




## **The Call**

*Peadar Ó Guilín*

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# The Call

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Imagine a world where you might disappear any minute, only to find yourself alone in a grey sickly land, with more horrors in it than you would ever wish to know about. And then you hear a horn and you know that whoever lives in this hell has got your scent and the hunt has already begun.

Could you survive the Call?

## **The Call Details**

Date : Published August 30th 2016 by Scholastic

ISBN : 9781338045611

Author : Peadar Ó Guilín

Format : Hardcover 312 pages

Genre : Science Fiction, Dystopia, Fantasy, Paranormal

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## From Reader Review *The Call* for online ebook

### Lori says

A fairy tale. One where the Fae play with people like Sid Phillips plays with toys. Well, as harmful and destructive, but they seem more alien. (Sid is Andy's sociopath neighbor in *Toy Story* if you're not up to speed on children's movies.) Along the lines of:

As flies to wanton boys are we to the' gods,  
They kill us for their sport.  
—King Lear Act 4, scene 1, 32–37, William Shakespeare

It's a genre blend of fantasy, horror, and folklore. A contemporary setting with Ireland as a cursed land cut-off from the rest of the world. Every teen is transported to the fairy world of the Grey Land for three minutes. Children train aggressively in preparation for the ordeal, but most return dead, grotesquely rearranged, or appear intact, but... Nessa is a decidedly odd and oddly likable heroine. A warrior stuck with the frail flesh of a 14-year old girl, who was permanently disabled by polio. The kindest people regard her as hopelessly doomed. But, she faces the inevitable challenge, which not even the strongest survive.

I realize fantasy horror with the grotesque parallel world of the Sidhe fairy race isn't for everyone. And, post-apocalyptic dystopian novels are easy to come by. But, there is some nice world-building, an unlikely protagonist, and an interesting blend of horror and folklore.

It is sold as fantasy for ages 12-16. School Library Journal cautions: "The language, sex, violence, and world of the Grey Land are more appropriate for mature fantasy fans."

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### Puck says

**3.5 stars.** If you can't wait for "Stranger Things" to come back, this disturbing horror story might sooth your hunger. *The Call* is a teenage dystopia book far darker than the others, with a kickass main character that doesn't let her physical disability stand in her way.

2000 years ago, the people of Ireland banished the fairyfolk to the hellish *Grey Lands*. As punishment, the faeries initiated "the Call", in which any Irish child between the age of ten and seventeen suddenly gets taken away to those Lands for three minutes. In the fairyworld however those minutes are 24 hours, in which you will be constantly hunted by a bloodthirsty group of Sidhe. Only 1 in 10 teenagers makes it through the Call, but they will bear the mental and physical scars for the rest of their lives.

In this book you follow a group of student training in a survival academy; our main character is a 14-year-old girl named Nessa who contracted Polio as a child and now can't fully use her legs. Despite her disability and everyone thinking she'd be better off dead, Nessa is determinate to survive the Call and prove everyone wrong.

The tiny skulls on the cover should be warning enough, but I was horrifyingly shocked by the brutal hunts and the terrifying atmosphere of this book. As if the fact that you can get "Called" at any time, without any

warning, isn't scary enough, the descriptions of the Grey Lands themselves and the hunts will certainly twist your stomach. No matter how heavily the teenagers are trained to survive, nothing can prepare them for facing beings like this:

*"The creature was once a human woman. Now she pads along on all fours. Her back legs bend the wrong way. Her jaws have grown thick and large with massive teeth that don't fit properly together so that the mouth can never fully close, and a constant stream of drool hangs down from her chin. Her paws are still recognizably human hands. Her all-too human breasts hang down, catching on rocks and bushes so that Antoinette aches to see it and wishes she could do something to help."*

Even more awful is that once those 3 minutes are done, the child – either dead or alive - is send back to our world, showing to everyone what the fairies do to the teenagers they...catch

*"The next morning is Halloween. To celebrate, the Sidhe have left a gift in the boy's dorm. It is Keith, one of the Round Table. They have sculpted his face into a delicate flower of blood and skin."*

Bloody, twisted and disturbing, but this horrifying setting was actually the strongest part of the book for me. What I loved less was the way this story is told – by switching a lot between perspectives – and how there were simply too many characters and not enough development. I'd loved to get to know Anto and Megan better, or read more about Nessa's struggles with her disability, instead of following a teen that will most likely die in the next ten pages. The latter works in illustrating the brutality of the fairies, but not when the author writes about 'high-school' life at the academy.

