

RADIO: Outcast

The Good, The Bad, and The Static

Written by

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RADIO: Outcast is a mythic, gunslinging podcast for mature audiences. Content warning: this episode contains depictions of depression at the start of the episode which may be upsetting for some listeners. We encourage our listeners to prioritize their safety before venturing ahead. Thank you.

Scene One: Deadwood, Walker's House

1. NIGHTTIME SOUNDS, CRICKETS AND ALL OF THAT.

Helix

(For the entirety of this episode she speaks quietly, sadly.) I don't know what to tell you, Mom. [beat] I don't know what to tell anyone. I'm tired. I'm so fucking tired. Emi's taken my voice from me before, what's one more time, right? *(beat, depressed)* What's the point?

2. EMPTINESS, SILENCE.

3. KNOCKING.

Jesse (muffled behind door)

Hey. It's me.

4. HELIX SNIFFLES.

5. WE HEAR HER STAND UP, FABRIC SHIFTING, THEN BARE FOOTSTEPS.

Helix

(To her Mom) Guess I'll talk to you later, Mom. Not sure you're even listening to these prayers, anyways.

6. DOOR SLIDES OPEN.

Helix

(To Jesse) Hey.

Jesse

Uh, hey. (beat) Charles is here, too.

Charles

(To Helix) Hey? *(To Jesse)* Really, Rogers, is this it? Is this why you dragged me away from the first decent night's sleep any

of us have had since we first started walking aimlessly away
from that wretched cult?

Jesse

(Annoyed) If you were half the badass mapmaker you say you are or if you hadn't broken that machine of yours it wouldn't -- [have been nearly as aimless.]

Charles

(Losing his affectation) Yeah? I'd love to see you try to find a tower without me, you--

7. HELIX SIGHS.

Helix (tired)

You guys.

Jesse

(To Helix) Sorry. *(beat)* We wanted to check on you.

Charles

He wanted to. I told him you were fine.

Helix

I am.

Charles

(To Jesse) See? It appears I was right. Yet again.

Jesse

(He gets more frustrated) Just--Listen. We've been moving nonstop since Montana. We were lucky to run into Walker and luckier that he's housing us while we're in Deadwood, so, since we don't gotta worry 'bout food or shelter for a change, I figured--I figured--Ahh! Dammit. Just talk to us, alright?

Helix

Huh?

Charles

(Unimpressed) Really.

Jesse (rambling)

Barefoot, you've been off. Ain't yourself. Like your head's here but your mind's elsewhere. And, y'know, [I] figured if it was one of us, you wouldn't shut up till we, I don't know, opened up? But. *(Beat)* Maybe this was stupid.

Charles

Finally. A sensible conclusion. After all, the gal's a *goddess*, Rogers. Remember? It's not as though she needs to fear death.

Helix (narration)

But I'm not a goddess anymore, am I, Mom? I'm a - a mortal. Or close enough. (beat) *Am I afraid to die? What will happen?*

Charles

Anyhow. I'm off to bed.

Jesse

Osgood. Why d'you got to be such a - [jackass].

8. GLASS BREAK FROM AFAR, THEN A SECOND TIME, THEN THE SOUND OF VINYL CRACKLING LIKE FIRE.

9. A MAN, WALKER, SCREAMS.

Jesse

Fuck.

10. SEVERAL FOOTSTEPS RUNNING.

Scene Two: Deadwood, Walker's House

11. THE SOUND OF PAGES BEING FLIPPED, THEN PEN TO PAPER.

Jesse (now)

Technically this tale began before today, two nights ago when we had just arrived at Deadwood. After that cult fortress, Charles had us wandering Dakota for some days. [He] Had not a damn clue. Seemed we traveled the same creeks over and over, watching the sun rise and fall, until a man with a broken wagon wheel pointed us to Deadwood. Said there was some strange tower there. He was a Dutchman who went by the name of Walker. Told us if we helped him he'd show us the way and even give us a couple o' rooms to crash in for the trouble.

