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THE X-MANSION

THE ATTIC

STORAGE AND STORM'S QUARTERS

Although it's quite substantial, the mansion's roof space has rarely been used by the students and is mostly given over to storage, some equipment storage and a playroom. The one exception is the attic, which, interestingly, took Storm's name when she joined the X-Men. She did much of the renovation work herself, which included installing a series of skylights.



ROOF ACCESS

Storm often accessed her rooms in the attic by using her elemental powers to fly through a skylight in the roof. Since the mansion was some distance from the road, she could be confident she wouldn't be seen.



STORM'S ROOM

Storm's attic covers most of the roof space over the west wing. It is an open-plan room that is filled with plants, which Ororo waters by summoning localized rain showers. The room also contains mementos of her time in Africa.

FURNITURE STORAGE

COMMUNICATIONS REPEATER / EQUIPMENT ROOM

LARGE PLAYROOM

FIRST FLOOR

LIVING QUARTERS

The mansion's first floor is given over to accommodation for the X-Men and New Mutants. The allocation of rooms has varied over the years, but after the arrival of the New Mutants, the east wing became a female dormitory, with the west wing housing the male dormitory.

ILLYANA'S ROOM

Illyana Rasputin was raised in the mystic realm of Limbo, and she closely resembles Hall, which she attributed to the X-Men. She often used her room to prepare incantations and to cast spells.

AMARA'S ROOM



XAVIER'S CHAMBERS

Professor X's bedroom suite, which included a small study area, could be found on the first floor. While he was confined to a wheelchair, he used the lift in the corner to reach this floor.



STUDY HALL

CLASSROOMS

The mansion was also a school where young mutants followed a curriculum that covered conventional school subjects as well as the use of their mutant abilities.

GROUND FLOOR

COMMUNAL LIVING AREAS

The mansion's ground floor was given over to communal living and study areas, including an informal lounge and TV room, a kitchen, a formal reception area, Professor X's study, a library and a day room. When the school was first opened, the Danger Room could also be found on this level, but for safety reasons it was moved to a sub-basement.

FORMAL RECEPTION

DINING ROOM

THE POOL

The mansion's rear opened on to an Olympic-sized swimming pool with two diving boards. The pool was surrounded by loungers where the team could sun themselves.



I DAY ROOM

LIBRARY

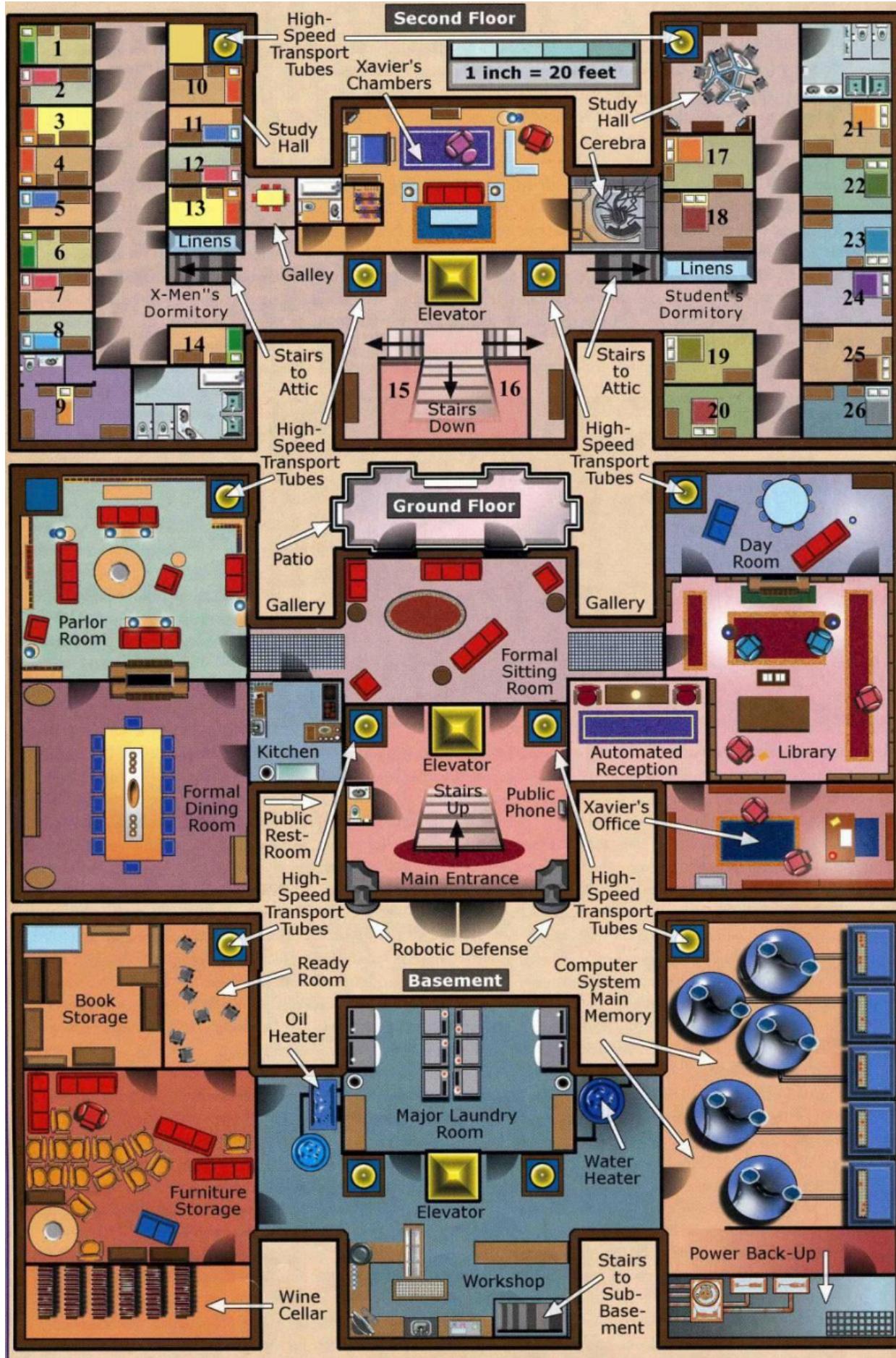
THE KITCHEN

The mansion provides all the facilities you would expect to find in a residential facility.

CEREBRO ROOM

Professor X's study on the ground floor originally housed the instant-teleport device.

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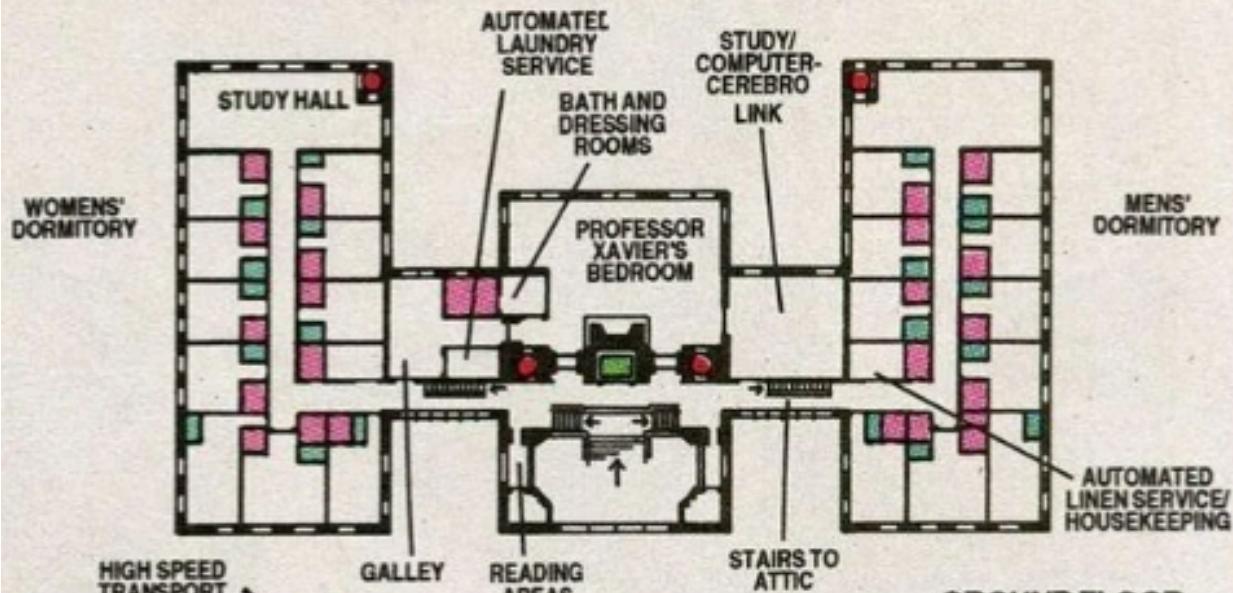