But although the characters are a bit thin and the ending was wrapped up a tad too quickly, it's been a long time since a book surprised me like this one. If you want to read a highly original dark YA novel with an one-of-a-kind main character, read *The Call* - but only if you can handle gore and descriptions like above.

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**Melissa ♥ Dog/Wolf Lover ♥ Martin says**

**\$2.99 on kindle today! 1-19-2017**

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**Figgy says**

'Listen,' he says, 'we don't need the Sidhe to teach us evil. We were the ones who put them in the Grey Land, remember? And not just for a day or however long it is the Call lasts. We Irish... we trapped an entire race of people in hell for all eternity, just so we could take their homes for ourselves.'

In the Iron Age, the people of Ireland chased the fairyfolk away and trapped them in a nightmarish other dimension. 25 years ago the Sidhe successfully cursed Ireland, cutting it off from the rest of the world, and began picking off its children.

Sometime between the ages of ten and seventeen, every child will be called to this nightmarish dimension without warning. There, naked and without any weapons, they must run and fight, and do whatever it takes to survive the day. If they make it through 24 hours in the Grey Land (three minutes and four seconds in our world), they can return home, though they will never be the same, because that other world is so very gruesome.

The silver landscape falls away in front of her like a scroll with a map drawn on it. Fairyland in its entirety: lakes of red fire, the only colour here, spewing and bubbling in the distance; forests growing terrible fruits; tornadoes, that look like a giant's fingers digging into the soil; scattered lightning; burning rains and murderous flora of every kind.

The creature was once a human woman. Now she pads along on all fours. Her back legs bend the wrong way. Her jaws have grown thick and large with massive teeth that don't fit properly together so that the mouth can never fully close, and a constant stream of drool hangs down from her chin. Her paws are still recognizably human hands. Her all-too human breasts hang down, catching on rocks and bushes so that Antoinette aches to see it and wishes she could do something to help.

A worse smell than usual tickles his nostrils. It began with Dagda's arrival. He sees why when he looks at the man's clothing, and he gasps, for the hem of each sleeve is a set of human lips – a whole human mouth, in fact, panting in distress around the Sidhe's wrists, while a tiny trail of what might be vomit drips away to the ground.

And if they catch you, well... you really don't want them to catch you.

The boy's body reappears and thumps down hard onto the floor. Nessa is relieved to see that it's not one of the really awful ones. There's nothing to churn the stomach here, other than a little blood and a set of tiny antlers growing from the back of his head. The Sidhe can be a lot more imaginative than that, and they even have what experts refer to as a 'sense of fun'. Nessa shivers.

And suddenly something is there: not a corpse and far too large for a human being. Two metres high, it stands on four legs that end in a parody of a man's toes. Its skin is the pale white of most Irish, but it has stretched so thinly over such a large frame that parts of it lie torn and bleeding.

The next morning is Halloween. To celebrate, the Sidhe have left a gift in the boy's dorm. It is Keith, one of the Round Table. They have sculpted his face into a delicate flower of blood and skin.

**The rest of this review can be found [HERE!](#)**

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### **Jilly says**

Wow!! I flew through this book. It was unputdownable!

Imagine the Hunger Games, but instead of only one group of kids a year having to go, every single teen has to go at one point. And, instead of fighting each other to the death, there are ugly, twisted, vicious monsters chasing you down to torture and kill you. You only have to survive the day, but only 1 in 10 makes it out alive. And, even then they are not without emotional and physical scars.

It was brutal. Dark, bloody, sadistic... yeah, really good. The back cover says that this book is a "must read for anyone who's been sleeping too well at night". I have to agree. Unless you are a bloodthirsty reader with a heart of stone, like me. I'll be sleeping fine. But, I loved this book.

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### **Mizuki says**

4.5 stars for this chilling and gloomy, and in parts downright gruesome and upsetting alternative-reality tale about a group of Irish teens struggling to survive the assaults of the revengeful faeries and their deadly realm.