We got into town late into the night, so we'd agreed we'd check out the tower the next day. But Helix had been actin' strange. Figured we should do somethin' to help. 'Cept before I could get to the bottom of what was wrong, someone threw stones through

Walker's windows and old rags lit on fire that'd been dipped in oil. Weren't no crime of passion, [I] could tell right then.

Walker

Jesse! Thank god. Fire! The - the fire! There's a fire! Should I - what should I do? It's a fire!

Jesse

Yeah, I see it.

Charles

I'll go get water.

Jesse (now)

Walker just kept runnin' in circles, pointing and declarin' what was goin' on. Not much help. I ran over and ripped the curtains down from the windows. Luckily one set hadn't caught yet. The flames were small enough to snuff out. Helix stood in the hallway watchin' this all go down. Didn't panic, didn't do much of anything in fact. She just looked half-asleep.

Charles

Incoming!

12. SPLASH, SIZZLE, WATER DRIPPING.

Walker

(He sighs) Thank god. It's over. If you two hadn't been here, I

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13. WE HEAR JESSE'S FOOTSTEPS AS HE WALKS TOWARD THE WINDOW.

14. LIGHT, FROM AFAR, SOMEONE RIDES OFF ON A HORSE.

Jesse

They got away.

Charles

Well, dear Walker. It seems you have enemies in town.

Walker

(Out of breath, to Charles) I--I don't understand. Why would someone do this?

Jesse

Wonderin' that myself.

Walker

Oh no. Oh no. What will I do? I was lucky you two were here to help, but *(beat)* next time.

Jesse

Hmm.

Jesse (now)

Helix was still. Normally this would be the sort of thing to get a reaction out of her, but nothin'. [I] Felt bad for Walker. Seemed a good man. But Helix was my biggest worry. If a ragin' fire didn't snap her out of it, then travellin' before she felt better would be too dangerous. Might get herself killed from doin' nothin'.

Jesse

Hey, Walker. *(short beat)* Let us stay a couple more days and I'll get this guy for you. What d'you say?

Walker

Uh. Yes. Of course. Sounds dangerous. Are you sure? I mean, of course! Yes. Just be - be careful.

Jesse

Yeah, careful. (sarcasm) That's what I'm known for.

Scene Three: Deadwood

15. SCRATCHING.

16. ROOSTER CROWS TO GREET THE MORNING.

17. FADE IN, THE SOUND OF A BUSY STREET IN DEADWOOD (PEOPLE TALKING, LOTS OF MOVEMENT, HORSES NEIGHING). SLOWLY THIS MOVES TO THE BACKGROUND AS NOISE.

Helix

Done.

18. TOWER SOUND.

Charles

It feels a bit anticlimactic after all the trouble we've experienced finding this tower, don't you think? All we did was stride into the Lower Main Street so you could touch it. It's just - well, standing right here. Plain as noon. Just as any regular tower.

Jesse

What? You'd rather someone try to stab you again?

Charles

Of course not. (*short beat*) Helix, what gift did you retrieve this time? (*beat*) Helix? (*beat*) Perhaps like this? (*Jesse voice:*) Barefoot, you with us?

19. LONG BEAT.

Jesse

Charles. A word?

Charles

I suppose. (*Beat. To Jesse, whispered*) What is it?

Jesse

(*To Charles, also whispered*) She's still not right. Gonna need you to watch her today.

Charles

(*To Jesse, whispered*) Absolutely not. I plan on spending this respite of ours at the Gem Theater testing my luck at the card tables. She's fine, she said so herself. If you're so worried about her, you watch her.

Jesse

(*To Charles, also whispered*) Can't. Gotta go look for that asshole that tried to burn down Walker's place.

Charles

(*To Jesse, whispered*) I don't see how that translates into me taking orders from you, Rogers.

Jesse

(To Charles, also whispered) It's a job. I gotta finish it. Part of my--

Charles

(To Jesse, whispered) Your code. Oh, heavens, do I *know*. Your code. Your concerns. Your deal. None of these have anything to do with me. The earth shall up and lurch according to Jesse Rogers's blessed - [code].

