EvilWhiteDragon wrote on Wed, 30 September 2009 06:02The obelisk charge bug is fixed on the BlackIntel servers and should be fixed in TT as well so
What exactly do you mean by "bug?" Do you mean the Obelisk no longer holds a charge? Or is the charge now visible to all players?

The Obelisk is supposed to hold charges, I wouldn't consider that a bug.