15 years ago, Ireland was cut off from the rest of the world by magic, everyone who tried to escape by air or by sea would mysteriously vanish without a trace. Even worse, the Irish teenagers started to experience a strange and horrifying phenomena named The Call: out of the blue, teenagers around 14 to 18 would be spirited away (always in front of their shell shocked friends and loved ones) from the human world to the realm of the faeries for the total of 3 minutes and 4 seconds, and during these 3 minutes the revengeful and merciless faeries would hunt those teenagers like preys before the latter were magically sent back (dead or alive or changed) to where they came from; since time flowed differently in the Grey Land than the human world, 3 short minutes of struggling for survival could last from hours to one whole day in the Grey Land.

Our main characters are a bunch of students in one of the Irish Nation's survival colleges --due to the effort of the training system, the survival rate had been increased from 1:100 to 1:10 after years of training the teens against the inescapable horror of the faeries (as you can imagine 15 years on there aren't many young people left as a whole). We mainly follow the stories of a 14 years old girl named Nessa and her friends' as they prepare themselves for the horror of The Call.

No one expects Nessa to survive The Call, since how can you expect a girl with a pair of bad legs to outrun the faerie hunters and their monsters when countless of able-body teens had already failed?

It is an overwhelmingly dark, twisted tale about the faeries (and it is set in a modern world setting which is

familiar to our own world), I really like the author's imagination--especially the many horrors in the Grey Land, I found some of the details truly disgusting--not only because of the on-screen violence against the teens (there are plenty) but because of the faeries' cruelty to their captives and their awful, twisted imagination.

As a whole I like the story lines, I also like how the author described the different reaction among the students (bravado, denial, etc) and the details of their training and school's activities. I don't particularly like these main characters but I do think they are reasonable and understandable enough (at least no one is being a drama queen or getting into annoying love triangle when their lives are on the line). So I will look forward to the next book.

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### **Joanna (joreadsalot) says**

This book had a lot of hype and therefore I was expecting a lot from it it had an interesting enough premise for me but the problem was the pacing. I thought it was too slow and the characters just didn't seem like people you could root for. Here they were in this dire situation and I couldn't root for anyone to come out on top or be the hero. Maybe the point was there wasn't suppose to be one but I usually like books that have heroes.

Nessa was just completely apathetic most of the time and when she wasn't she couldn't make up her mind about liking Anto which bothered me a lot too. I felt, partway through the book, like there was not a purpose or resolution coming to the end of the book. I even said in my status update that I was wondering if this was just going to be a collection of stories about kids getting murdered.

The writing style was something that also threw me off. It would start in 1st person and then go into third person and I guess many books might do this too but it was glaring in this one. I couldn't always follow if Nessa was talking or if someone else was referring to her only to find out that she was talking about herself in third person.

The end of this book was anticlimactic but I was just glad to get to it at all. I had to push myself in the last half of this book and it took me over 8 hrs to finally get up the will to read the last 37 pages. A lot of people enjoyed this book so maybe overall it just didn't agree with me. Oh well.

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### **Ellen Gail says**

Deliciously brutal and loads of fun, *The Call* is a bloody heart-racing delight. It's going to be a painful wait for the sequel!

*The man who is speaking pokes his head in, reaching blindly with his deadly hands. But [she] has hands too and, before he knows what has hit him, she has taken his eyeballs...*

Every child will be Called, it's only a matter of when. Between ages 10 - 17 every child in Ireland, male or female, healthy or not, will disappear for 3 minutes and 4 seconds (a full 24 hours to them), thrown into "The Grey Land" where the Sídhé were banished eons ago. There will be no warning, no time to say goodbyes. It's a colorless place, where the grass will slice your feet, the trees will rip your flesh, and the Sídhé who live there want nothing more than to hunt, gruesomely disfigure, and kill whoever is unlucky enough to be Called next. Even *if* you survive, (current chances are about 1 in 10), you'll likely be deformed, physically and mentally scarred.

Fun, right!?

Nessa, short for Vanessa, is one of a shrinking pool of students at a survival academy. No one expects her to survive when she's Called. She doesn't have full use of one of her legs due to having polio as a child, earning her the cruel nickname Clip-Clop. Most people think her parents should have been kind enough to poison her, or smother her in her sleep maybe. Others pity her.

Nessa is having none of that shit. She knows she's likely to die, but that just means she trains harder to be better, faster, stronger, and more agile. If she dies, well she dies, but she sure as hell isn't going to take it lying down.