Jesse

(To Charles, also whispered) Listen here you bastard--

Charles

(To Jesse, whispered) No, you listen. We watch her day in, day out. Helix is a goddess, no? She is millions of years old, she can take care of herself. *(No longer whispering)* Now. If you need me, I will be at the Gem. And I assure you, you shall *not need me*. Understood? I will see you both later tonight, or if I'm lucky I won't see either of you until morning. Cheerio and adieu.

20. CHARLES WALKS AWAY.

Jesse

(To himself) Selfish prick. *(Beat, then to Helix)* What do I do with you, Helix?

21. HELIX'S STOMACH GROWLS.

Jesse

Guess that's my answer.

Scene Four: Deadwood, A Restaurant

22. SCRATCHING.

Helix

I'm not hungry.

Jesse

That stomach of yours has been growling all mornin'. You gotta eat. You ain't immortal these days.

Helix

(long beat) Fine.

23. UTENSILS SCRATCHING A PLATE AS HELIX SLOWLY EATS.

Server

Does the young lady want anything to drink?

Helix

No.

Jesse

Yeah, can we get a couple glasses of milk to go with her buckwheat cakes?

Server

Right away.

Helix

Jesse, I told you I'm fine.

Jesse

You're a better liar normally. (*short beat*) Y'know, Charles made a good point. You're millions of years old, he's what 27? 26? Makes me the youngest. 21. Don't think I ever told ya.

Helix

Hm.

Jesse

Yet somehow I wind up bein' the adult among us time and time again. (*beat*) Not tryin' to be patronizin' or anythin'. You know that, right? But I've got somethin' I gotta take care of for Walker and I've got you to take care of too. All I'm askin' is you make this, whatever's the matter with you, less of a hazard. You gotta start eatin', gotta run when there's a fire, and hell, you gotta start takin' care of your body. Alright? [I] won't be the one to do that for you.

Helix

I know.

24. TWO GLASSES ARE SET DOWN ON THE TABLE.

Server

There you are.

Jesse

(To Server) Thanks. Hey, can I ask you somethin'?

Server

Yes. What is it?

Jesse

How long you been in Deadwood?

Server

A decade now.

Jesse

You know Walker?

Server

The Dutchman?

Jesse

Yeah, him. The flighty one. We're stayin' with him on our way through this territory. Someone tried to set fire to his place last night. Any idea who might have reason to do so?

Server

Walker isn't the most popular man in town.

Jesse

Yeah?

Server

He's a one-stater. Plenty of folks thought he wouldn't come back when he left town last month. Before he left he got drunk at the Gem and got into an argument with Ben Stockdale. Wound up with a bruised chin from what I heard.

Jesse

Ben Stockdale?

Server

That's the man.

Jesse

Any chance you heard what they argued about?

Server

Statehood, at least that's what I was told. Ben's a friend of Frank Ziebach and a very vocal divisionist. I don't much mind these arguments about politics, personally, but I do know people who think single statehood is the thing for these lands better keep their mouth shut if they know what's good for 'em.

Jesse

Hm. Wonder if Walker left because of that argument. *(short beat)*
This Stockdale guy. Where might I go lookin' for him?

Server

Couldn't tell you myself.

Jesse

Right. Thanks.

25. WAITER WALKS AWAY.

Jesse

(beat. To Helix) Hey, keep eatin', I ain't payin' for you to stare at it.

Helix

I'm sick of chewing.

Jesse

Too bad. Need you to finish before I can go after this guy. Now go on. I wanna hear that fork against that plate.

26. UTENSIL AGAINST PLATE.

Scene Five: The Gem Theater

27. PIANO BAR MUSIC, ROWDY PATRONS, GLASSES CLINKING.

28. CHIPS CLATTERING ON A TABLE.

29. CHARLES COUGHS.

Anderson

This lucky streak of yours has to run out sometime, Mr. Laurent.

Charles

(Speaking in a clearly fake French accent) Oh, but Monsieur Anderson I, myself, told you I, uhh, am slowly becoming a professional gambler. Luck, I am afraid, is only a part of the game. Oui?

Anderson

Hmm. I raise.

