“Everyman” is a **morality** play - as such, it must have a moral message

The character of Everyman represents all humanity

**Messenger** - introduces us to the play - we are told it will be a moral lesson

**God** - speaks about the destiny of all men - they must give a reckoning of their lives - man is sinful and must go before God.

**Death** - his job is to go to Everyman and tell him of the pilgrimage that he must make - nobody is exempt - and death is never expected.

Everyman, when informed of his pilgrimage, begins to call on his “friends” from his life to accompany him on his journey -

**Fellowship** - represents friends - they, however, cannot help you when you go before God

**Kindred/Cousin** - relations/family - they are a bit more agreeable, but cannot go either.

**Goods** - all your worldly possessions - will not/cannot go either - they are worthless

**Good Deeds** - your good works - few and far between! - bound “under the ground” - buried too deeply under the weight of sin to do Everyman any good - they can’t go - *yet*.

**Knowledge** - represents the knowledge and acceptance of one's sins - ***She can go!***

Knowledge accompanies Everyman to **confession** - this personification of **auricular confession** - the 1st of four parts of the sacrament of **penance** (shrift)

**Contrition** (true sorrow for one’s sins)

**Absolution**

**Satisfaction**

Following his confession, **penance**, and absolution, Everyman’s **Good Deeds** are freed from the ground - Good Deeds can now accompany Everyman along with **Discretion**, **strength**, **beauty**, and **five wits**

At the grave, one by one, discretion, strength, beauty, and five wits all leave Everyman, but Good Deeds remains

Make note of the **doctor’s** closing remarks.