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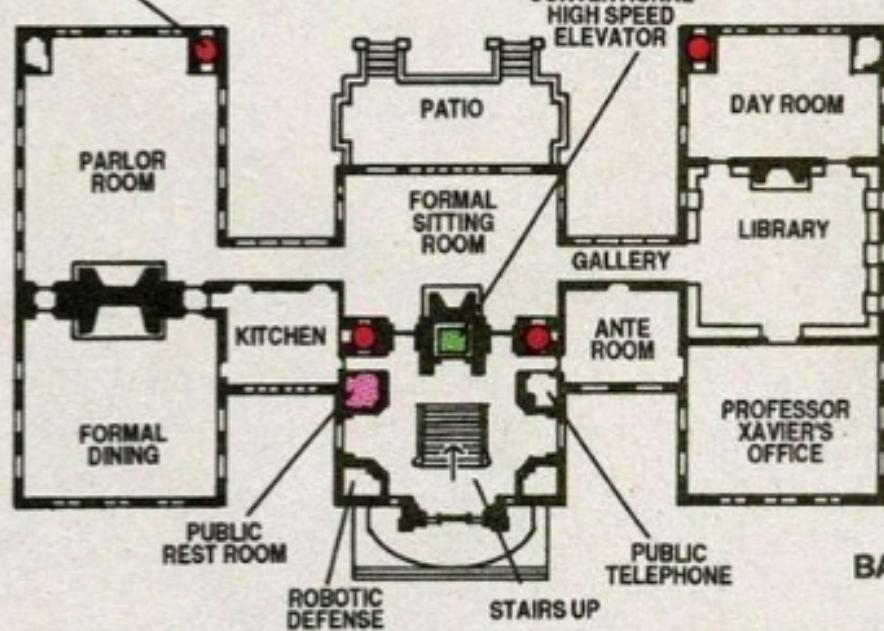


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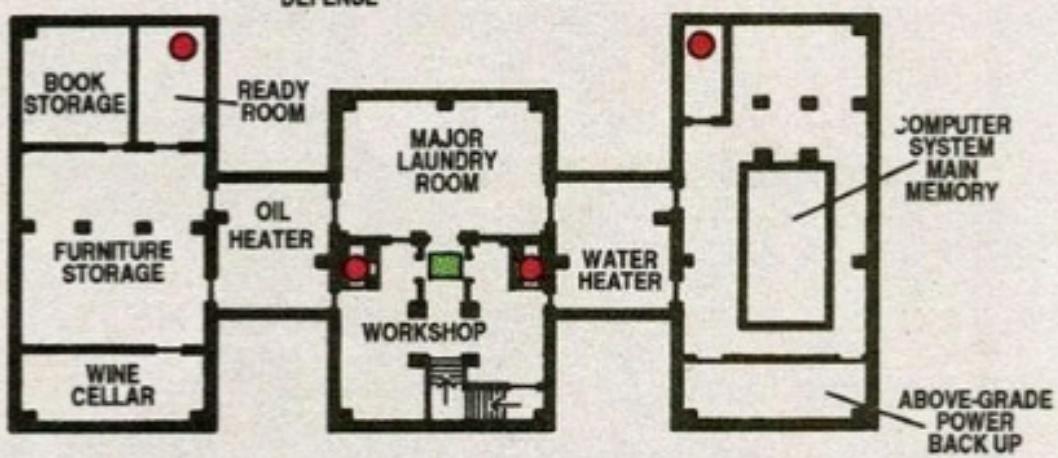
SECOND FLOOR



GROUND FLOOR



BASEMENT



FIRST SUB-BASEMENT

WOMENS' DORMITORY

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The Graymalkin House

Home of Xavier's School for Gifted Youngsters
— Circa 1995 —



SECOND FLOOR

- A- Main Hall
- B- Mr. Leftheris's Quarters
- C- Raven Darkholme's Quarters
- D- Guest Bedchamber
- E- Miss Wyngarde's Quarters
- F- Arch Office
- G- Faculty Office
- H- Raven's Office
- I- Davis & Remy's Playroom
- J- Head of Security's Quarters
- K- Headmaster's Quarters
- L- Chef's Quarters
- M- Azazel's Quarters
- N- Devil & Rivers' Bedchamber
- O- Student Lounge
- P- Gym Deck
- Q- Faculty Lounge
- R- Resident Chamberlain
- S- Student Dorm 1- Scott, Alex, & Peter
- T- Student Dorm 2- Bobby, Martin & John
- U- Student Dorm 3- Max, Fred, & Warren
- V- Student Dorm 4- Mason, Sean, & Luis
- W- Student Dorm 5- Wanda & Lorna
- X- Student Hall
- Y- Student Bathroom
- Z- Elevator



GROUND FLOOR

- A- Courtyard
- B- Park
- C- Gym
- D- Gym
- E- Main Hall
- F- Study Hall
- G- Cage Room
- H- Headmaster's Office
- I- Headmaster's Apartment
- J- Lounge
- K- Raven Hall
- L- Mail
- M- Message Board
- N- Serving Hall
- O- Kitchen
- P- Staff Closets
- Q- School Hall
- R- Computer Lab
- S- Library
- T- Classroom
- U- Dining Hall
- V- Ground Hallway
- W- Service Area
- X- Headmaster's Bedroom
- Y- Opera Balcony
- Z- Elevator



BASEMENT

- A- Exercise Room
- B- Shared Pet's
- C- Room Kitchen
- D- Oven
- E- Multipurpose Room 1
- F- Multipurpose Room 2
- G- Basement Lounge
- H- Kitchens
- I- Sports Equipment & Groundkeeping Storage
- J- Mechanical Room
- K- Room, Garage
- L- Second Garage
- M- Holiday Storage
- N- Laundry Hall
- O- Workshop
- P- Meeting Hall
- Q- Science Lab
- R- Walkway to the Pool
- S- Exercise Room
- T- Locker Room
- U- Walkway to Grounds
- V- Walkway to Garage

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Written By: Peter Luzifer and Daytripper.

Last Updated: 20th May 2005

[Introduction - Destructions](#)

[The Old Mansion](#)

[The New Mansion - The Residents](#)

[The Xavier Estate](#)

Introduction

Built on a sprawling estate in the 1700's by a Dutch ancestor of Charles Xavier's, the mansion was originally built from stone on the edge of Breakstone Lake. Over the years, it has been destroyed on several occasions, but each time rebuilt and updated (to include advanced technology from the Shi'ar Empire), using the format and style of the original, until recently, when the mansion was rebuilt with an entirely new design.

Originally passing to the public as the *Xavier School for Gifted Youngsters*, when the majority of X-Men no longer were "youngsters" the school was renamed to *Xavier Institute for Higher Learning*. As home to the X-Men, the Institute is often referred to as the "X-Men mansion" or even "X-mansion". It is located three miles outside of Salem Center and some forty miles outside of New York City.

The Institute's address is:

1407 Graymalkin Lane

Salem Center

Westchester County

New York

United States of America



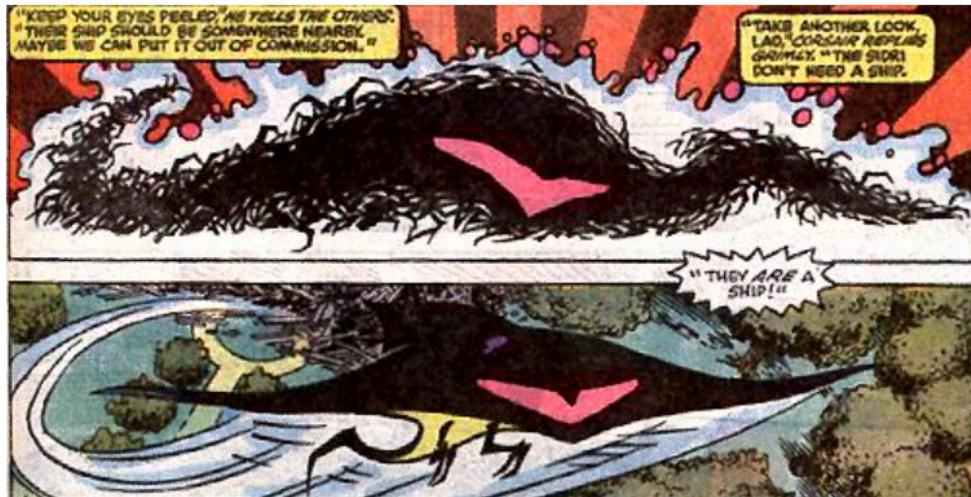
Know a good Redecorator ?

As already mentioned above, the mansion was destroyed several times and rebuilt, each time even better than before. This is supposed to be a brief overview of the occasions when the mansion was almost totally leveled, or when there were rather drastic changes to it.

Back in the early days, before Xavier had even recruited his first generation of X-Men, he was introduced to the mysterious time traveler, who called himself Cable. In exchange for teaching him how to get along in present day society, Cable helped the professor to upgrade the mansion with future technology, way ahead of its time. **[Cable (1st series) #45]** There were only very few villains who would attack the X-Men at their home and, other from the Juggernaut knocking a hole through one of the outer walls, there was hardly any real damage to the building.

