



Me, Kamilla in a nutshell...

Author, Speaker and Joy Stoker

- **Author of *The Questory of Root Karbunkulus***, a magical adventure series for ages 10 and up.
- **Published** in Owl magazine **when I was eight years old** = the coolest thing ever!
- Studied Theatre Arts in College, which led to more than a few **years on the road writing and performing live theatre** in lots of shiny and not so shiny venues across Western Canada.
- Became the **youngest person to hold the position of Artistic Director for a professional theatre company**...worked my butt off, writing & directing five shows per year but it was way worth it!
- **Founded and operated a half million dollar production company**
- **Became an unemployed single mum in one hard-hitting fell swoop. Started over. Literally.**
- **Wrote most of my books while in the cancer ward lobby**, waiting for my mum...or during 4:30am adrenaline rushes
- **Author of *Joy. En route***. After my 'Dark Night of the Soul' I emerged happier than I'd ever been and, being a life-long searcher of truth and meaning, I wanted to share my journey in the hopes that others would find inspiration for creating joy in their lives.
- Believe that **Happiness is not just a whim but a duty**...for the good of humankind
-

Let's Get Together and Feel Alright...

Here we are. I am at your disposal. We can talk about anything you like!

And not only that but I can bring props and costumes and a wicked video! And I'd be thrilled to do book give-aways! You name it, I'm so there for YOU...

...

Here are some fave faq's t'get them wheels turnin'...

You have a background in theatre. What have you learned from acting/directing/writing plays that has helped you in crafting fiction?

Theatre definitely helped me develop a solid grasp on natural dialogue, which I think is very important. Also, as a playwright/director I gained the confidence to admit when something really sucked; I learned the essential craft of re-writing.

You are often compared to JK Rowling. How does that make you feel?

Theatre definitely helped me develop a solid grasp on natural dialogue, which I think is very important. Also, as a playwright/director I gained the confidence to admit when something really sucked; I learned the essential craft of re-writing.

What made you choose to write children's books?

The moment when Charlie opens the wrapper and finds the last Golden Ticket. I will never forget that...ever. I was soooooo excited for him...and me! How lucky was I to be able to 'win' with him and go to Willy Wonka's Factory!!

The power of that moment never left me. Nor did the magic of that book.

I can think of no greater joy than having a kid break away from the backyard, popsicle and dirt still smeared on his face, feet flopped over the couch...getting goose bumps from the words I've written. Glory.

More Fave FAQ's....

How do you make yourself stand out in such a saturated market?

Gosh! Well, I've done a few things, like a really cool website and book trailer and a super fun interactive tour. But in the end you just have to trust and hope the story speaks for itself.

This feels like a story just waiting to be made into a film. Do you have ideas about who you would like to play various characters?

People say that all the time. I think it's because I write very visually. But, yeah, I would love to see Root Karbunkulus on the big screen! That'd be soooo amazing! I have no idea who I'd like to play the kids' roles but I would die to play one of the aunts myself...LOL!

Are you a disciplined writer? What is your working style?

Yeah, I'd say I'm pretty disciplined. I get up most days at around 5am, go for a Dog-Jog and then get to writing. I love writing in the quiet of the morning when I feel most refreshed and in tune with myself and my work.

Do you like to outline and plot ahead, or are you more of a stream-of-consciousness writer?

I absolutely have to work out all the plots and sub-plots ahead of time. So, before I even started book one I had to work out every major plot point and every main character's arc for all six books first. Sometimes I have no idea what the event specifically will be, only that something has to occur that will plunge so-and-so into emotional turmoil or great joy or even death...that sort of thing.

What made you decide to publish independently?

Coming from a background of film and theatre, it seemed perfectly natural to look at publishing as an independent project as well. I was a bit naïve and learned early on that the publishing industry, the traditional one was not very open to this sort of thing...But, I've always had an entrepreneurial spirit and just kept at it. Things are shifting quite a bit now... the internet and Ebooks are forcing the old system to sit up. There's been no better time for writers to pursue their dreams. But, it takes a ton of work and determination.

and From the Kids...

WOW!!!!!!

Your book is sooooo



awesome!!

Best in the World

On the edge of my seat the whole time!

Your new #1 Fan!!

Amazing to the extreme!

