

## OgreBot - Feature - New #1349

### Damage Heal spells

2015-02-02 12:09 PM - grimgolem2

<b>Status:</b> New	<b>Start date:</b> 2015-02-02
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>Recently betrayed my Warden to a Fury to give it a whirl, Laugh it up..</p> <p>Anyways I'd like to be able to use some of my damage/heal spells as a heal, currently there is no option to do so (Rage of the Wild and Lightning Siphon) for example. Rage of the wild itself parses for shit, but the heal component is pretty large and fast.</p> <p>Also # of targets for Warlock Acid Storm would be nice. I like using it when theres a huge # of mobs.</p>	