Probably the first time that several floors and different sections of the mansion were destroyed was on a Christmas Eve, when Kitty Pryde was hunted by a N'Garai demon. Freshly joined, the inexperienced mutant teenager ran for her life and led the creature on a wild goose chase, Storm's attic, the Danger Room and even the hanger bay all being trashed in the process. The mansion's exterior, though, wasn't harmed and, when Kitty's parents arrived for a surprise visit, they wouldn't even notice what had transpired there earlier that evening. **[Uncanny X-Men #143]**

The X-Men had barely finished making repairs when the house was almost entirely taken down by the alien Sidri. Only Storm and Cyclops present at the moment, they were hopelessly outnumbered and were lucky to stay alive. There was nothing they could have done to keep the house intact. **[Uncanny X-Men #154]**



For a brief time, the X-Men re-located their base of operations to an island in the Bermuda Triangle that Magneto had been using as his headquarters before. In the meantime, the mansion was repaired and upgraded with Shi'ar technology, a gift from princess Lilandra to her lover, Charles Xavier. **[Uncanny X-Men #163-164]**

The next time the mansion was leveled was when it was blown up by Mr. Sinister at the end of *Inferno*. With Professor Xavier far away in outer space and the X-Men letting the world believe them



dead, the mansion was left as it was. The underground levels were still intact, but the security hatch leading to these areas was sealed shut so that nobody would exploit the equipment. **[Uncanny X-Men #243, 254]** The New Mutants were offered to live in X-Factor's ship, which they did for a short while, though

when Cable took over the group, they moved into these sub-areas underneath the ruins. **[New Mutants (1st series) #90]**

Only after Xavier returned to Earth, and the original five X-Men returned to the fold, was the mansion rebuilt. Forge's mutant power to invent technology sure came in rather handy at the time. **[X-Men (2nd series) #1]**

The next time the mansion sustained some massive damage, Professor Xavier himself was the culprit, or actually his alter ego, Onslaught. However, despite there being gaping holes in the walls and floors all over the building, it was still inhabitable afterwards, and the repairs didn't take as long as in those other incidents described above. **[Onslaught: X-Men]**

Something rather unique happened when *Operation: Zero Tolerance* had targeted the X-Men. With all the team either captured or busy fighting for their lives, Bastion had a special group of operatives strip the mansion bare of anything but the naked walls and floors. Their equipment, the furniture, personal belongings – all stolen.

[X-Men (2nd series) #70]

Some of the X-Men being rich



and others having stashed away some money, eventually the missing property was replaced. After the school went public, and over one hundred new students enrolled, a new dorm building was erected. Rather appropriately, it was in the shape of the letter X. **[New X-Men #122]** The dorm didn't survive for long, though, along with the rest of the mansion it was blown up by the Magneto imposter, who had been hiding among the X-Men behind the mask of Xorn. **[New X-Men #147]**

Following this disaster, Professor Xavier has turned his back on Westchester, and for a brief time it was not even sure whether the school would be re-opened. Fortunately, Emma Frost convinced her lover, Scott Summers, to run the Institute together with her. Under their eyes, a new mansion was built, this time no longer matching its predecessors in shape and design. It even seems to be the case that it's been built on a different spot of the Xavier Estate, it now standing right beside the edge of the Breakstone Lake.



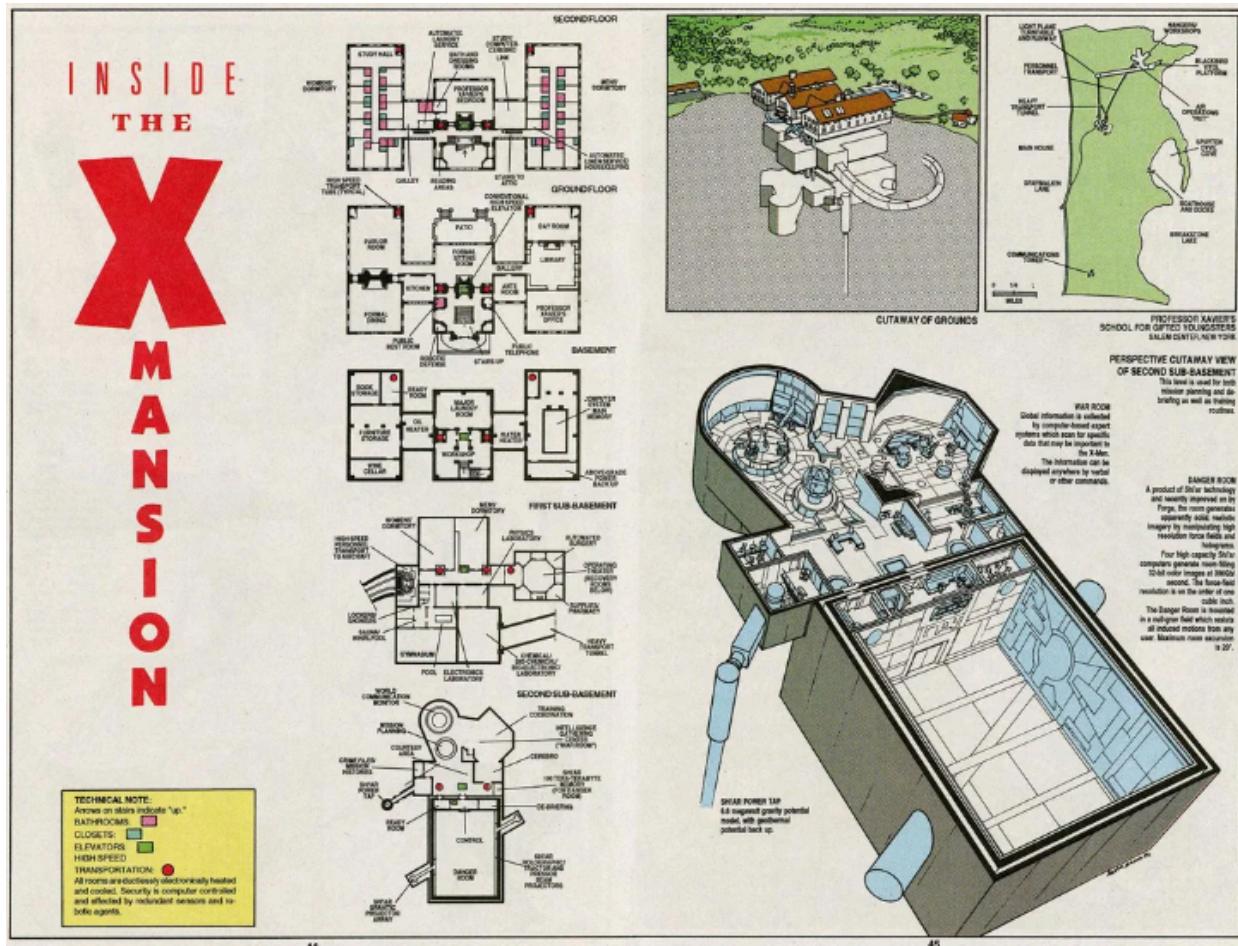
The new mansion is much larger than the old one to accommodate for the high number of students attending the school.
[Uncanny X-Men #444, Astonishing X-Men (3rd series) #1]

The Old Mansion

First Floor: The first floor of the mansion was not unlike any other average mansion, as it consisted of the main entrance to the mansion, a large kitchen and dining room, a large library, informal sitting rooms, Charles Xavier's personal space, as well as his office and a grand staircase that led to the second floor. However, the main Cerebro terminal was also on the first floor - something not all mansions can boast to owning.



