If there's one thing *Grimm* does well, it's making unlikeable characters actually likeable (remember my disdain for Juliette ?), and " Quill " accomplishes just that with Hank.

Congratulations on joining the pack. Hank! You're official off the "I don't care about you" list!

The big differentiator with Hank is that his knowledge of Wesen and the world in which Nick now lives is fleeting in a sense. He's been clearly established as being very different from Nick in that he can't see all Wesen creatures when they turn. Instead, Nick has to actively warn him so

Hank can be on his guard.

In many ways Hank is being positioned as the man from the cop world, so we can think of Nick as the hybrid. Nick can go back and forth between being an officer and being a Grimm, but he needs a well-rounded team to juggle things that he can't do or with which needs help.

Aside from the *Resident-Evil*-Umbrella-Corp outbreak, the best parts of "Quill" happened along the periphery, as *Grimm* began weaving together new and old story elements to expand the narrative.

First up? Juliette. Her memory loss is really shaping up to be one of the better stories on *Grimm* , and Bitsie's acting is truly top notch as Juliette attempts everything she can think of to remember Nick. What I love is that, although she can't remember Nick, his influence is everywhere around her - and nowhere is that greater than in the house; so as Juliette tries to remember, she ends up thinking back the touches of his life that might have been colored differently when she looked at him through the lens of love.

Now, with no real clue how she should feel about Nick, Juliette doesn't necessarily possess the need to overlook or ignore certain aspects of Nick's life that have bled over; which is just what happened when Juliette invited Bud over. Bud ended up spilling the beans about Nick being a Grimm.

I wonder if this will unlock any memories for Juliette, like maybe her inside Nick's trailer. Although, if history is any indication, this will only end up pushing Juliette further away.

Next are Monroe and Rosalee. Their adorableness is off the charts and the role reversal, whether it was plague induced or not, is truly awesome. Although Monroe is the big bad Blutbad, he ends up being so soft and flustered around Rosalee, and she ends up taking the reigns a little bit.

While some of that was plague-induced, it's still nice to see Rosalee finding the courage to make the first move because she's usually always hiding behind someone or something out of

fear.

Finally we have the latest royal hound in Portland. This Nuckelavee is far better than the reapers sent before him. He's not making his presence known, but instead is working on gathering as much information about Nick as possible before making his move. Perhaps the biggest development about all of this is Renard has an informant inside the family, and they are working towards a plan.

What plan is that? Well, this is *Grimm* after all, and that is all we get. Although it's interesting that the key once again comes up, and Renard knows that Nick has it. I wonder if Renard wants the treasure because it reminds me of when he had the coins. Renard dreamed of using their charisma to rule the world and become a leader, and if Mama Burkhardt is to be believed that is exactly what the hidden treasure can do.

Other thoughts:

- I wonder if Adalind's cat will come back to the story.
- Give Wu something to do other than being the poor guy that nearly gets killed by all the Wesen stuff.
- My wonderful colleague Carissa reviewed last week's episode in my absence, and I agree with her on almost all points. The only thing she failed to mention is how freaking awesome *Grimm*'s new title sequence is.

Source: TV Fanatic

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