its merciless oppressors, only to learn that the Azlanti have taken both an experimental starship drive and one of the colonists--an old friend of the heroes--back to the Star Empire! "The Reach of Empire" is a Starfinder Roleplaying Game adventure for four 1st-level characters. The adventure begins the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes a gazetteer of the Pact Worlds colony of Nakondis, a collection of new starships and starship options used by the Imperial Fleet of

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the Azlanti Star Empire, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The Pathfinder Roleplaying Beginner Box includes: a 64-page Hero's Handbook, a 96-page Game Master's Guide, a 16-page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

Still on the heels of the Devourer cult, the heroes head to a distant, uncharted star system, where they find the ruins of an ancient alien city floating in the atmosphere of a gas giant. Exploring the ruins, they encounter the degenerate descendants of a highly advanced species that once controlled the alien superweapon the heroes are searching

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for. Through the legends and superstitions of these savage aliens, the heroes can piece together clues to the superweapon's hidden location and the key to unlocking its power--an impossibly huge megastructure that the Cult of the Devourer is intent on seizing! "The Ruined Clouds" is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from alien worlds. Each bimonthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweepingscale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more! The Ruined Clouds is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from

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alien worlds.

Turn your eyes to the skies for this starry-eyed spectacular! Take this practical page-turner on your out-of-this-world adventure to experience cosmic wonders, key constellations, and intergalactic information. Includes crystal-clear visuals, easy-to-read maps, and top tips, you'll have no problems navigating the starry night with this indispensable guide. Discover the most important constellations visible in the Northern Hemisphere, read the amazing stories behind each constellation, recognize the constellations of the zodiac, and experience the Milky Way as never before. Learn how to spot planets, galaxies, and nebulas in our Universe, as mind-blowing patterns in the sky are revealed in unprecedented detail. Star Finder! is the complete guide for aspiring astronomers and rising stars everywhere.

A richly illustrated guide to the myths, histories, and science of the celestial bodies of our solar system, with stories and information about constellations, planets, comets, the northern lights, and more. Combining art, mythology, and science, What We See in the Stars gives readers a tour of the night sky through more than 100 magical pieces of original art, all accompanied by text that weaves related legends and lore with scientific facts. This beautifully packaged book covers the night sky's most brilliant features--such as the constellations, the moon, the bright stars, and the visible planets--as well as less familiar celestial phenomena like the outer planets, nebulae, and deep space. Adults seeking to recapture the magic of youthful stargazing, younger readers interested in

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learning about natural history and outer space, and those who appreciate beautiful, hand-painted art will all delight in this charming book.

Aimed at absolute beginners, this book will help you to locate and learn the constellations using the brightest stars of Ursa Major and Orion as signposts. More than that, the book also details:

- *Key astronomical terms and phrases
- *The brightest stars and constellations for each season
- *The myths and legends of the stars
- *Fascinating stars, star clusters, nebulae and galaxies, many of which can be seen with just your eyes or binoculars
- *An introduction to the planets, comets and meteor showers

If you've ever stopped and stared at the stars but didn't know where to begin, these signposts will get you started on your journey! Praise for other books by Richard J. Bartlett:

"Would recommend, nicely laid out and easy to follow sky guide. Sensible and clear advice. I have a small scope and this books helped me enjoy it much more." by Dan M., on January 30, 2016 reviewing "Easy Things to See With a Small Telescope"

"This is my third book from Mr. Bartlett and this one is as good as the others. I recommend it to all the beginners in my astronomy club." By Darren C. Bly on August 15, 2015 reviewing "2016: The Night Sky Sights" "Lots of wonderful information. A great reference guide and easy to follow. Every star gazer should have one with them" - By janine on November 18, 2015 reviewing "2015 An Astronomical Year" "This is a superb book, well laid out and easy to follow even if you are a complete novice or keen astronomer." by mr Fletcher on October 26, 2014 reviewing "The Astronomical

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