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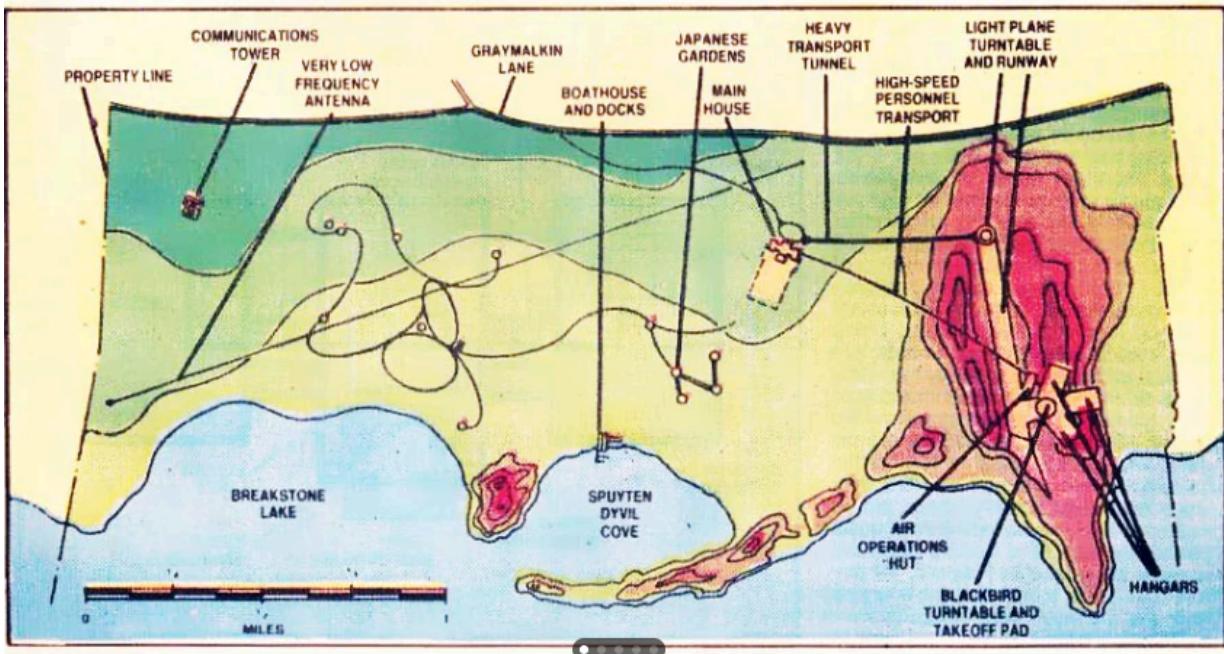
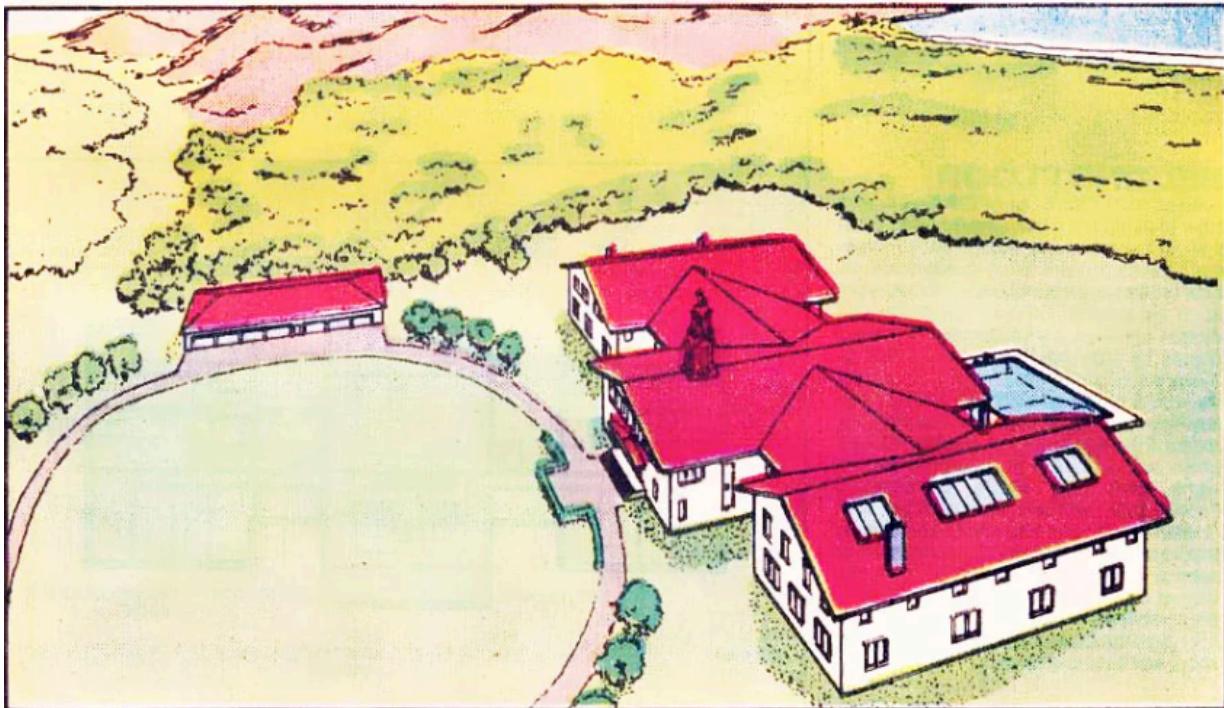
X-MEN MANSION

The base of operations for both the X-Men and its sister team, the New Mutants, is the Xavier Mansion at 1407 Graymalkin Lane in the town of Salem Center in New York State's Westchester County (see *New Mutants*, *X-Men*). The mansion belongs to the founder of both teams, Professor Charles Xavier, and has been in his family's possession for ten generations (see *Professor X*). The mansion was originally built by a Dutch seafaring ancestor of Xavier's out of local stone on the edge of Breakstone Lake. Over the years the mansion has been electrified, renovated, and modernized. Many of the renovations involved the installation and construction of facilities for use by the X-Men, including the addition of the subterranean hangar buildings, the Danger Room

and its support equipment, and the high speed transport tunnels. (The Danger Room is the area in which the X-Men and New Mutants are trained in the use of their superhuman powers.) The mansion was recently destroyed in an attack by alien Sidrian Hunters, but was rebuilt incorporating advanced alien Shi'ar technology provided by Lilandra Neramani, who was then empress of the Shi'ar (see *Lilandra*, *Shi'ar*, *Alien Races: Sidri*). The general populace is unaware that the mansion serves as the headquarters of the X-Men and New Mutants. Instead, the mansion is publicly known as the location of Professor Xavier's School for Gifted Youngsters, a respected private school with a highly limited enrollment. During Charles Xavier's current absence, the

school is headed by the mutant Magneto, under his adopted identity of Michael Xavier, Charles's supposed brother (see *Magneto*). All of the school's students are secretly members of the X-Men and New Mutants.

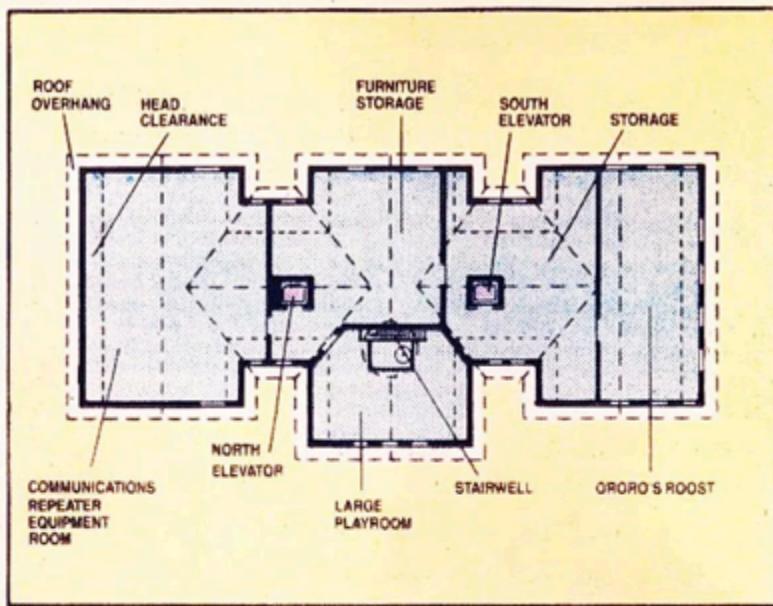
Charles Xavier's estate covers an extensive area between Graymalkin Lane and Breakstone Lake. There is an Olympic-size swimming pool directly to the rear of the mansion. Elsewhere on the property there are stables and a boathouse. Hangars and a takeoff pad for the X-Men's "Blackbird" jet are located in an area of the estate far away from public view. These facilities may be reached from the mansion by means of high-speed magnetic rail cars that travel through an underground tunnel.



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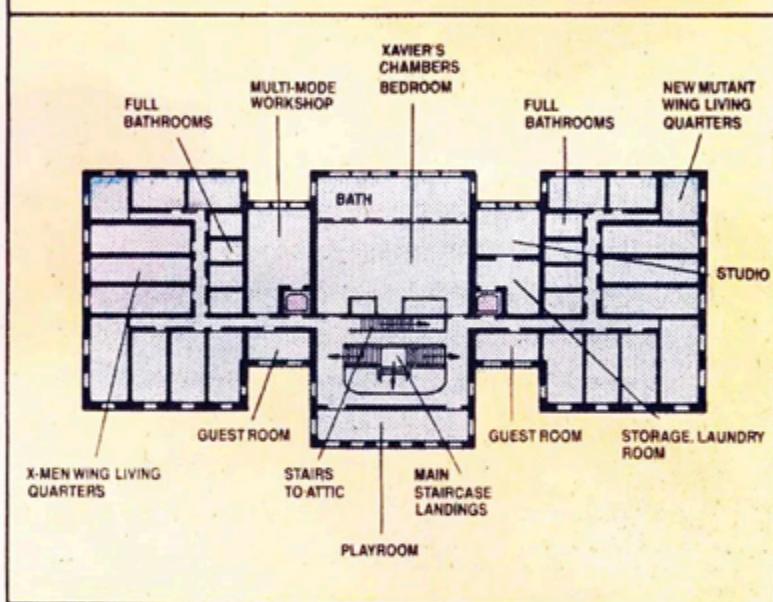
ATTIC

The attic of the Xavier mansion is primarily used as a storage area. However, one large room on this level is used by the X-Men's leader, Ororo Munroe, alias Storm, as her living quarters (see *Storm*). Storm prefers this spacious attic room to the smaller rooms occupied by her fellow X-Men. "Ororo's Roost" contains her sizable collection of plants, which receive sunlight from the large overhanging skylight. The attic also has a large "playroom," used as a recreation area, a room for communications equipment, and the stairway up to the mansion's cupola.