***Instead, it's to be acid if she can't hold on, fire if she can. There won't be enough of her left to fill a teacup and everyone will say how they knew she'd never make it, but wasn't it sweet the way she kept trying anyway? Really, very touching.***

She has friends, enemies (dick-brain bullies, in addition to the Sídhé), and even a crush at the academy, but it's hard for Nessa to really connect with anyone. Training and surviving *has* to be her number one priority, and that doesn't leave much time for teenage hormones, or chances to be young and wild. (view spoiler)

***A higher proportion than ever before will be dead by Christmas. It's going to be a bloodbath.***

And, man, this gets gruesome! The Sídhé really love to think of creative ways to make the human form less human and more...disorganized? And I feel kind of bad for loving it as much as I do, but I really do! It's a book that's totally unafraid to permanently maim or kill it's characters. And these kids run, fight, kill, and maim right back. It's awesome and I love it.

***The Sídhé has his hands on (view spoiler) elbows, and just like that he begins to squeeze. The pain is the most intense the boy has ever known. So bad that it drives him to his knees, his eyes roll in his skull, and he dislocates his own jaw in his efforts to scream. And the Sídhé pinches off the arms like lengths of putty, before grabbing (view spoiler) by the knees and working the same horrible miracle.***

And I freaking LOVED the ending! It wrapped up so much of the story, but there's still more to tell. Honestly that thing. You know, that thing Nessa did? (view spoiler) That was badass x 40 and I never saw it coming. I will almost always love unpredictable.

This whole book was such a fantastic delight, and I couldn't be more excited to read the sequel, whenever it comes out. Or before. I'll happily read it before.



Or tomorrow, I'm free tomorrow?

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## Amy Sturgis says

If you're within the sound of my voice -- or, more appropriately, the sight of my written words -- please take this as a given: I want to sit you down, shove this book into your hands, and insist that you read it. Now.

Don't let my Goodreads reading dates fool you, either. I've read this twice already.

It may be easy to overlook what a stunning achievement this novel represents, but that's because Peadar Ó Guilín makes it seem so effortless as he draws the reader on from one page-turning moment to the next. It is a stunning achievement nonetheless, with its meditation on how a people's history returns to them for rectification; its all-too-relevant consideration of culture in its descent ("I don't care if I don't make it... I mean it. The country is done for, and we all know that's the truth. Aiofe is right. Even the survivors have nothing to look forward to except decline..."); its seamless world building, folding real and mythic Irish history, language, and poetry (such poetry!) into its storytelling ("Never has a generation of Irish children been so aware of its own folklore"); its related and stunning sense of place; and its utterly compelling depiction of a three-dimensional, dynamic, and partially disabled heroine.

As both a fan and scholar of young adult dystopias, I don't sell the genre short, but I feel confident in saying that *The Call* transcends the labels others would place on it. Both adult and YA readers of science fiction, fantasy, and horror will find much to appreciate here.

The premise is this: Ireland is a nation cut off from the rest of the world, plagued by terrible retribution. Thousands of years after the Sidhe (the people of the mounds, the followers of the Goddess Danu) were displaced by the Irish and banished to a colorless netherworld, they have returned with a vengeance to destroy those who removed them. Every Irish child will face the three minutes of the Call during his or her adolescence. Few return alive, and most of those are distorted and twisted beyond recognition. Nessa, whose polio-weakened legs all but promise she will not outrun the Sidhe when her time comes, stubbornly prepares to meet the Call and win her survival.

What I appreciate most -- and that's saying a lot, considering how much I love about this novel -- is the nuanced, insightful way *The Call* handles the question of, and challenges readers about, conquest and conflict. What are the causes and costs of war? How we determine who is responsible? What does it mean to be guilty/innocent or winning/losing?

Take for instance this passage:

"Listen,' he says, 'we don't need the Sidhe to teach us evil. We were the ones who put them in the Grey Land, remember? And not just for a day or however long it is the Call lasts. We Irish... we trapped an entire race of people in *hell* for all eternity just so we could take their homes for ourselves. You can read it in *The Book of Conquests*. I mean, look at it from their point of view.... There they were, a few thousand years ago, living in a place they loved so much that they called it the Many-Colored Land. Then this other group arrives, pretty much the same as them, speaking the same language even, except this new lot -- our ancestors -- were the first in the world to have iron weapons. They thought it gave them the right to take everything! Everything!"

And this one:

"How long must I wait?" she asks the mirror in Sidhe.

