

THE
MAKILLING
GUARDIANS

LORE GUIDE



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The Makiling Guardians: Lore Guide

Welcome to the official lore and reference guide for *The Makiling Guardians* universe. This comprehensive guide details the characters, organizations, ancient history, relics, and terrifying threats that bridge rich Philippine mythology with cosmic horror.

1. The Lore Guardians (The Diwata Task Force)

Eight ordinary high school friends chosen by the nature spirit Maria Makiling to protect Earth from a looming cosmic invasion. They channel their fading, supernatural abilities using specific mental vocal commands known as **Mantala**.

- **Danilo (The Spearhead)** / *dah-NEE-loh*
 - **Role:** The natural, grounding leader of the pack.
 - **Command:** *Harang* (*hah-RAHNG* - Shield/Barrier).
 - **Lore:** A direct descendant of the legendary First Defenders, Malakas and Maganda. He wields a defensive emerald energy dome to protect his friends. When the team's borrowed powers are drained, his bloodline allows him to tap into the raw, untamed "Ancestral Fire" (Star-Fire) of the cosmos, acting as a human supernova to destroy high-level spirits.
- **Arnie (The Shield-Runner)** / *AHR-nee*
 - **Role:** The impulsive, fiercely protective high school athlete.
 - **Command:** *Dagitab* (*dah-ghee-TAHB* - Super speed/kinetic energy).
 - **Lore:** Channels kinetic bursts to run at blinding speeds, which he utilizes for tactical extraction and civilian defense. He is later targeted by the Warlock with the "Jock's Curse," a parasitic affliction that turns his kinetic speed into debilitating, muscle-tearing physical pain, forcing him to rely on pure willpower and crutches to get by.
- **JunJun (The Coordinator)** / *JOON-joon*
 - **Role:** The highly organized, meticulous, and vain manager of team logistics.
 - **Command:** *Buga* (*boo-GAH* - Concussive energy blast).
 - **Lore:** Manages the team's off-grid safe houses, finances, and resources. His concussive energy blasts manifest as powerful sparks and kinetic bursts from his palms. He eventually learns to suppress his vanity and focus his raw power with high-tech precision.
- **Jonah (Containment & Stabilization)** / *JOH-nah*
 - **Role:** The class clown and lighthearted joker of the group.
 - **Command:** *Lansi* (*lahn-SEE* - Illusion/Deception).
 - **Lore:** Creates realistic visual decoys, shimmering projections, and phantom copies of his friends to disorient and distract enemies. Pushing his illusions

beyond his limits causes severe psychic feedback, resulting in intense migraines and nosebleeds.

- **Ernest (Containment & Stabilization) / UHR-nehst**
 - **Role:** The charming, diplomatic smooth-talker.
 - **Command:** *Himok* (*hee-MOHK* - Persuasion/Calming influence).
 - **Lore:** Projects a wave of persuasive influence that can calm civilian panics, de-escalate hostile standoffs, or temporarily disorient enemy focus. When his power is drained, he is left feeling deeply insecure, questioning if his entire personality was merely an artificial byproduct of his magic.
 - **Eddie (Information Specialist & Chief Analyst) / EH-dee**
 - **Role:** The strictly logical, hyper-analytical planner.
 - **Command:** *Ugat-Lupa* (*oo-gaht-LOO-pah* - Earth sense).
 - **Lore:** Maintains a deep connection to the ground beneath his feet, allowing him to perceive structural weaknesses, track enemy movements through subterranean vibrations, and sense spatial distortions. His logical mind struggles to reconcile empirical science with ancient magic as the cosmic drain scrambles his memory.
 - **Eman (The Observer) / eh-MAHN**
 - **Role:** The hyper-aware, technology-reliant group vlogger.
 - **Command:** *Sikmat* (*seek-MAHT* - Sensory tracking).
 - **Lore:** Acts as the team's psychic radar, capable of tracking heartbeats, sensing cold spots, and perceiving foreign psionic code. His hyper-senses make him incredibly vulnerable to nauseating sensory overload, and his camera feeds are often corrupted by alien signals.
 - **Erik (Psychic Analyst & Internal Comms) / EH-reek**
 - **Role:** The quiet, intensely observant loner.
 - **Command:** *Ugnay* (*oog-NYE* - Telepathy/Mind link).
 - **Lore:** Acts as the silent mental bridge connecting the Guardians, facilitating instantaneous, quiet communication and coordination in the field. He serves as the team's emotional anchor, though holding the shared consciousness of the group exposes his mind to agonizing psychic strain and static.
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2. The Bestiary & Elemental Wardens

The mythological creatures of the Philippines are revealed to be the corrupted remains of the "First Defenders," who traded their messy human empathy for absolute, logical efficiency to survive. Over time, these entities were twisted by ancient, raw cosmic energy, joining the archipelago's natural spirits and elemental forces.

