

 Horse / Owl Totem	 1. Cougar Totem	 2. Coyote Totem
(i) Horse Tribes / Owl Tribes*	(i) Cougar Tribes	(i) Coyote Tribes
(ii) Temple of SARAN	(ii) Temple of TIPRE	(ii) Temple of ESCUS
(iii) Medoneh Family	(iii) Karana Family	(iii) Derevo Family
(iv) Racing Club of Tehmor	(iv) The Cats of Tehmor	(iv) The Dogs of Tehmor
 3. Bear Totem	 4. Raven Totem	 5. Eagle Totem
(i) Bear Tribes	(i) Raven Tribes	(i) Eagle Tribes
(ii) Temple of ORIL / OPSOR	(ii) Temple of ALTIS	(ii) Temple of KOROS
(iii) Merchants' Guild of Tehmor	(iii) Guild of Dream Dealers	(iii) Gnolls
 6. Buffalo Totem	 7. Deer Totem	 8. Scorpion Totem
(i) Buffalo Tribes	(i) Deer Tribes	(i) Scorpion Tribes
(ii) Temple of BUDIF / WACON	(ii) Temple of FIDAR	(ii) Scorpion Cults
(iii) Farmers' Guild	(iii) Elves	(iii) Temple of HAERIM
 9. Snake Totem	 10. Lizard Totem	 11. Rat Totem
(i) Snake Tribes	(i) Lizard Tribes	(i) Rat Tribes
(ii) Snake Cults	(ii) Temple of ZAKEL	(ii) Rat Cult
(iii) Temple of DALA	(iii) Mercenaries' Guild	(iii) Temple of LOFIR / WAGREN
 12. Heron / Fish Totem	Influence only over any Totem	
(i) Heron Tribes / Fish Tribes*	Associated Guilds of Beggars, Buskers and Rumourmongers	False Gods
(ii) Temple of RAYLIT	Bookmakers' Guild	Temple of SURGAT
(iii) Fishermen's Guild	ChaosMasters	Treasury

* Whichever is Activated first controls the Circle. If Activated second, just has Influence.