30. CHIPS CLATTERING ON A TABLE.

Charles

(In fake French accent) Check.

31. CHIPS CLATTERING ON A TABLE.

32. CHARLES TAKES A DRAG OF A CIGAR. COUGHS A LITTLE.

Anderson

Eight-high straight.

Charles

(In fake French accent) You know, Monsieur Anderson, I came to this Deadwood because of its famous gambling. That man, the famous gunman, what is his name? The one who was shot in the back during a game like this one.

Anderson

You talkin' bout Wild Bill?

Charles

(In fake French accent) Wild Bill. Yes. What a name. He was killed here, wasn't he?

Anderson

Not this Gem. The original building went down in a fire. Most of the town did.

Charles

(In fake French accent) Mmm. A pity. I wished this might be the very same table.

Anderson

Alright, you morbid fuck, quit stallin'. Show us that hand.

Charles

(In fake French accent) Kings full of fives. Apologies, les garçons.

33. MEN COMPLAIN.

34. CHARLES RAKES IN THE COINS. HE COUGHS.

Charles

(In fake French accent) Do not worry Monsieur, you may yet beat me at the next hand.

35. CHARLES LAUGHS.

Scene Six: Deadwood

36. NIGHTTIME SOUNDS, CRICKETS AND ALL OF THAT.

37. THE SOUND OF PAGES BEING FLIPPED, THEN PEN TO PAPER.

Jesse (now)

After askin' round a bit, found out where this Ben Stockdale fella lived. Nothin' more than a small shack on the outskirts of town. Might be another reason he isn't keen on Walker. That difference in wealth, especially considerin' Walker's an immigrant. Seems Stockdale takes issue with that. Figured I'd find the guy, tell him I knew what he did, and threaten him to stay away. If that didn't work the plan was to arrange a duel between 'em so they'd settle things once and for all. Whatever it takes, can't have these fires getting thrown around this town. Innocent folks could get caught up in it.

38. HORSE HUFFING.

Jesse

Stay with Quarter, okay? Y'all hang here near the fence line. You see the guy run off 'fore I get a word with him you yell.

Helix

Yeah. Fine.

Jesse

Quarter, watch her. Please.

39. HORSE HUFFING.

Jesse (now)

When this all started, Helix said I was the muscle of the group. Charles was the guide, I was the muscle, and she, I reckon, considered herself the brain leadin' us. Reality is she's the one who's supposed to pry until we fess up to somethin', like how she did to me about my Pa. I ain't the feelings guy. Can watch after her all day but if she won't talk on her own, [I] sure as hell don't know how to make her open up. Haven't even seen her chat to that bird of hers in days either. Found myself wonderin' what my Ma would tell me to do. She was the one who stitched me together after my Pa was killed. She'd probably call

me a fool for not bein' softer with Helix, but that ain't me.

`Sides, other matters that needed my attention.

Once I got up to the shack steps, [I] snuck around to the window to see if a light was on inside. Saw a shadow move across the room. So I knocked.

40. KNOCKING.

Jesse

Ben Stockdale? You don't know me but I don't want any trouble. Thought you might know somethin' bout what happened to Walker last night. Just wanna talk.

41. BEAT, HE KNOCKS AGAIN.

Jesse

Stockdale?

42. GUNSHOT. HORSE NEIGHS LOUDLY.

Jesse

Shit.

43. JESSE TAKES OFF RUNNING.

Jesse (Now)

Helix was supposed to call out if she saw anything. But of course she didn't. When I came back around to the fence line, they were posted just the same as I left 'em. Helix just standin' there. Quarter lookin' agitated and ignored. And off in the distance, dartin' across the horizon, I saw Stockdale on his horse ridin' back into town. Took one look at Helix, her eyes vacant, and knew I couldn't catch up with her ridin' along. She'd just slow me down.

Helix

What?

Jesse

Nevermind. Let's just go.

Jesse (narration)

Lost my chance. Don't wanna go b lamin' her. It ain't like she decided to feel this way. I'd have to hunt down Stockdale the next day.