The Berbalang / *bair-BAH-lahng*

- **Description:** Originally a pre-colonial illusionist who sought flawless, absolute deception to shield his tribe. Today, it is a terrifying, humanoid "spirit-eater" and

grave-ghoul. It hunts and feeds directly on the supernatural energy, fear, and souls of other magical entities. It can project a realistic, spectral clone of itself (a spiritual drone) while its physical body lies comatose. It serves as the local vanguard for the cosmic invasion.

The Manananggal / *mah-nah-NAHNG-gahl*

- **Description:** Originally a kind-hearted healer who literally tore her spirit in half to be in two places at once to protect more people. Her empathy twisted into an insatiable, unending hunger. She detaches her upper torso from her lower half at night, flying on leathery wings and trailing writhing, pulsing organs. She uses an incredibly long, thread-like tongue to feed on the vital essence of the unborn.
- **Weaknesses:** Rock salt, crushed garlic, and the stingray's tail (*buntot-pagi*), which serve as indigenous anti-magic frequencies that disrupt her connection and burn her flesh.

The Tikbalang / *teek-BAH-lahng*

- **Description:** Once a legendary warrior who sought absolute, unmatched speed. He became a towering, skeletal half-man, half-horse creature with elongated limbs. Forever trapped in illusions of his own movement, he amuses himself by leading travelers in endless, disorienting circles deep within the forest.
- **Weaknesses:** Taking off your shirt and wearing it inside out, which breaks his disorienting enchantment.

The Kapre / *KAH-preh*

- **Description:** An ancient defender who traded his human empathy for immovable, cold logic. Now a massive, dark, and hairy giant standing seven to nine feet tall. He resides in the high branches of sacred Balete trees, quietly watching the world as he smokes an enormous cigar. His presence casts a heavy, suffocating aura of fear, apathy, and cognitive fog.

The Tiyanak / *tee-YAH-nahk*

- **Description:** An ancient defender who traded human warmth for cold, crushing apathy. It masquerades as an abandoned, crying baby in the wild to lure in well-meaning travelers. Once approached, its face contorts into a grotesque, goblin-like form with a mouthful of obsidian fangs and razor-sharp claws.

The Sigbin / *SEEG-been*

- **Description:** A grotesque shadow-beast resembling a starved, skeletal fusion of a dog, cat, and goat with backward-bending joints and glowing green eyes. It moves in absolute

silence, physically drinking the life force directly from a victim's shadow, leaving them as unresponsive, catatonic husks. They are often used as tracking pets by dark practitioners.

- **Weaknesses:** Blinding light, sudden loud bells, and chaotic, strobe-like reflections.

The Wakwak / *WAK-wahk*

- **Description:** Nightmarish, predatory bird-like creatures with leathery wings, needle-like beaks, and glowing red eyes. They hunt in frenzied swarms, mimicking animal calls or pig-like grunts that get fainter the closer a victim approaches. Their ear-piercing shrieks inflict psychic disorientation, hysteria, and madness.
- **Weaknesses:** Chaotic, discordant noise which disrupts their sonic hivemind (anti-magic resonance).

Duwende / *doo-WEHN-deh*

- **Description:** Small, mischievous, dwarf-like nature spirits residing deep in forests, mounds, or hollow trees. They play tricks on humans and can become deeply vengeful if their domain is disrespected. Pointing at them or their territories without permission can result in sudden, severe physical ailments.

Nuno sa Punso / *NOO-noh sah POON-soh*

- **Description:** Solitary, ancestral earth spirits that dwell in anthills or termite mounds (*punso*). Intensely protective of their homes, they require passersby to ask for permission ("*tabi-tabi po*") to avoid bringing down agonizing physical ailments upon themselves.

The Elemental Wardens

Deep, ancient natural forces of the Earth that divided their power to protect the planetary elemental circle. The Guardians must eventually seek to make pacts with them.

