

77 INT. TIMBERLAKE'S CABIN

77

Paul does not respond.

GRAHAM

Does it not suit you?

The seller is unsure. He glances at his uncle who can tell there's something changed in him.

PAUL

They're not for sale.

Graham's lips widen into that smart, evil smile.

GRAHAM

Alright. One and half of what I offered. But that... is as far up as I'll go.

Marcus is stunned by the offer. Timberlake can see it has no effect on Paul.

PAUL

Sorry for your time. But I won't sell them. Not for any price.

78 EXT. TIMBERLAKE'S RANCH - CABIN

78

Back to Mabel, she's taken aback hearing this.

GRAHAM (O.S.)

I've traveled a good distance to make this purchase and I don't intend to leave until it's complete.

79 INT. TIMBERLAKE'S CABIN

79

Paul's taking a disliking to this man.

PAUL

Marcus. Go tend to the horses.

MARCUS

But I just-

Paul's look tells the boy he wants him out of there.

80 EXT. TIMBERLAKE'S RANCH - CABIN 80

Marcus comes out the door and sees her watching. He pauses a moment, scared, and then heads for the corral.

PAUL (O.S.)  
Mister, you ain't hearin'.

81 INT. TIMBERLAKE'S CABIN 81

Paul leans over the table, showing how certain he is now.

PAUL  
There's nothing to be purchased  
around here. So it'd be best if you  
got back on your horse and rode  
out.

Graham takes his black hat off the table. He wipes the brim with long fingers.

GRAHAM  
If there is another buyer, I will-

PAUL  
There isn't. And I'm growing tired  
of discussing this.

The Marshal stands. He does not like to be interrupted and he certainly doesn't like to lose his way.

GRAHAM  
You are aware that the authorities  
may be interested in knowing your  
whereabouts.

Paul comes close to Graham, talking through his teeth. Timberlake is on edge, ready to jump in if he has to.

PAUL  
And I'm aware of who you are. I  
don't think that would look very  
good for a marshal to be buying  
stolen horses. Would it?

Graham smiles again as he puts his hat on.

GRAHAM  
Godspeed.

He says it in the most foreboding way it ever could be.