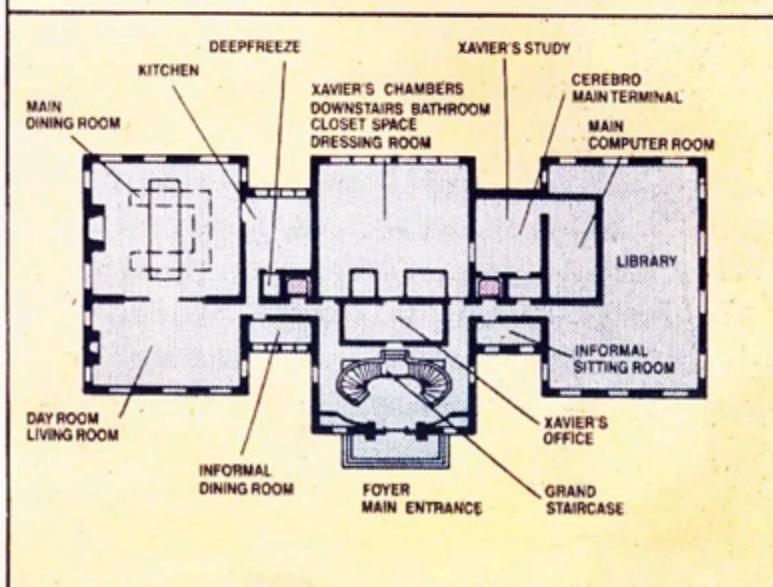
SECOND FLOOR

Apart from Storm, all of the X-Men and New Mutants have their private living quarters on the mansion's second floor. Professor Charles Xavier's living quarters are on both the first and second floors; his bedroom is on the second. During Charles Xavier's current absence, his living quarters are occupied by Magneto, the present head of Xavier's school mutants. The X-Men occupy the rooms on the second floor in one wing; the New Mutants occupy the second floor rooms in the opposite wing. The New Mutant Magik and the X-Man Shadowcat share the same room (see *Magik*, *Shadowcat*). Former staff members Thomas Corsi and Sharon Friedlander also previously lived on this floor. The most frequent occupant of the second floor's guest rooms is Xavier's colleague Dr. Moira MacTaggart (see Appendix: *MacTaggart, Dr. Moira*). The second floor also holds laundry facilities, a workshop, and a recreation area.



FIRST FLOOR

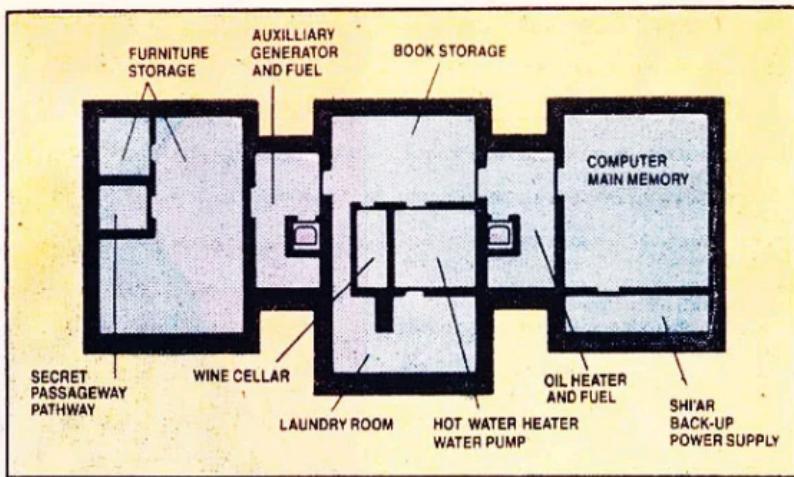
The main entrance to Xavier's mansion is on the first floor, as well as a back entrance that the residents use for access to the swimming pool and much of the rest of the estate. There are numerous surveillance and security systems on the first floor (as there are, to a lesser extent, on the other floors and throughout the estate) to alert the residents to the presence of any visitors or intruders. The first floor contains a magnificently furnished living room and main dining room, as well as a more informal dining room, used for breakfasts and lunches, and a casual sitting room, often used by visitors to the school. Charles Xavier has private living quarters on this floor as well as the second; also, on the first floor he has his study, where the principal terminal of his Cerebro machine is located, his office, from which he conducts school business, and an enormous library, where most of the school's classes are held. All of Xavier's rooms are currently being used by Magneto, the present head of the school. The first floor also holds the mansion's main computer room and the kitchen facilities.



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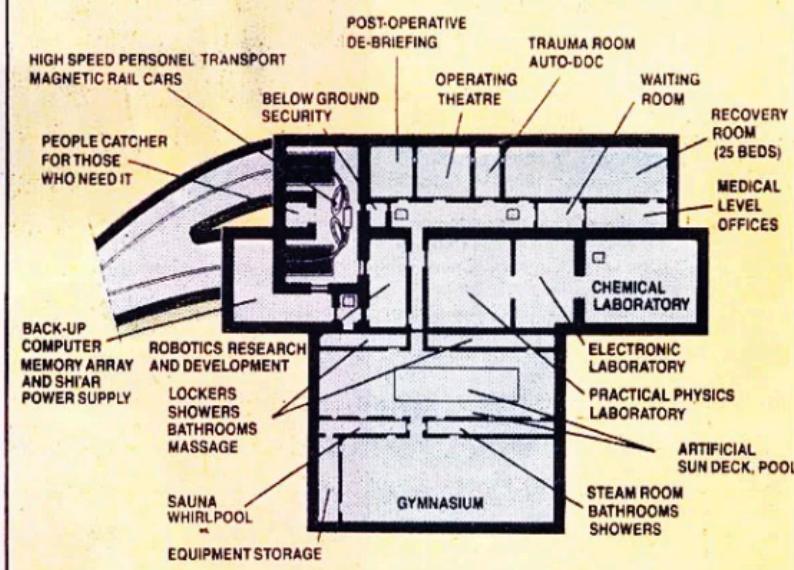
BASEMENT

For the most part the first sub-surface level of the Xavier mansion serves the normal functions of a basement; it contains the oil heater and water heater and is used for the storage of wine, furniture, and books. The basement is also the location of the mansion's auxiliary generator. The main memory components of the mansion's computer system are also located here, however, and there is an entrance to a secret passageway leading to the lower levels.



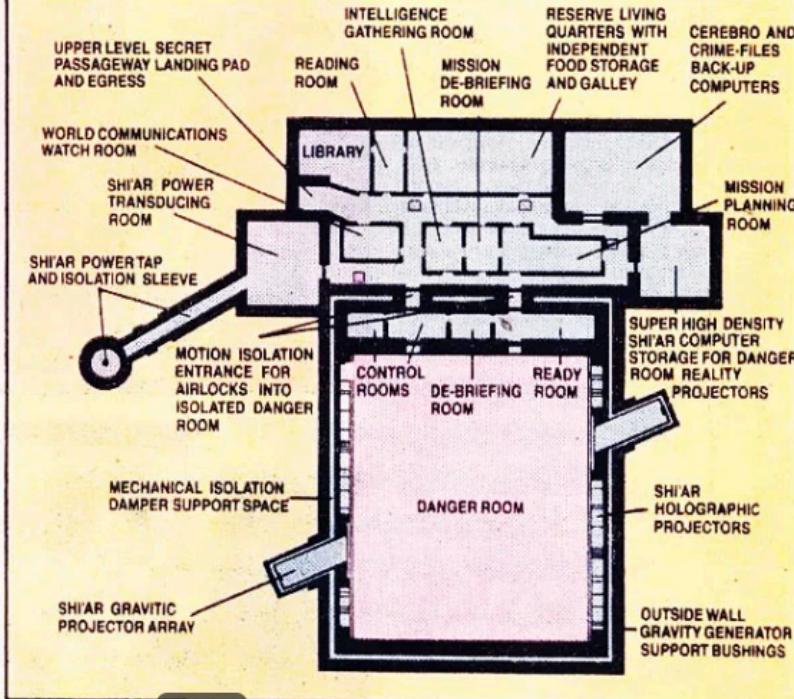
SUB-BASEMENT LEVEL ONE

The Xavier mansion's Sub-Basements were constructed only in recent years. Sub-Basement Level One is primarily given over to extensive medical facilities, including a fully equipped operating theatre and a large recovery room that can hold twenty-five beds for patients without crowding. This level also includes a fully-equipped gymnasium, an indoor Olympic-size swimming pool for use when it is too cold to use the outdoor pool, a sauna and steambath. Locker rooms are also located on this level. Sub-Basement Level One also contains various laboratory facilities and the terminal for the high speed magnetic rail cars that are used to reach the hangars through an underground tunnel.



