

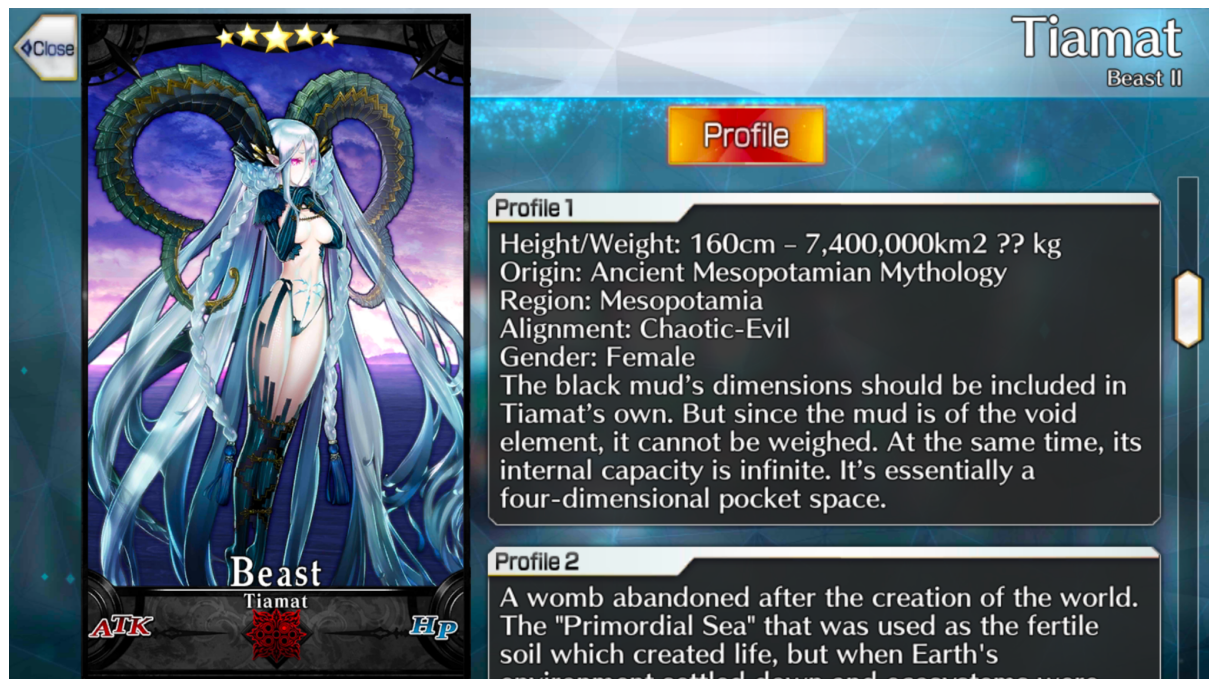
Heya, guys! Mikhail here to give you all another Fate doc. And this time, it will be on Fate's Dimensional Tiering. Essentially, proof that dimensions in the Fate series are legit spatial ones... I'll try to hit the points that are usually relevant when determining when a spatial dimension is legit.

So, let us go.

Point 1: Higher-Dimensional Beings are infinitely above lower-dimensional ones.

[Beings such as Beasts are higher-dimensional in nature](#), as stated by Goetia (Beast I).

Tiamat (Beast II), who's also a higher-dimensional being, is stated to have a pocket of black mud that has infinite volume (JP raws flat out say volume) and a mass that cannot be calculated (like a higher-dimensional being should have). Void element is just another way of saying 'imaginary number element' (Thanks F/GO). You'll see why this matters in a few points down below.



Point 2: Higher-Dimensional beings are inaccessible to Lower-Dimensional ones.

Most higher-dimensional beings reside in Imaginary Number Space, or Void Space as called in Fate/Grand Order. Heck, Tiamat resided in Imaginary Number Space until Kingu in Babylonia got her back in Babylonia. Why does this matter so much? Well, because Imaginary Number Space is a place that cannot be traced back, found or accessed with

humans' laws of physics due to operating under its own laws.