Took my breath away!

LOVE UR BOOK!



Illuminate me...

Step right up, friend and grab yourself a cup 'o Chorm...I'm gonna Root-ify ya! Let's start at the start, shall we....

The Questory of Root Karbunkulus is **a magical adventure, a race, a game...a deadly mission...all rolled into one.** Actually all rolled into six. Books that is.

Ever done **a scavenger hunt**? Y'know, where you and your team get your list of items to seek...a leaf, an elastic, a pop can...and you're set loose into the neighbourhood to find 'em. And if you bring 'em all back first, you're the total reigning champions! Woohoo!- Dibs on the cake!

Well, what if it wasn't a measly neighbourhood hunt you were in, but a Magisterial Treasure Quest, where the items to find were **cool, magical ancient artifacts** and you were set loose, not into your own back alleys but in **a whole new magical land called DréAmm.** Swee-eet. That's what **feisty fourteen-year-old Root Karbunkulus** thinks when she gets her official invitation. Finally, a chance to escape her brutal garden-raiding career and the giant 'L' on her forehead.

Thankfully, Root's teammates are pretty cool. Lian's brainiacal tendencies can be annoying but always handy. And Dwyn? Well, charm and looks go a long way. At any rate, they're better than the competition, namely Kor Bludgett, the rotten jerk who deserves a fist to his rotten jerk face. And Hilly Punyun, who has a tiara for each day of the week. **One thing is certain. Actually five things are: cheating, frauding, scamming, hoaxing and gossiping.**

But as each of the artifacts is found, and teams are dwindled down to six, then five, then four and so on....and the pressure to win begins to overshadow even the coolest of minds...**things unravel. Dark things.** Root begins to suspect a lot more going on than some so-called innocent treasure hunt. There's something strange about these items they're seeking, some sort of mystical connection. Not only that, Root is sure that the Murklord, Kakos is also trying to find them. And being that he is the evil dude responsible for DréAmm's greatest, bloodiest, most horrific wars this can't be a good thing. Maybe that's why the adults are now whispering a lot more and....woah... bribing teams!? What the....!?! Can anyone be trusted anymore? It's all become so creepy. And **way more dangerous than it was supposed to be.** But how can Root quit when, for the first time in her life she has purpose and importance and, best of all...friends!

Within each race for one of the artifacts, Root peels away the layers of DréAmm's rich history, an epic backdrop of war and power. She discovers, to her horror that she is **not a player in an innocent kid's race but a pawn in a vicious adult game that will stop at nothing to win. Including murder!**

MWAH HA HAHAAHAAHAAH!!!!!!

Loads of DOWNLOADS

Download **picts of me.**

[Click here](#)

And check out these **videos** too...

[Click here](#)

they're pretty cool



Trailer is available on

http://www.youtube.com/watch?v=Plgo1wS_0JI

Interview is available on

<http://www.youtube.com/watch?v=b8RA1nKJUU>

Book Launch is available on

<http://www.youtube.com/watch?v=TA-b7DAfZrQ>

Trailer is available on

<http://www.youtube.com/watch?v=Si0gPBvoHE>

And don't forget your **book excerpt!**

[Click here](#) for MIIST, BOOK1

[Click here](#) for QUILL, BOOK2

Miist

Anxious to prove there's no 'L' on her forehead, fourteen-year-old Root Karbunkulus is determined to lead her team to finding all six mystical treasures of DréAmm. Not even all the cheating, frauding, scamming, threatening and hexing that run rampant in the race can stop her. That is until something strange starts happening. Something dark and terribly, terribly wrong...

Ebook ISBN - 978-0-986-67412-9

Print ISBN – 978-0-9866741-0-5

Quill

With only six teams left to compete in the Magisterial Treasure Quests, the Valadors set out again, this time seeking the powerful HaloEm Quill. But nothing prepares them for the evil they face this time around. And Root begins to realize that they are not players in an innocent kids' race but pawns in a vicious game that will stop at nothing to win. Including murder!

Ebook ISBN- 978-0-986-67413-6

Print ISBN – 978-0-9866741-1-2

...

Author

Kamilla Reid

mail@kamillareid.com

780-475-6193

<http://www.kamillareid.com>

<http://www.thequestory.com>