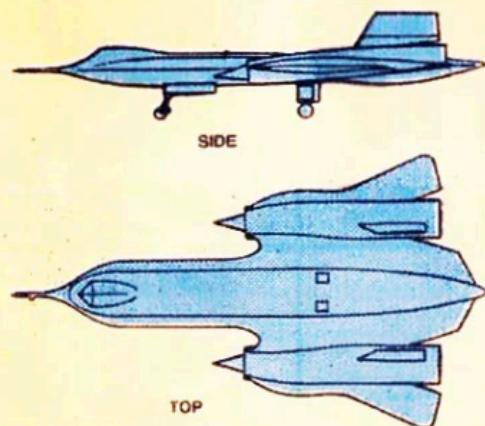
SUB-BASEMENT LEVEL TWO

During the recent rebuilding of the Xavier mansion, most of the new Shi'ar technology was installed on Sub-Basement Level Two. Most of this level is devoted to the Danger Room facilities. The original Danger Room, where Xavier trained mutants in the use of their powers, was on the mansion's first floor and employed advanced technology designed on Earth, even including robots. The current Danger Room instead employs Shi'ar technology, including extraordinarily sophisticated holographic projectors. Virtually any environment can be duplicated within the new Danger Room by means of Shi'ar technology. X-Men and New Mutants training there may be pitted against formidable opponents that are actually either holograms or highly advanced robots, both created by Shi'ar means. This sub-basement also includes alternate living quarters and other facilities for use in emergencies.



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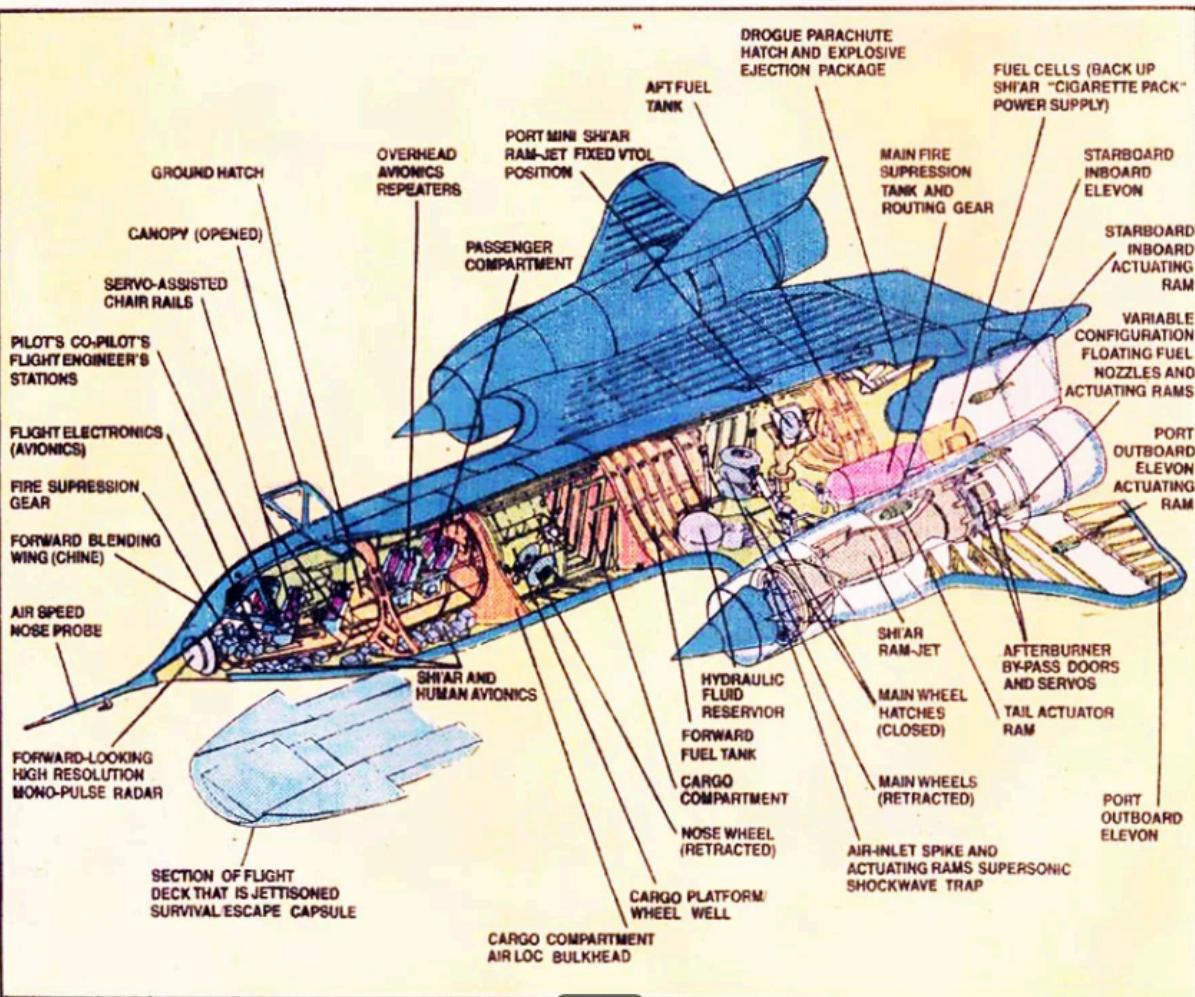
X-MEN JET



LOCKHEED SHIELD (RS-150) BLACKBIRD (UNITED STATES)

Data: X-Men Blackbird
Power plant: 2 Shi'Ar vari-function hot-inlet compressor fuel air combustion engines (ram-jets)
Wing span: 62' 6"
Length, overall, incl. nose probe: 88' 4"
Height: 19' 2"
Cabin:
 Max. width: 9' 5"
 Max. height: 7' 1"
Normal take-off weight: 145,000 lbs
Max. level speed at Sea Level: Mach 2.3 (1,770 mph)
Max. level speed at 120,000 feet: Mach 4.2 (3,234 mph)
Max. rate of climb at S.L. to 80,000 feet: 29.5 miles per second
Service ceiling: 230,000 feet
Range with max. fuel, 5% fuel reserve: 5,500 lbs. (max.) payload 8,200 miles
Range with max fuel, 5% fuel reserve: 12,600 miles
Accommodation: Flight crew of 3. 4 passengers, negative direction, high-velocity escape capsule, sleeps 4, vertical take-off and landing from fixed engines, uses fuel trim tanks for stability, full 3 month survival gear.
Operational equipment: Shi'Ar cloaking device, all-band communications, deep-space ready cabin, intelligence gathering equipment of Shi'Ar and human design.

The X-Men's primary aircraft, known as the Blackbird, is a projected design by Clarence "Kelly" Johnson, former head of the Lockheed Aircraft Corporation's Advanced Development Projects Group (the "Skunk Works") prior to his retirement. The Skunk Works were responsible for the design and fabrication of the still-unequalled 1960s and 70s record-holding high performance strategic/reconnaissance craft the SR-71, and its offensive version, the YF-12A. These craft are two-seaters and the X-Men Blackbird (projected designation: RS-150) accommodates a flight crew of 3 and 4 passengers (that is: protected by escape gear; more "loose" passengers are possible). The RS-150 was never realized as part of the United States reconnaissance program, but in the early 70s SHIELD (Supreme Headquarters International Espionage and Law-Enforcement Division) acquired the design and exotic tooling experience of this craft from Lockheed and produced an unspecified number of these highly classified aircraft. Only one survives today, the X-Men Blackbird. The rest apparently have been destroyed under unknown circumstances. The current Blackbird has been completely re-built using ultra-advanced Shi'Ar technology. Problems encountered in Mach 4 + flight speeds, such as high temperatures, mechanical operations and stability, and routine equipment functioning have now been eliminated.



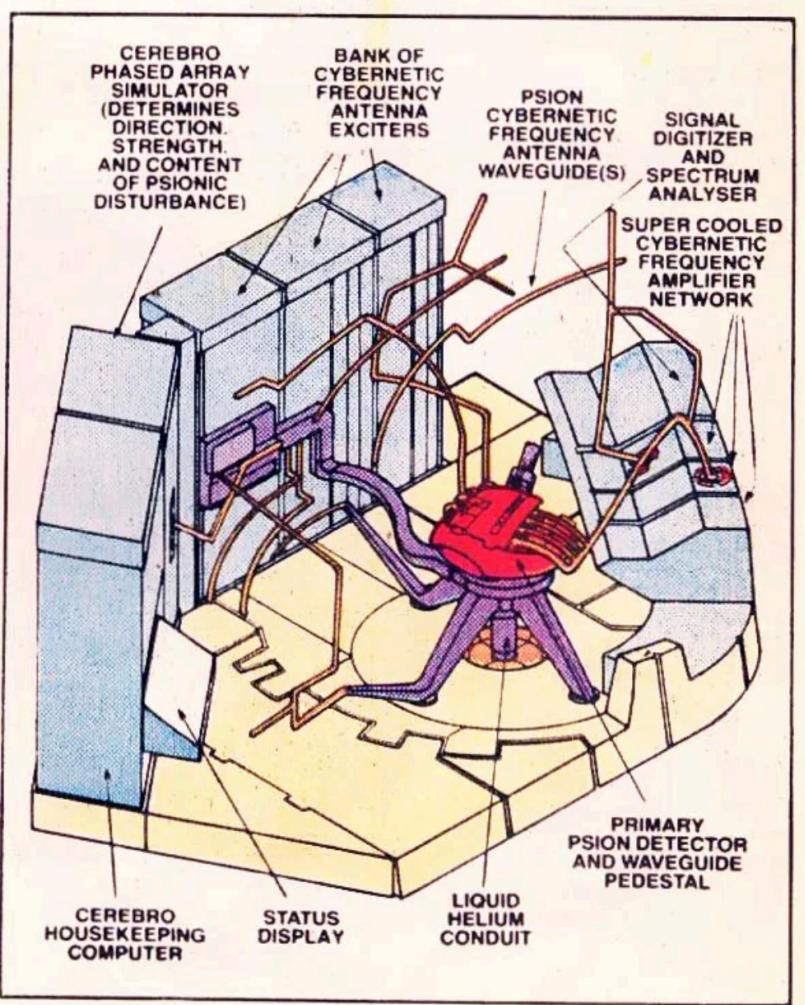
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CEREBRO

Cerebro is a machine designed by Professor Charles Xavier for the purpose of locating mutant human beings possessing superhuman abilities (see *Professor X*). Cerebro does so by detecting the unusual waves of psionic energy ("brain waves") which superhumanly powerful mutants emit for reasons and through processes which remain unknown. The computer system in Cerebro can roughly measure the amount of superhuman power possessed by the mutant, determine the mutant's geographical location, and even specify the identity of the mutant if given sufficient data.