- **Apo Init / *AH-poh EE-neet*:** The ancient, volatile fire spirit of Mount Mayon, representing volcanic wrath and raw thermal energy.
- ****The Stone Giants / *stone JYE-ahnts*:** Towering tectonic earth guardians of the Cordilleras, representing immovable strength and the deep bones of the earth.
- **The Sea Spirits / *see SPEE-reets*:** Boundless guardians of the archipelago's vast waters, holding deep, fluid wisdom and tidal power.

3. Key Relics & Magic

- **The Ancestral Wood (Diwata's Rod):** A pre-colonial relic acting as a terrestrial nexus point that anchors the Earth's life force to the stars. Hidden for centuries by the

Order of the Silent Watchers in a National Museum vault, it is a primary target of the Warlock and his shadow minions, who seek to use its immense energy to siphon the country's spiritual life force.

- **Agimat** / *ah-GEE-maht* (or **Mutya** / *moot-YAH*): Physical charms, talismans, and cracked stones that channel the earth's natural defense. Unlike the Diwata's temporary, borrowed gifts, an *Agimat* requires **Subo** (*soo-BOH* - to swallow/feed). True power requires the user to "swallow their fear" and feed the charm with their will, discipline, and sometimes, blood.
 - **Orasyon** / *oh-rah-SHOHN*: Spoken spells, prayers, and chants (often structured as corrupted Latin mixed with pre-colonial dialects) used to channel, bind, or disrupt magical and cosmic energy.
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4. The Cosmic Threat

- **The Xylos** / *KSEE-lohs*: A cold, parasitic alien intelligence from beyond the stars. Despising the chaos of human emotion and biological life, they seek absolute, optimal efficiency. They communicate through electronic static, corrupted software code, and structured blue/purple glyphs, seeking to strip Earth of its spiritual energy to prepare it for a greater cosmic feast.
 - **The Bakunawa** / *bah-koo-NAH-wah*: A colossal cosmic sea serpent summoned to consume the world's spiritual and celestial energy. It causes eclipses, turning the moon a sickly purple-green, and systematically drains the life force of the Earth.
 - *Weakness*: It can be repelled by the collective, chaotic, and discordant noise of humanity, which disrupts its silent consumption.
 - **The Crimson Star**: A dark celestial coordinate and beacon associated with the Xylos invasion.
 - **The Warlock**: A human sorcerer who uses ancient *Orasyon* (chants) and a corrupted, black stone *Agimat* to hack supernatural systems. He acts as a political manipulator, leveraging media campaigns to isolate the Guardians.
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5. Ancient History & Organizations

- **The First Defenders**: The original pre-colonial guardians who attempted to fight off the Bakunawa (Star-Eater). To gain the power needed to protect the world, they drank from the "Forbidden Cup" of the stars. However, the stellar power demanded absolute efficiency and stripped them of their humanity, twisting their messy human empathy into the insatiable hunger of the *Aswang*.
- **Malakas and Maganda** / *mah-LAH-kahs* and *mah-GAHN-dah*: The first vessels of divine energy and creation. Danilo is a direct descendant of their bloodline, which serves as the physical anchor of Earth's celestial pacts.

- **The Order of the Silent Watchers:** A clandestine society formed by a radicalized splinter group of Spanish missionaries who witnessed the catastrophic fallout of cosmic magic. Fearing its power, they chose knowledge over dogma and dedicated themselves to recording, concealing, and protecting humanity from the magical anomalies, labeling the energy as an "Unstable Asset."
 - **The Diwata Task Force (DTF) / Project Kalinga / kah-LEENG-gah:** A modern, highly classified government military unit designed to track, capture, and weaponize supernatural anomalies.
 - **General Ricardo Ramirez / rah-MEE-rehs:** The commander of the DTF. A stern, battle-hardened military leader who views the Guardians as "unstable assets" operating without civilian oversight.
 - **Dr. Anya Sharma / AHN-yah SHAR-mah:** A brilliant young astrophysicist and lead scientific analyst for the DTF. She studies the anomalous energy spikes and advocates for the non-hostile acquisition and stabilization of the Guardians.
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6. The Rest (Supporting Characters & Families)

Primary Supporting Character

- **Aling Nena (The Babaylan) / ah-LEENG NEH-nah**
 - **Role:** An ancient, wise Babaylan (shaman) hiding in plain sight. She first appears as an elderly, mysterious *sari-sari* store owner near Mount Makiling who gives Danilo his Agimat, and later as a tribal elder in a misty Ifugao village. She possesses centuries of knowledge on anti-magic frequencies, pre-colonial history, and the bloodlines of the First Defenders. She teaches Danilo the secret of *subo*.

