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Trouble in the Mines

Create a Character at Level 11 and No Multiclassing allowed.
Equipment and Gold details are further down in their own section.

For Ability Scores, we will be using this enhanced Point Buy System:
http://chicken-dinner.com/5e/5e-point-buy.html#customrace&NA&8&8&8&8&8&8&0&0&30&16&6&0&0&12&9&7&5&4&3&2&1&0&1&2&0&0&0&4&4&4&4&4&4
You can go as high as 16 in a Score, and as low as 6 (But do note, that I will not play around your bad scores just to be nice, so if you try to min max do it sparingly at your own risk.) You have 30 Points to spend. For unclear things feel free to ask.

All shared content can be used unless stated otherwise. Even the new TCoE features like Origin Race and class features.
As for backgrounds, I do not use background features/characteristics so there is no point in picking a standard background. Pick the Custom Background Option and only take the Proficiency/Language Choices, to pick 2 Skill proficiencies of your choice and a combination of Tools and or Languages!
As stated we won't pick background features/characteristics, instead working with your back-story to create special traits to make your Character unique and determine various facets of the journey, has proven to be way more engaging than any other approach.

Banned Races: Aarakocra, Bugbear, Changeling, Goblin, Grunge, Hobgoblin, Kenku, Locathah, Orc, Shifter, Simic Hybrid, Vedalken, Verdan and any marked house variants!
My Homebrew Races and Subclasses from the list below are automatically allowed. Feel free to give them a look. External Homebrew needs my approval first, so I will need to read over it.
My Homebrew Races: Fairy, Dryad, Demi-Human and Slimeling.
My Homebrew Subclasses: Fighter - Shielder, Bard - Collage of Dance, Rogue - Ninja, Warlock - The Reaper, Blood Hunter - Order of the Blood Seeker.
If any of the Links don't work for you, they should be available in the Character builder if not PM me.
Side Note on House Rules:
1: Drinking a "Healing Potion" is a Bonus Action instead of an Action. To administer it to someone else is an Action.

2: We will not use the Optional Rule „Flanking“. I know many may be used to this being standard, but it is an optional rule and there are many ways to gain advantages on attacks that normally get overshadowed by this Optional Rule. From conditions and features to surprising your enemies you will have enough options if you play your cards right. I will tell you if you get advantage for a special reason.
3. The Spell "Banishment" needs a consumable not replaceable Material component. So research in your enemies beforehand needs to be done to use it. After a lot of feedback in the past, it turns out that this spell reduces the fun of combat for all players who aren't casting it by a lot and unbalances encounters to hard. (It also doesn’t solve problems anyway as banished monsters can and will return eventually after a few years)

Equipment and Gold:

Since you are Gold Rank Adventurers (lvl 11 PCs and depending on your progress, this may increase), your Characters had some adventures before to gain their Rank and Fame. They are currently pretty broke and low on cash for various reasons, but you do start with some Items as well as Magic Items which I will choose as I see fit, according to the option you pick below in accordance with your backstory and possible requests.

We will roll for starting Gold in the First Session. (10d10 GP)

Everyone who uses a Weapon starts with a +1 Weapon everyone who doesn’t use a Weapon, will have to talk with me about a replacement. Probably an additional Uncommon Special Item. On top of that you can choose one of the 3 options below. I will then hand out items I deem appropriate, useful and or fun, befitting the choices you made. (So the more detail you put in your Char the more fitting hey will be probably)

Option 1: 1 Additional Uncommon Weapon or Armor + 3 Uncommon Special Items
Option 2: 4 Uncommon Special Items
Option 3: 1 Rare Special Item +2 Uncommon Special Items

(Special Item here referees to Wondrous Items, but could also include Jewelry, Staffs, Wands, Rods etc. It could be anything that is not a Weapon or Armor really! Since I will choose them for you and you will just get to pick your Option, it’s basically a quick time skip of all the Adventures your Characters would have had up until the point of getting to lvl 11.)

You are in the World of Sigil on the Continent of Refrain.
In the Peacekeeper Mines located in the Obsidian Heights Mountain Range, which was established a few years after the Great War between the Human and Dwarven Kingdoms, something troubling seems to have happened. A few Monsters suddenly streamed out of a newly opened mine shaft and lay waste to the nearby Villages. Because of its difficult political nature and location, Adventurers from the politically neutral Adventurers Guild have been requested to investigate and deal with the problem for a high reward. But since the first few adventuring parties seem to have failed and not returned, the reward was increased further

and only high ranking adventurers were allowed to take up this request.
You are one of these Adventurers!

More Info:
Your PCs will most likely be Adventurers registered in the Adventurers Guild or have a reason to go with the other Adventurers from the Guild if they are not registered. Being part of the Guild has its up and downsides compared to free Mercenaries and Adventurers. It provides structure and secures payment upon quest completion, but also penalties for failure and quest access limitations depending on Rank or safety reasons etc.
Adventurer Ranks are Iron, Copper, Silver, Gold, Platinum and Diamond. With Iron ranked Adventurers being the lowers and most common ones to Diamond rank Adventurers being referred to as Myths and Legends. To rise in Rank, one needs to fulfill certain requirements as well as pay a commission fee depending on the rank. [Ranks in PC levels for comparison: Iron (1-4), Copper (5-7), Silver (8-10), Gold (11-13), Platinum (14-16), Diamond (17+)]
You have been a Silver ranking adventurer for a while now and just recently managed to climb your way to be a Gold Rank, opening up an array of new possible and well paying quests, fame and other benefits. But the rank up commission fee has drained your Coin purse rather drastically. So it was just perfect for you that the first Quest you picked from the Gold Rank Quest board was just like you, only recently bumped up from the Silver board and had its reward more than doubled. The increase in required rank was because of the previous failed attempts of other Silver ranking adventurer Parties. But such a borderline quest can only be easy for you right?
Here is the Quest your Character took. What other reasons for being an adventurer or for taking that specific quest is up to you or to be discussed with me if you need more input or ideas:
Rank: ~~Silver~~ **Gold** (Rank increase due to a few failed attempts and pressure from Royalty).
Type: Party Quest, minimum 4 Adventurers, reward will be split among the group!
Quest Description: In the very important Peacekeeper Mines, a new mine shaft has revealed a possible threat to this symbol of peace between the Nations as well as the surrounding Villages. On Royal decree from the human and Dwarven Kingdoms, a group of registered Adventurers is to investigate the source of this threat and eliminate it. (You can grasp that both Kingdoms want to keep the Soldiers send there as neutral as possible to not give the other party a reason for a new War by accident).
Quest Reward: ~~10.000GP~~ **25.000GP** (Increase due to unforeseen difficulties and rank increase).
Quest Time Limit: 3 Days after entering the Mines. Report to Guard Captain Gleen Taroz to receive updated information on the current situation upon arrival in Kiln Valley! If you do not return after the set amount of time or unsuccessfully, you are to suffer the standard penalties of the Adventurers Guild.