KubeJS Powah

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Allows you to create Energizing Orb recipes from the Powah mod.

Example:

```
ServerEvents.recipes(event => {
    // .energizing([inputs, ...], output, energy)
event.recipes.powah.energizing(["minecraft:cobblestone"], "minecraft:tnt", 1000)
})

PowahEvents.registerCoolants(event => {
    // .addFluid(fluid, coolness)
event.addFluid("minecraft:lava", 10);

    // .addSolid(fluid, coolness)
event.addSolid("minecraft:cobblestone", 10);
})

PowahEvents.registerHeatSource(event => {
    // .add(block, hotness)
event.add("minecraft:cobblestone", 10);
})

PowahEvents.registerMagmaticFluid(event => {
    // .add(fluid, hotness)
event.add("minecraft:water", 10);
})
```

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