Although anyone can be taught to use it, Cerebro acts most effectively when it is linked to the mind of Professor Xavier or a being with similar telepathic abilities. By wearing a special headset connected to Cerebro, Xavier is able to use his psionic powers to increase Cerebro's ability to detect psionic waves. Individual members of the X-Men have sometimes carried smaller versions of Cerebro colloquially termed "portable Cerebros" with them. A "portable Cerebro," in telemetric contact with the main-computer console, can detect the presence of a human mutant at short range.

Xavier began work on developing Cerebro before he founded the X-Men. He used an early version of the device, which he called Cyberno, to locate Scott Summers, who, as Cyclops, became Xavier's first recruit for the X-Men (see *Cyclops*). Xavier completed the first true Cerebro machine shortly after the fifth X-Man, Marvel Girl, joined the team (see *Marvel Girl*). He named Cerebro after the human cerebrum, the largest section of the human brain and the part responsible for transmitting psionic waves. ■



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Second Floor: The second floor is mainly comprised of living quarters for the many X-Men and later the New Mutants, who lived at Xavier's. At times, the X-Men had one wing, while the New



Logan stored the honor blade of Clan Yashida in his room

Mutants had another. On other occasions, it seemed liked one wing was for the men, the other for the women. Each person was allowed to decorate their living quarters to suit their taste. Best friends Kitty Pryde and Illyana Rasputin even shared quarters.

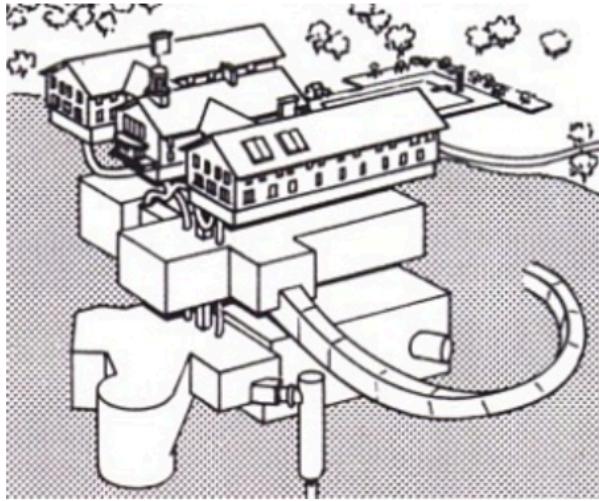
Xavier also has living quarters on the second floor, directly above

his ground floor space. Bathrooms were plentiful and scattered throughout both wings. Much later, though, with two teams of X-Men and X-Force temporarily residing at the mansion, things got rather crowded.

The Attic: The only member of the X-Men who did not sleep in the quarters was Storm, who instead had a much larger space in the attic, where she was able to keep an exotic array of plants and flowers. [first seen in X-Men (1st series) #109] Through a huge skylight she could enter and leave without

having to pass through the entire building. The attic also held a large playroom and much storage space.



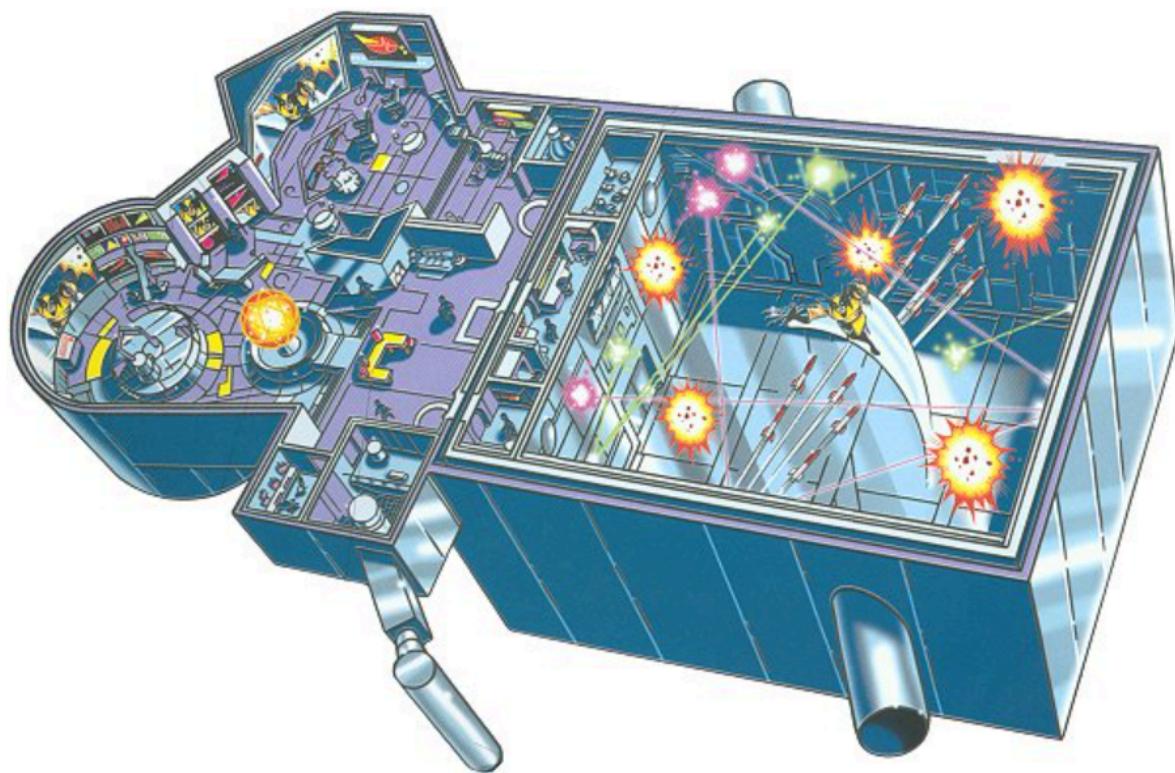


The Basement: The first sub-level of the mansion served as a regular basement - a large book storage, space to store unneeded furniture, a large laundry room, hot water cylinders, oil heater and fuel supply's, the auxiliary generator and wine cellar. There was also a psi-shielded room, the so-called Z'Nox chamber, where Xavier spent weeks in isolation to prepare for an imminent alien invasion. [first seen in Uncanny X-Men #334] Situated in the basement, as well were the main computer memory and the Shi'ar back-up power supply.

Sub-Basement - Level One: The sub-basements of the mansion were more recent additions, not part of the original design of the mansion. The first sub-basement was decked out with various labs - chemical, physics, and electronics, as well as large medical research and operating rooms. A 25-bed recovery room, and robotics research development rounded out the first side of the sub-basement. The second side was comprised of a regular gymnasium, pool, artificial sun deck, sauna, steam room, massage room and showers. Additionally, the high-speed personnel transport rail cars were linked from this sub-basement to the hanger bay.



Sub-Basement - Level Two: The second sub-basement had a lot of Shi'ar technology added into it, and was full of various defense mechanisms to support the powerful technology. One of the main aspects of this level was the famous Danger Room. Whereas the original Danger Room was on the mansions first floor, the second, improved one was much larger and had Shi'ar technology weaved into it to create very-real situations to test the X-Men and New Mutants' battle strategy and teamwork. The Danger Room was restricted access and clearance was needed to get into it. The rest of this level was comprised of the important Ready Room and mission planning facilities like a small library, Cerebro and crime files which were on back up computers, and emergency reserve living quarters.