Scathach-Skadi: Unlike my Norse mythology, which viewed the world as born dualistic, other religions often had a defined concept of **primordial chaos**. Heaven and earth, warm and cold, good and evil, all united harmoniously. Therefore the primordial chaos is a grandmother of the world, which includes all possibilities... The Imaginary Number Space is a space that contains as many possibilities as it. I believe the primordial chaos contains all possibilities **for it has everything mixed in it**, while Imaginary Numbers contain all possibilities **for they are unobservable**. Thus, this is the inner side of our world, unobservable territory. A place not even detectable by the currently existing laws of physics. Meaning all possibilities can be *hypothesized* there.

Point 3: Higher-Dimensional beings look at Lower-Dimensional structures as flat.

In Imaginary Number Space (place where higher-dimensional beings reside), higher-dimensional beings perceive the [lower dimension as flat](#). Timelines appear as if they were as flat as a page of a book by Zelretch using an application of his Second Magic, which is something that is used to reach the Root.

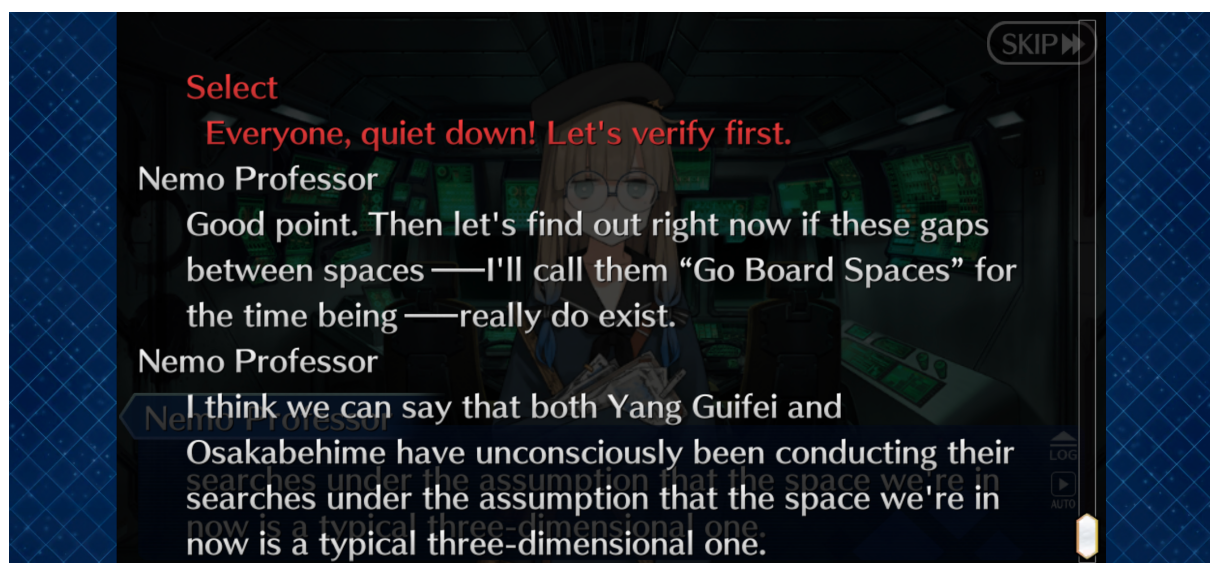


Point 4: Higher-Dimensional beings are inherently superior to Lower-Dimensional ones

[True Demons have been stated to be unbeatable by humanity](#). Heck, they can't even be properly understood. [Divine Spirits \(which are essentially deceased Gods\) are also higher-dimensional](#). Outer Gods of the Cthulhu Mythos are also higher dimensional. All of these should be above normal humans and other Phantasms for obvious reasons.

Point 5: Lower-Dimensional beings can't perceive Higher-Dimensional Space

The Servants of Chaldea were attacked from places they could not really perceive in Imaginary Number Space (Void Space). They could not see the spaces due to the map analysing the area assuming the space is a 3-D one, and by increasing the dimensionality, the coordinates of the enemies within these higher-dimensional spaces could be obtained.



Point 6: Miscellaneous

There are a specific number of dimensions listed in the Fate series, such as [Avalon blocking magic up to the sixth dimension](#). There's also the fact that the [Root itself governs all of dimensional theory](#) and [exists independently of it](#) in the Nasuverse, with reference to hermeticism even. So, dimensional theories are referenced in the Nasuverse. The 2nd Magic is also stated to transcend space & time.

See [this](#) thread for more information.