"As a survivor, she doesn't need to speak the language anymore. But many like her are more comfortable in it than English, and since they have no choice but to marry each other, the primary schools of the country are filling with tiny tots whose innocent mouths spout the long-dead language of their distant ancestors, which also happens to be the living, never-changing tongue of the enemy. Some day, she thinks, we will be them, a greater victory for the Sidhe than if they kill us all."

Like all great speculative fiction, *The Call* provides us metaphors by which we can question our condition and examine current issues in our world today. It also provides a window into history, poetry, and our common humanity. And it does so while providing a haunting, bone-chilling ride.

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## **Lauren Stoolfire says**

The people of Ireland have been facing the Call for the last twenty-five years and there's no avoiding it. The Sidhe are finally getting their revenge for having been driven under the mounds thousands of years ago. Those from age 11 to 16 could be Called from their lives into the world of the Sidhe without any warning for 24 hours - well, 3 minutes and four seconds in the human world. For all of those who get called the survival rate is only about 1 in 10, but that's much higher than it was in the beginning. Even if you are one of the lucky ones to make it back, chances are still very high that you will have all sorts of physical, mental, and emotional scars.

I'm glad I stumbled upon a sampler of *The Call* at Barnes & Noble and was able to find a final copy via the library. I was very impressed by this unique and twisted vision bringing Irish mythology in to the present. Our main character, Nessa, is very determined to survive and she's quite strong physically and mentally even though she still shows the signs of having contracted polio as a child. Although, she is disabled she never thinks less of herself in a society that constantly does. She knows that she has to keep her mind to her future, and making it through her Call in alive. We also get a good look at many other characters who attend Nessa's Call survival college - their personalities, outlooks, and the horrors of the Sidhe world through their eyes. Personally, I would have preferred to have primarily stayed with Nessa, I still enjoyed jumping into these other perspectives. Sometimes though, these changes in perspective could be very abrupt and at times difficult to keep up with. The author's world-building skills are excellent and well-developed. I loved getting a new look into Irish mythology, which is quite refreshing to see in YA. This makes me wish there were more like it, particularly the dark, gritty, and thoroughly inhuman side of fairies.

Overall, *The Call* by Peadar Ó Guilín is a twisty page turner that had me glued to the pages. I honestly hope that somehow we will return to this author's world, but in the meantime I'll definitely be looking into his *Bone World Trilogy*. If you like *The Hunger Games* by Suzanne Collins, *The Darkest Part of the Forest* by Holly Black, *The Gentleman with the Thistledown Hair* from *Jonathan Strange & Mr. Norrell* by Susanna Clarke, and *The Raven Cycle* by Maggie Stiefvater, you may also enjoy *The Call*.

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## **Jesse (JesseTheReader) says**

This book was so much better than I was expecting it to be! Mind you, I wasn't a huge fan of the writing style, but it didn't really affect my overall enjoyment of the story. This book is gruesome & horrific. At times I had to set the book down, because of how twisted it was getting, but then I'd pick it right back up, because I had to know what was going to happen! This is the perfect read if you're looking for a unique horror story!

FULL VIDEO REVIEW CAN BE FOUND HERE: <https://youtu.be/drt0qcJxmGE>

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## **Kat O'Keeffe says**

I loved this! It was dark and fascinating and completely gripping. Like a nightmare and an adrenaline rush all at once!

More of my thoughts in this video - <https://youtu.be/gmRwbLw8-8U>

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## **Vikki Patis says**

I heard about *The Call* when it was still just a twinkle in Peadar's eye. I was hobbling around with a walking stick at WorldCon, and he collared me into telling him about my illness with the promise of free coffee. He told me about a Hunger Games-style story, where teenagers fight for their right to live (and party, maybe), and how he wanted the protagonist to be different, to be struggling with a disability on top of everything else. So we chatted, and I heard his ideas with the excitement of a kid at Christmas.

Although he didn't use my illness in the end, Peadar manages to perfectly describe the space between knowing you need to take more care of yourself, and wanting to be the same as everyone else. As someone with a disability, I don't want pity, I don't want more or less than anyone else, but sometimes I need to make difference choices, and have different options available to me. Nessa's thoughts portray these emotions well, and so, as a grown woman, I found myself relating to this teenage girl far more than I expected to.

I don't think I could survive the training necessary for *The Call*. It sounds horrible, and the schools are nothing like Hogwarts. The Sidhe are complicated enemies, and you'll find it difficult to resist feeling some sympathy for them. The characters are varied and colourful, and Peadar manages to bring them fully to life with their chapters, and particularly their Calls. He doesn't hold back with the violence, the despair, but there's hope there too.

