
Heroes slay the
gold-hoarding dragon.

What they do next
is the whole story.

Some share the treasure with their people.

Some *keep it all* — and become the next dragon, waiting for their own slayer. (see: Fafnir)

Some do *nothing* — and leave the people as wounded as before.

The fate of the *people* rests on what
the hero does with the treasure.

The fate of the *hero* rests on **where**
the battle was fought.

PROMETHEUS

Stole fire from the gods — *inside* Zeus's domain, taking what Zeus owned. So Zeus could punish him: his liver devoured for eternity.

Like influencers who "help" by copying others — still playing someone else's game.

THE BUDDHA

Stole from no one. He stepped *outside* the structure and found what no one owned. Nothing could punish him — he displaced no one.

Both helped people.
One was tortured, one was free.

“Helping people is good”
is too simple.

How you help — and whose game
you play to do it — is the rest.