The Guardians' Friends

The close-knit circle of female friends and classmates who anchor the Guardians to their humanity and provide a stark contrast to their secret, chaotic lives as protectors.

- **Mean / mee-AHN:** A tall, fair-skinned girl with her dark hair tied up in a ponytail. Sharp-minded and observant, she acts like a head teacher, taking roll calls and easily spotting when JunJun, Ernest, and the others are acting weird or hiding secrets.
- **Edith / EE-deeth:** Practical and direct with a bob haircut and glasses that sit slightly askew. She is highly unimpressed by Arnie's jock posturing but shares a deep bond with him. She is pulled to safety by Arnie during the tragic Berbalang ambush at graduation.
- **Cess / sehs:** A gentle and shy girl who shares a quiet, mutual affection with Danilo, offering him small smiles that serve as a brief sanctuary from his heavy, ancestral burdens.
- **Tess / tehs:** Quiet and deeply intellectual, she is often found half-listening to the group's frantic banter while peeking up from her current novel.

- **Neriz** / *neh-REES*: Short-haired, smirking, and playful. She is quick to lightly punch Arnie's arm and tease the boys about their exaggerated "wild stories" from their camping trips.
- **Fate** / *fayt*: The quietest girl of the group. Her soft, knowing smiles hit Jonah square in the chest, acting as a powerful grounding force against his rising anxieties.
- **Arlene** / *ahr-LEEN*: Outgoing and teasing, she is quick to poke fun at Erik's mysterious, loner vibe and query about his quiet personal life.

Minor Characters & Families

- **Danilo's Father**: A quiet, hardworking man who tries to connect with Danilo through simple daily routines, completely unaware of the cosmic weight his son carries.
- **Danilo's Stepmother**: A caring, grounding presence who serves Danilo home-cooked meals like *sinigang*, maintaining the illusion of normalcy while he silently battles existential dread.
- **Arnie's Mother**: A warm, maternal presence who relies on Arnie for everyday physical help, highlighting his tragic loss of physical coordination due to the Warlock's curse.
- **Arnie's Father**: A strict parent who misinterprets Arnie's sudden clumsiness and exhaustion as a sign of drug use or doping, exacerbating Arnie's intense feelings of isolation.
- **Jonah's Brother**: Maya's father, who is manipulated by the Warlock's media smear campaign into believing Jonah is using "dark hypnosis" on his daughter.
- **Jonah's Cousin**: A minor family member who alerts Jonah that his prank-style TikTok videos have been flagged by critics as "malicious misinformation."
- **Maya** / *MAH-yah*: Jonah's five-year-old niece. She represents innocence and safety to Jonah, though his growing inability to control his illusion magic accidentally frightens her, bringing him to a point of deep personal crisis.
- **Maria** / *mah-REE-ah*: JunJun's younger sister. She is observant and caring, confronting him about his obsessive neatness and anxiety when she notices the deep toll the supernatural burden is taking on his mental health.
- **Mrs. Santos** / *MYS-is SAHN-tohs*: Eddie's stern, professional project manager at his architectural firm. She witnesses his growing cognitive fumbles as the cosmic drain scrambles his once-flawless analytical memory.
- **Mr. Chen** / *MEES-ter chehn*: A gruff, skeptical small business owner who rejects Ernest's business pitch, highlighting how Ernest's fading persuasive "charm" has stripped away his natural social ease.
- **The Intramuros Curator** / *kyoo-RAY-tor*: An enthusiastic, elderly historian who welcomes the boys into her private archives, unwittingly giving them access to the centuries-old secrets of the Order of the Silent Watchers.
- **Lieutenant Cruz** / *loo-TEH-nehnt kroos*: Dr. Anya Sharma's silent, dedicated military assistant within the Diwata Task Force (DTF).
- **The Lone Friar (The First Scribe)**: A historical scribe of the Order of the Silent Watchers who frantically recorded the catastrophe of the First Defenders in a hidden

Manila monastery, creating the journal that would later warn the modern military task force.

- **The Grizzled Jeepney Driver:** An ordinary citizen of Manila who hears Danilo's emergency broadcast and initiates the city-wide resistance against the Bakunawa by slamming on his horn.
- **The Balut Vendor:** A street-side seller in San Jose del Monte who witnesses the terrifying descent of the Bakunawa.
- **Laguna's Pride:** Ernest's vibrant, colorful, chrome-plated jeepney. It serves as the group's primary mode of transportation, bridging their normal suburban lives and their dangerous expeditions.