Expected out later this year, *The Call* is a grim, terrifying, clench-your-fists and gasp-out-loud kind of story that takes hold and won't let go.

<https://dracarya.wordpress.com/2016/0...>

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## P42 says

**RECENCJA FILMOWA** - <https://youtu.be/4dD-IZQvEik>

WELL.....

Jedna z najdziwniejszych księzek jakie ostatnio czytałem.

+ ABSURDALNA fabuła, a jednak wciaga z każdą stroną kiedy zaczynamy rozumieć o co chodzi  
+ nie oszczędza czytelnikowi makabrycznych opisów, naprawdę przeraża (czemu dla mnie to jest plus... chyba coś jest ze mną nie tak)  
+ czego takiego jeszcze nie było  
+ współczesność powieści, różnorodność i reprezentacje

- luki fabularno/logiczne  
- za dużo dzieje się na raz, można pogubić się w danej sytuacji  
- za mało pogłębiona psychologia bohaterów

Ostatnia kwestia - to nie jest typowa dystopia, bardziej taka fantastyka. Tylko mówię, bo ja byłbym w błądzie zanim zabrałbym się za czytanie ;)

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## Lori says

A fairy tale. One where the Fae play with people like Sid Phillips plays with toys. Well, as harmful and destructive, but they seem more alien. (Sid is Andy's sociopath neighbor in Toy Story if you're not up to speed on children's movies.) Along the lines of:

As flies to wanton boys are we to the' gods,  
They kill us for their sport.  
—King Lear Act 4, scene 1, 32–37, William Shakespeare

It's a genre blend of fantasy, horror, and folklore. A contemporary setting with Ireland as a cursed land cut-off from the rest of the world. Every teen is transported to the fairy world of the Grey Land for three minutes. Children train aggressively in preparation for the ordeal, but most return dead, grotesquely rearranged, or appear intact, but... Nessa is a decidedly odd and oddly likable heroine. A warrior stuck with the frail flesh of a 14-year old girl, who was permanently disabled by polio. The kindest people regard her as hopelessly doomed. But, she faces the inevitable challenge, which not even the strongest survive.

I realize fantasy horror with the grotesque parallel world of the Sidhe fairy race isn't for everyone. And, post-apocalyptic dystopian novels are easy to come by. But, there is some nice world-building, an unlikely protagonist, and an interesting blend of horror and folklore.

It is sold as fantasy for ages 12-16. School Library Journal cautions: "The language, sex, violence, and world of the Grey Land are more appropriate for mature fantasy fans."

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## **Melanie (TBR and Beyond) says**

### *Could You Survive the Call?*

NOTE: Read it for a second time and still give it four stars. I really had fun with this one and just love the amount of gore and disturbing images. MORE!

I haven't read anything quite like this book, then again I've only more recently gotten really into dystopian books. This book was quite a ride!

*The Call* is centered a group of kids that are training for when it's their turn to be Called. At the age of ten they are taken from those they know and love and put into a very strict and harsh school where they are trained to try and survive the horrors that are inevitably coming their way. The Sidhe are a race of fae that are hellbent on killing anyone they can from Ireland because the Irish took their land many years ago and forced them into a type of hell. The Sidhe only live to seek vengeance for the wrongs that have been done to them.

*The Call* is kind of a mix of *The Hunger Games* and a more adult horror book. The violence is all too real in this book and fairly disturbing. I actually would've liked them to go a little further with some of the descriptions and what happened to some of the kids. Maybe that makes me a sicko, it likely does! What can you do! I loved that a YA book was actually disturbing me though with some of the ideas it was throwing out. I won't give anything away because it's fun reading about it.

I don't understand why this book didn't get more hype. It deserves more. I saw a few large Booktubers mention it but it kind of disappeared from any discussion in YA books just as fast as it came. Shame.

I found the book fairly fast-paced but I know others have said differently. The book kept my interest throughout it all and I would've likely read it in one sitting if I didn't have five books on the go at the time. The main protagonist worked for me. I found her intelligent and I loved her drive. I also loved that the main character had a physical disability, I wish we would see more about disabilities in these types of books. So many of us can relate and identify with these types of characters and other people can learn a lot from just the normalization of disabilities in general. So bravo to the author of making his lead with a big challenge like that to overcome.