Scene Seven: The Gem Theater

44. PIANO BAR MUSIC, ROWDY PATRONS, GLASSES CLINKING.

45. CHIPS CLATTERING ON A TABLE.

46. CHARLES COUGHS.

Charles

(Still in the French accent) Well, gentleman. I think that will be all for me tonight.

Anderson

Yeah, whatever, get out of here already you dumb Frenchie. Let some of us win before the sun rises.

47. CHARLES LAUGHS.

48. A MAN RUNS IN BREATHING HEAVILY. A CHAIR SCRAPES THE FLOOR AND HE FALLS HEAVILY INTO IT.

Anderson

Stockdale, what's wrong with you?

Stockdale

(Breathing heavily) That Dutchman hired some gunman to come after me.

Anderson

The hell? Walker did that? You sure? Same guy that left the Gem in tears last month?

Stockdale

Damn, bastard. Thought I'd scared him off.

Anderson

Leave the guy be. Walker's harmless. Not like the man's got as many friends as he's got opinions. You're only makin' a bad name

for yourself if you keep botherin' him. Besides, don't want Sheriff Bullock to come after you too.

Stockdale

Whatever. *(beat)*

49. THE CHAIR SCRAPES THE FLOOR AS HE WALKS AWAY.

Stockdale

Where's Al? Need a whore for the night to help me forget this all by morning. *(To Charles)* Move, you dandy.

Charles

(No accent) Of course. *(To the table in the French accent)*
Goodnight gentlemen. And good fortunes to you all!

50. CHARLES LAUGHING, COUGHING.

51. DOOR OPENS, CLOSES.

Scene Eight: Walker's House

52. THE SOUNDS OF THE NIGHT. FOOTSTEPS WALKING UP A FLIGHT OF STAIRS. A DOOR OPENING AND THEN CLOSING.

Jesse

You're back. Got tired of gamblin'?

Charles

Tired of winning. (*short beat*) I heard about your little escapade this evening. (*beat*) No matter how much I do not want to be involved with this grand affair, I happened across information I'm sure you'd like.

Jesse

Really?

Charles

Really. The man I suppose you've been chasing all day, the Stockdale gentleman? Although I suppose gentleman is not quite the *word*. Well, anyhow. He arrived at the Gem Theater as I left.

Jesse

Stockdale, that weasel.

Charles

There you'll find him come morning. But don't expect my help with the Walker situation. I've newfound riches to exploit.

Jesse

Ain't just a Walker thing. The whole town'll get burned up in this. *(he sighs)* Well, least now I won't be runnin' all over Deadwood. Turns out you can be useful after all, Osgood.

Scene Nine: Walker's House

53. ROOSTER CROWS TO GREET THE MORNING. FLOORBOARDS CREAKING.

Walker

Jesse, good morning.

Jesse

(To Walker while yawning) Mornin'.

Walker

Did you rest well?

Jesse

[Is] There a question you actually wanna ask?

Walker

Right. Sorry. Are you any closer?

Jesse

Ben Stockdale's the man. Innocent men don't run the way he did. Don't know why he'd come after you, can't be this statehood bullshit everyone's talkin' about, but I figure you do know. Stockdale's got some larger agenda. No doubt in my mind. Which means you lied when you said you didn't know who did this in the first place. Least that's how it looks from where I'm sittin'.

Walker

(beat) I didn't lie.

Jesse

Hmm. *(Beat)* Gonna go find this asshole at the Gem Theater for you shortly, alright? I'll challenge him to a duel for you. All

you gotta do is meet him on Lower Main Street, high noon. Then you two can sort this out on your own, face to face, like men.

Walker

No, I--I can't shoot! Please, Jesse, you must help me. I won't win.

Jesse

What, want me to shoot for you too? This fight ain't got nothin' to do with me. All I care about is these damn fires. Your issues put the whole townsfolk at risk, you hear?

Walker

I know. I know, I am sorry, but this is not my fault. I am not lying to you. Please. *(beat)* Your friend. The girl.

Jesse

Helix.

Walker

Yes, Helix. Tell me, what is she to you?

Jesse

Pain in the ass most days. *(long beat)* Can't really get into it, but it's my job to protect her.

