

False Monarch Backstory:

(FYI: Short & simple lore.)

The False Monarch (named Jahzara) was another entity to spawn in the same way as Xenon, Zenaiah, & Exedus. Though X & Z were able to free themselves from the void, soon followed by Exedus afterwards, they were left behind with no guidance on where to go, or what to do; questioning the reason they were even spawned at all when those related to them had left for their own purpose. Eventually after pondering, they began to find their way out of the void, plummeting to a different earth compared to where their siblings went.

Jahzara (who had no name at this point in time) found themselves in an empty part of a small town in Japan during 1970, they were nothing but a mere blob of antimatter with no physical appearance beyond that, until they forcefully took the body of a teenage boy who found himself face to face with them in the wrong place at the wrong time. Jahzara (now with a human body) begins to roam around & finds civilization, thus beginning their fascination with the human race, the only problem was that they didn't know where they'd fit in this world, as humans were an entirely new thing to them & they didn't know what role they truly played in their world. 15 years go by with Jahzara jumping from human body to body, trying to find their purpose in life, experiencing what it's like to be "human", but this only drove them mad as they felt like they did not belong in this world, that maybe they truly served no purpose among humanity.

That was until September of 1985.

The Original Super Mario released September 13th, 1985, & it quickly began to take the world by storm, Jahzara catches wind of this & goes to see it for themselves a few days later, taking the look of woman in her 30s, they went to a Nintendo themed store where they witnessed kids lining up to play a demo of the game on a tv hooked to an NES. Jahzara watched in awe as they stared deeply into the screen & became fascinated with the beautiful world that Mario brought, quickly becoming invested in

the game & becoming obsessed with it. Eventually, a few weeks after the game released, Jahzara used their immense powers to hijack a copy of the game, laying dormant in the cartridge for some time until that said cartridge was bought by an 11 year old boy who nagged his parents on & on to buy the game for him until they eventually caved in & bought it. After excitedly taking the game home, the boy hooked it up to his NES & began playing, though he wasn't the best, he had nothing but fun until he finally beat the game 4 days later. After making it to the final level where Mario defeats Bowser & saves the Princess, the level was overall very normal with no signs of being tampered with, until the boy reached the bridge where the player was meant to finally face Bowser, the fire breathing koopa was nowhere to be found, proceeding onward, the boy finally makes it to princess Toadstool (Princess Peach) only to find something off with her sprite. The Princess had a more wide grin than usual, & despite being shorter than Mario in the game, was taller than him by a few pixels, the music had stopped & dialogue popped up on the screen which said the following:

"Hello! You've found me! It is so nice to finally see you, please do not be afraid!"

While the boy thought this was normal as he had never seen the game finished up until this point, the screen on his tv cut to black, nothing happening in the span of 20 seconds, that was until a sprite that took up almost the entire screen appeared, shrouded by the darkness that accompanied it. The figure resembled Peach, specifically her original appearance, they had a very wide smile, showing off their teeth & eyes half closed as they began talking through the game once again in a friendly tone:

"Much better, I get to see you face to face! I heard you've been enjoying this game, the fun you've been having has made me nothing but gleeful! Why don't you tell your parents that you made a new friend today?"

The boy freaked out, as the freaky nature of the sprite & having it talk directly to him had scared him to the point he took the game out in one swift motion & turned off the console (& tv)

while bursting into tears. The sounds of the kid crying had caused his parents to burst into the room to hear what all the commotion was about, seeing the boy lie face first on his room floor & holding his hands behind his head with his copy lying on the floor, they began thinking to themselves: "Did the game have something to do with this?"

Confused, they took the cartridge away & put it somewhere safe, as they went to help their son recover from whatever he might've experienced. As it turn out, Jahzara took the appearance of Peach with slight modifications to her first design, Jahzara felt nothing but joy taking her look, to the point they started calling themselves a she, she finally found a purpose, she finally felt like she belonged somewhere, even if it was in a videogame. Unfortunately for her, when she tried to communicate with the little boy from the other side, her looks scared him too much to the point he panicked, this left her confused & wondering what she did wrong to cause such a reaction, she laid dormant in that game thinking.

She finally found something she wants to be, but someone ran away from her now? It was confusing even for her.

As for the boy: he suffered countless nightmares, seeing her face in his dream, mistaking her for some malicious entity, which eventually causes the boy to eat less, causing his grades to suffer in school, & having a very hard time falling asleep. The parents took notice of all this & decided it would be for the best to discard the cartridge after they felt like this game was definitely the source of their sons sudden lack of effort & performance in anything. Jahzara eventually feels guilty, thinking it was her fault for what could've happened, until her cartridge was finally sold off where she would remain dormant for another few weeks, until...

October 15th of 1985, a man from America (Jordan S. Conning) was looking to buy something for his sons 16th bday during his trip to Japan, his son was an avid game collector who stopped at nothing to collect as much games as he could, as he had fascination with them since he was young. Jordan being a loving father eventually comes across the cartridge of Super Mario Jahzara resides in being sold off, after a lot of persuading, he

eventually is able to buy the cartridge, keeping it secured in a suitcase where he kept important things that were needed. After his break, he was able to make it back safely to America, where he made it home & surprised his son with Super Mario on his 16th bday (October 24th), unbeknownst to them all that something was lying in wait in this game.

Jahzara Trivia:

Jahzara isn't malicious, she only wishes to find a purpose in life & be happy with herself, taking on the appearance of Peach makes her feel exactly this.

She only wishes to interact with humans as her new self, unfortunately her looks can scare them off.

Peach is her favorite Mario character of all time & she enjoys every kind of Mario game as long as she's in it in some way.

Jahzara prefers she/her as she likes identifying as Peach (a woman).

She loves every Peach design, she sometimes likes to switch up her look depending on how she feels, but most of the time she prefers classic Peach.

She would not get along with her two brothers (Xenon & Exedus).

She is really shy, preferring to stay in a game than stepping foot in the outside world again.

She can speak multiple languages like Japanese (her first language), English, & French.

She is extremely powerful but never tries to use her power for malicious intent unlike Xenon & Exedus.

Every human she has taken over suffers no kind of symptoms, once she detaches from one, they often wake up like nothing has happened with no harm done to their body as she knows humans are very delicate.