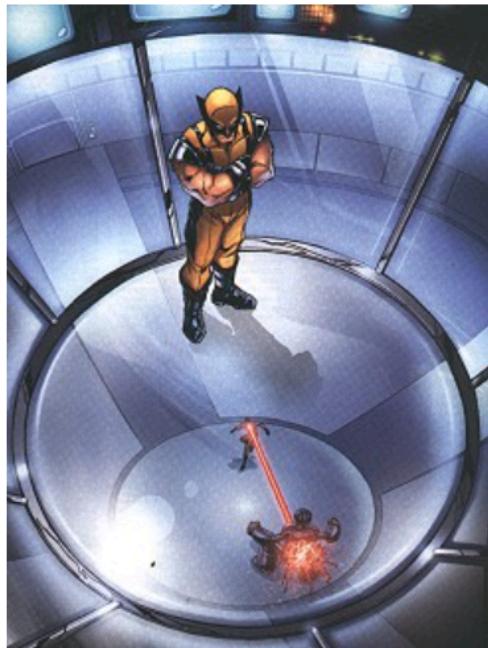
The New Mansion

The new mansion is of a totally different design, it and the adjunct buildings forming the shape of an 'X,' now including additions such as an atrium and an observation tower. Cyclops and Emma Frost, as the headmasters of the Institute, have their own offices, as does Xavier. The Mansion retains the same classic feel that it always had in the previous design, and is still equipped with advanced Shi'ar technology. Many features, such as the Olympic sized swimming pool, stables and boathouse remain, though some new ones include the hedge maze, and the Phoenix Memorial Statue, in memoriam of Jean Grey.



1) Driveway to Graymalkin Lane	6) Classrooms	11) Xavier's Office	16) Hedge Maze
2) Pathway to Stablehouse	7) Memorial Garden	12) Boy's Dormitory	17) Girl's Dormitory
3) Pathway to Garages	8) Pathway to Boathouse	13) Observation Tower	18) Basketball Court
4) Entrance Courtyard	9) Emma Frost's Office	14) Cafeteria	19) Swimming Pool
5) Phoenix Memorial Statue	10) Atrium	15) Cyclops' Office	20) Breakstone Lake

As with the original mansion, the X-Men are allowed to personalize their living quarters. However, the students are required to share dorm rooms, such as Wallflower and Wind Dancer, both who have become good friends and don't mind the situation. Sometimes, though, the students who are forced to share rooms are not as close, which often leads to conflict and misunderstandings. Dust and Surge are a good example of that.



In the new mansion, nothing is the same anymore. Everything has been updated and modernized. For example, the new and improved Danger Room has now an observation hub on top of the room, from where the entire room can be observed, as opposed to the control booth of the old room that was built into one of the side walls.

There's also a cafeteria to feed the large student body,

built under a huge glass dome. The old mansion was not suited at all to handle this many people's different needs, but there are no such problems with the new cafeteria anymore.



The Residents

Over the years, the mansion has been home to quite many people. It is owned by [Professor Charles Xavier](#), founder and former mentor to the X-Men, who grew up and originally lived there with his parents, [Dr. Brian and Sharon Xavier](#), and later on with his mother's second husband, [Dr. Kurt Marko](#), and his stepbrother, [Cain Marko](#). About two decades later, Charles invited his lover, [Amelia Voght](#), whom he had met in India, to live in the mansion with him, which she did, until she ended their relationship.

Nearly every member of an **official X-Men** team lived in the mansion at one point or the other, the sole exceptions being Lifeguard and Slipstream, two members of the X-Treme X-Men under Storm's leadership:

[Cyclops](#), [Iceman](#), [Archangel](#), [Beast](#), [Phoenix IV \(Jean Grey-Summers\)](#), [Mimic](#), [Changeling](#), [Polaris](#), [Havok](#), [Nightcrawler](#), [Wolverine](#), [Banshee](#), [Storm](#), [Sunfire](#), [Colossus](#), [Thunderbird I \(John Proudstar\)](#), [Phoenix II \(Jean Grey & Phoenix Force\)](#), [Shadowcat](#), [Rogue](#), [Marvel Girl III \(Rachel Summers\)](#), [Magneto](#), [Psylocke](#), [Dazzler](#), [Longshot](#), [Jubilee](#), [Forge](#), [Gambit](#), [Bishop](#), [Revanche](#), [Cannonball II](#), [Joseph](#), [Cecilia Reyes](#), [Maggott](#), [Marrow](#), [Cable](#), [Thunderbird III \(Neal Shaara\)](#), [Moonstar](#), [Sage](#), [Chamber](#), [Emma Frost](#), [Stacy X](#), [Xorn](#), [Northstar](#), [Husk](#), [Juggernaut](#)

Same with the **New Mutants**, the second group that Xavier started to train in the use of their powers. Of them, only Skids and Rusty never had the chance to move into the Institute: [Karma](#), [Wolfsbane](#), [Moonstar](#), [Sunspot](#), [Cannonball II](#), [Magma](#), [Magik I \(Illyana Rasputin\)](#), [Warlock](#), [Cypher](#), [Boom-Boom](#), [Rictor](#), [Warpath](#), [Shatterstar](#), [Feral](#)

Long after the team had been renamed to **X-Force**, they briefly returned to Xavier's when their own headquarters were destroyed. At the time, the team's line-up included: [Meltdown](#), [Cable](#), [Warpath](#), [Siryn](#), [Shatterstar](#), [Domino II](#), [Caliban](#) and [Sunspot](#).

To deal with the rather large students body (far too many to be listed here, but we'll provide a link, once we have worked out an overview of them), Xavier's always had some **staff and faculty** living on the grounds as well. People with special functions would be [Dr. Moira MacTaggert](#), who acted as a housekeeper for a while, school nurse [Annie Ghazikhanian](#), along with her son [Carter](#), physical instructor [Stevie Hunter](#) and [Tom Corsi](#) and [Sharon Friedlander](#), a former cop and nurse, who were transformed into native Americans during an attack of the Demon Bear.

Other **long-term guests** include Xavier's lover, Shi'ar princess [Lilandra](#), and [Carol Danvers](#), while she was trying to get over the loss of her Ms. Marvel powers. Also, when Xavier attempted to rehabilitate him, [Sabretooth](#) was held in a special cell in the mansion's basement.

The Xavier Estate

While the mansion may be the central part of the estate, the grounds also include a boathouse and docks, Japanese gardens, a communications tower, stables and a massive underground complex, which hides from public view the X-Jet runway, hangar bays, the high-speed monorail, which carries personnel to and from the mansion and hangar area, and the special sub-basements of the mansion. An Olympic sized swimming pool is located to the rear of the mansion, along with patios and decking for outdoor entertaining and recreation. The entire mansion and all of the surrounding estate is filled with advanced security systems that detect for intruders.

The Xavier Estate covers a considerable area between Graymalkin Lane and the Breakstone Lake. The first time that there was a body of water mentioned to be on the Estate was in *X-Men* (1st series) #29, when the X-Men went ice-skating on a frozen "pond." It is unknown whether this was actually the lake or not, but it was undoubtedly shown during the X-Men's picnic in *X-Men* (1st series) #109. Since then, the lake has been an integral part of the Xavier Estate's portrayal. The residents of Xavier have been shown to spend their spare time at the lake every now and then, and the new mansion seems to be built right next to the edge of the lake. Forge also once used the Lake to stash away the team's Blackbird jet, when he provided the X-Men with a more capable jet and there wasn't enough space in the hangar.



There's a small boathouse by the lake's shoreline, which was first shown in *New Mutants* (1st series) #13. While not much used in the early days, eventually the newlyweds Scott Summers and Jean Grey moved into the boathouse to have some privacy. Later, after they had left the team, Gambit temporarily lived in the boathouse because the X-Men had only recently learned of his involvement in the Mutant Massacre and still didn't trust him.

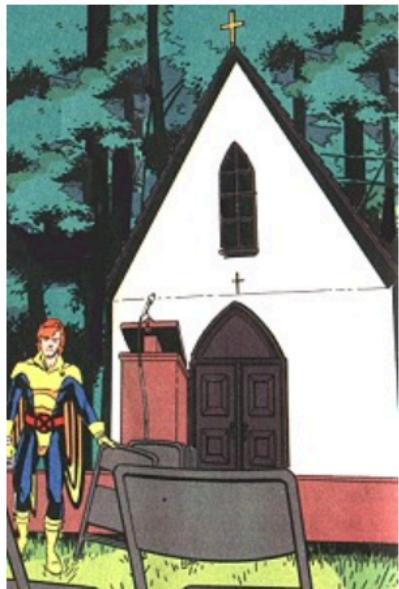


Right next to the new mansion, there's now a hedge maze. It sure must be fun for the teenage students to explore it, or to secretly meet there with someone whom they have a crush on. The hedge maze also was the setting for the latest students' first Field Day, a specific training where two squads have to compete against each other. [New X-Men: Academy X #3]



Somewhere in the woods, there's a small shack that Logan built, first seen in *Uncanny X-Men* #365. It was there that student Angel Salvadore placed her eggs, still confused that her pregnancy cycle was more like that of a fly, rather than a human being. After the babies hatched, she and Beak moved into the shack, where they have been raising the kids together. That is, until the Beak became unhinged from time and was picked up by the reality-hopping Exiles.

Also in the woods, there's a spot where the walls between dimensions are rather thin. Several times when the N'Garai demons have tried to invade Earth, one of their cairn materialized there, but each time the creatures were fought back and the cairn was destroyed. [first in *X-Men* (1st series) #96]



The worst things that ever happen to Xavier are seeing his



students dying. On the estate there is a small chapel to mourn the ones that have fallen, along with a graveyard. [first in *Uncanny X-Men* #304] When the new mansion was built, there was also a memorial garden added, with statues of the deceased serving as a painful reminder to future generations of X-Men that superheroing is more than plain fun.