So, what didn't work for me? Why did I hold back on five stars? The characters were a little thin. There were some that when they got Called I had no clue who they were. That didn't mean I wasn't interested though. No, I didn't have any investment in those characters but I did have an investment in the world they entered. I wanted to know what was going on and what awful things they going to have to endure, so that didn't ruin it for me. I think the world building on both sides needed to be fleshed out more - I wasn't confused about anything, I just wanted more. I could've easily read another 100 pages on the world alone. I have no idea if that is a good or bad thing. I also had issues with the main character's best friend. I don't mind that she was

crass but at times she felt a bit juvenile with all the potty humor. It made me roll my eyes a few times. Not my thing at all.

I'm not going to criticize that I don't know much more about Anto yet but only because another book is coming. I have no idea if it will be a series or a duology. I don't think that has been announced. I'm hoping that the author will take the time to let us get to know these characters better in the next one.

I highly recommend this book IF you can handle gore and violence. This book doesn't hold back even though it is a YA novel. I also should warn you that it does leave the book on a pretty big cliff hanger so if that is going to bother you then you might want to wait till the author releases the next story so you can find out what happens right away.

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## **Jill says**

Wtf did I just read?

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Alright so I really don't have a ton to say about this book. It was just really freaking strange. It wasn't scary in the least. It was just weird. And I still don't even understand what happened. It also has a TON of very foul, vulgar language that was just completely unnecessary and just...wow. I feel like I could rant about this fact for 30 years but I won't get into it here. So, I went into this book with little to no expectations because I was hearing mediocre things from most of my friends. So, I mean, it could have been worse. I did finish it and I did want to know what would happen at the end. The ending was pretty anticlimactic IMO as well but whatever lol. I guess it wasn't AS BAD as I thought. Once again we have a 3rd person omniscient narrator which generally confuse and annoy me, so that didn't really help the whole situation. Yeah it was weird and unnecessary honestly. Meh.

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## **jv poore says**

Nessa was celebrating her 10th birthday when her childhood abruptly ended. Instead of giving gifts and baking a cake, her parents explain The Call.

The little girl that built an emotional armor against people's perceptions; both the pitying looks as well as the ones filled with contempt and disbelief, is intelligent enough to understand the uselessness of her efforts. Her legs, twisted by polio into more of a hindrance than a help, have gone from a focal point to a genuine liability.

Held hostage and wholly isolated these Irish folks have but one focus: teaching the children to survive The Call. From the age of ten through the teenage years, training is vigorous and relentless. Just shy of cruel, the grueling paces are unquestionably a necessary evil. Almost one in ten survive today, an exponential improvement over the one in one hundred from decades ago. An amazing accomplishment, as fairies have an undeniable advantage when they pull a human child into their world.

Irish fairies may be my very favorite folklore creatures, and Mr. O'Guilin portrays them perfectly in The

Call. The one universal fact seems to be that fairies cannot lie and they possess a perverse pride in always keeping their word. Bad to the core, but bound by these rules, Sidhe are as clever and cunning as they are cruel.

The hideous game of fairy versus human, produces a plot that is exciting, fast-paced and adventurous, accented with awesome action scenes. Of course, nothing is so simple and definite in reality and Mr. O'Guilin does not settle for solely myth against man. Most humans are considerate, committed to the greater good; but a few are slimy and self-serving. Mystique makes the tale even more compelling and builds suspense creating compulsory page-turning. Coupled with colorful, captivating characters and sharp and witty dialogue, The Call is a brilliant book that I enjoyed immensely.

This review was written for Buried Under Books by jv poore.

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### **Christine Riccio says**

I REALLY REALLY ENJOYED THIS. CAN'T WAIT FOR BOOK 2. Here's my full booktalk:  
<https://www.youtube.com/watch?v=xebkW...>

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### **Kate (GirlReading) says**

3.75\* The whole time reading this I couldn't stop thinking that this book is perfect for fans of Stranger Things. I recently watched and loved the show and this gave me major Stranger Things vibes. It was eerie and not afraid to be a little disturbing and push boundaries. It was definitely a fun read! I did find the ending slightly anticlimactic and I wasn't the biggest fan of the writing style (which I eventually got used to and it didn't take away from the enjoyment of the story.) The Call was a twisted, creepy read and a great book to read around Halloween!!

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