Rachel Hibler

Period 6

Everyman notes

Medieval theater history notes

Centuries, wagons, guilds, topics

Mystery play- stories about God, Bible stories

Morality play-

**Everyman summary**

The plot is that the good and evil deeds of one's life will be tallied by God after death, as in a [ledger](https://en.wikipedia.org/wiki/Ledger) book. The play is the allegorical accounting of the life of Everyman, who represents all mankind. In the course of the action, Everyman tries to convince other characters to accompany him in the hope of improving his life. All the characters are also mystical; the conflict between good and evil is shown by the interactions between the characters. Everyman is being singled out because it is difficult for him to find characters to accompany him on his pilgrimage. Everyman eventually realizes through this pilgrimage that he is essentially alone, despite all the personified characters that were supposed necessities and friends to him. Everyman learns that when you are brought to death and placed before God, all you are left with are your own good deeds.

**Everyman character list**

Messenger- announces the play, likes it

Jollity-

Lieth-

Saith-

Transitory-

Lechery-

Clay-

Reckoning-

Reverence-

God- Jesus, forgiving, wants to give a chance to repent, disappointed in people forgetting him and charity,

Forsake

Covetise

pilgrimage

Death- servant of God, needs to go to Everyman and offer a last opportunity to go to Heaven, agrees to the job, loyal, eager, enthusiastic about his job

Everyman