

Terraria 1.2.1 Changes

Bug Fixes:

- Fixed an issue causing walls to not have different frames (Thanks Solsund!)
- Fixed an issue with world saves being larger than they should (Thanks Solsund!)
- Frozen Slime blocks are now craftable
- You can no longer reforge Music Boxes
- You can no longer place Campfires in water
- Palladium, Orichalcum, and Titanium bricks now show correctly on the map
- Placed Lihzahrd Brick Walls now show correctly on the map
- Fixed a bug that would prevent Pirates from spawning
- Titanstone now correctly blends with dirt
- Fixed several typos
- Minimap now draws over enemy health bars
- Walls now correctly draw behind Super Dart Traps
- Eater's Bone now correctly drops from the Eater of Worlds
- Adjusted mannequin layering to draw armors correctly

Changes:

- Mice can no longer be killed by monsters
- Mice can no longer spawn in hell
- Magma stone will no longer show a fire effect for non melee weapons
- Floaty Gross now cause weakness and drop Vitamins
- Sunflowers now reduce Crimson's effects
- Crimson and Hollow now counteract each other
- Reduces the chance for a mechanical boss summon to drop during hardmode
- Hardmode Dungeon Keys must now be crafted from rare drops
- Pygmy Staff has had its damage increased slightly
- Updated female armor sprites
- Added messages to help the player progress in hardmode
- Reduced chance for a Dungeon Spirit to drop
- Spectre Armor now requires Chlorophyte Bars to craft
- Spectre Wings now need 10 ectoplasm to craft
- Spectre Armor now only heals for 8% instead of 10%

Additions:

- Added Pumpkin Tiles and Walls
- Added Hay Tiles and Walls
- Added Spooky Wood Tiles and Walls
- Added Goodie Bags that drop from most monsters during Halloween
- Added new Pumpkin Moon event that will be available all year

- Added new Halloween themed pets
- Added new Halloween themed costumes
- Added new Halloween themed paintings
- Added new Halloween themed weapons and armor
- Several common enemies will now be in costumes
- Hearts and Stars have been replaced with something more festive
- Several friendly NPCs will sell costumes
- Dryad will now sell Pumpkin Seeds year round
- Merchant will now sell an item to harvest hay during Halloween
- Pumpkins will grow on their own during Halloween
- Added new decorative items craftable from Pumpkins and Spooky Wood