Walker

I understand. *(short beat)* The reason we met on the road, why I left Deadwood, I was in Wyoming. I had to take my sister there.

Jesse

What's Stockdale got to do with your sister?

Walker

He tricked her. *(short beat)* He works for the Gem Theater's owner, Al. He and Al, *(short beat)* they tricked her. But she is my responsibility. *(long beat)* I didn't think they saw me.

Jesse

Shit.

Walker

I thought I was careful.

Jesse

Are you kidding? You disappeared when she did, didn't you? And then you come back? Are you out of your mind? What makes you think they wouldn't connect the dots?

Walker

I thought so long as she was gone--all I thought about was her safety. I did not think they would come for me after.

Jesse

Then you're an idiot.

Walker

Maybe. But she is safe.

Jesse

Your sister's safe but this town ain't. Not so long as you've got this lil' dilemma. *(sighs)* Damn it. Guess I've no choice.

54. FLOORBOARDS CREAKING.

Jesse

Hmm? Oh good, you're awake. Go get Quarter, ya? We're goin' back into town today.

Helix

Do I have to?

Jesse

Yes. Get on up.

Jesse (narration)

Sometimes you gotta be the hard one. [Or] Else, no one else will get the job done. [We were] Supposed to get into Deadwood, touch that tower, and get out. But I should know by now. It'll never be that easy. *(sigh)* Just like ridin' into Lone Flats, lookin' for word on the Vogel gang. [I was] Supposed to get into Lone Flats, grab that necklace, pay the bartender and hunt those bastards down. But then Helix showed up, and Osgood - well, next thing I know, I'm ridin' across the West with these two whiney strangers. But I guess we ain't strangers no more, huh? We're more - I dunno. Feels like it's been years with 'em, when it's only been a few months. And I just don't know when it'll all

end. These towers. Them cults. And tumbledown towns like these. Each day this tale has become more convoluted than I ever expected. There has only ever been one man I've trusted to tell my story, me. So in a land full of folks left forgotten, findin' myself tellin' more than just one tale. (beat) If I don't do it, who will? Who's gonna spare Deadwood from itself? They said this town burned down once before. Shit. If I know anythin', it's that history loves repeatin' itself. And it's a good man's job to make sure only the good parts hang around.

End.

RADIO: Outcast was created by María Fernanda Vidaurrazaga and JT Lachausse. Starring Jade Duong as Helix; Ivory Amor D'Francisca as Jesse Rogers, the Waiter, and Anderson; Daniel A. Stevens as Charles Osgood; Griffin Otto Deniger as Walker; and JT Lachausse as Stockdale. This episode was written and directed by Fernanda. Dialogue editing by Daniel Sotelo, sound design by Rye Dorsey, with music by Samuel Kinsella. The song at the beginning of this episode is titled, "Starfall" featuring the voice of Helix, Jade Duong, on vocals. You can listen to the full track on our YouTube page right now. If you want more RADIO: Outcast, you can find us online at radiooutcast.com, follow us on Instagram at [radioutcastpod](https://www.instagram.com/radioutcastpod) and Twitter at [radio_outcast](https://twitter.com/radio_outcast), or join the RADIO: Outcast discord server. If you like what you hear let us know by leaving us a review on Apple podcasts, Podchaser, or Goodpods it

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1. Alan L that wandering bard who delights our hearts.
2. Miss Thalia W who just found her way into the infamous Deadwood.
3. The most wanted woman this side of the Mississippi, Patricia D.
4. That generous baker from Lone Flats Lisbeth S.
5. Val V who lost at cards at the Gem Theater and immediately after found her fortune outside its doors.
6. That knower of all chotkes and strange antiques Susan D
7. Fearless Lila who has been seen sharing drinks on occasion with Deadwood's own Sheriff, Seth Bullock.
8. Bunny Hop who legend says once beat everyone in Deadwood in a Buckwheat eating contest.

9. And of course Paul R a new addition to town and a well
known cattle wrangler

To all of our patrons, thanks again. We appreciate you. And to
everyone listening, safe travels.