

Starting at Higher Levels in D&D 5th Edition

This is a more linear progression table based on the Starting equipment table in DMG page 38 "High Magic Campaign"

You always start with the normal Starting Equipment as per selected Class, race and Background regardless of level

In addition you start with following depending on starting level:

Tier of Play	Character Level	Additional Gold	Starting Magic Items
Local Hero	1	0	None
Local Hero	2	0	None
Local Hero	3	300	2 Common
Local Hero	4	500	3 Common
Hero of the Realm (Regional)	5	500	1 Uncommon, 2 Common
Hero of the Realm (Regional)	6	1000	1 Uncommon, 2 Common
Hero of the Realm (Regional)	7	2000	2 Uncommon, 2 Common
Hero of the Realm (Regional)	8	3000	2 Uncommon, 2 Common
Hero of the Realm (Regional)	9	3000	2 Uncommon, 2 Common
Hero of the Realm (Regional)	10	4000	3 Uncommon
Master of the Realm	11	5000	3 Uncommon
Master of the Realm	12	7000	3 Uncommon, 1 Rare
Master of the Realm	13	10000	3 Uncommon, 1 Rare
Master of the Realm	14	13000	3 Uncommon, 1 Rare
Master of the Realm	15	14000	3 Uncommon, 2 Rare
Master of the Realm	16	17000	3 Uncommon, 2 Rare
Master of the World	17	20000	3 Uncommon, 2 Rare, 1 Very Rare
Master of the World	18	20000	3 Uncommon, 2 Rare, 1 Very Rare
Master of the World	19	20000	3 Uncommon, 2 Rare, 1 Very Rare
Master of the World	20	20000	3 Uncommon, 2 Rare, 1 Very Rare

The selection of starting Magic Items are always subject to your DM approval.