

React(10.12.1.188)-GhostIA

Enumeration

```
root@kali:~# nmap -sC -sV 10.13.1.188 --min-rate 4000
Starting Nmap 7.70 ( https://nmap.org ) at 2020-08-14 15:54 EDT
Nmap scan report for 10.13.1.188
Host is up (1.6s latency).
Not shown: 684 closed ports, 313 filtered ports
PORT      STATE SERVICE      VERSION
80/tcp    open  http         Abyss httpd 2.11.1-X1 (AbyssLib/2.11)
|_ http-server-header: Abyss/2.11.1-X1-Win32 AbyssLib/2.11
5800/tcp  open  http-proxy   sslstrip
|_ http-title: TightVNC desktop [react]
5900/tcp  open  vnc          VNC (protocol 3.8)
|_ vnc-info:
|   Protocol version: 3.8
|   Security types:
|   VNC Authentication (2)
|   Tight (16)
|   Tight auth subtypes:
|   STDV VNCAUTH_ (2)
|_ 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 53.56 seconds
```

First we run an nmap scan, we can see port 80 is open.



On the page, we do not find much, however, if we look back to the nmap scan, we can see a high port that is open named filtered_abyss, so let's go ahead and check out that port.

Exploitation

Access Credentials

[Abyss Web Server Console](#) :: [Console Configuration](#) :: Access Credentials

Please enter a login and a password. You will use them to authenticate yourself everytime you access the console.

Login :

admin

Password :

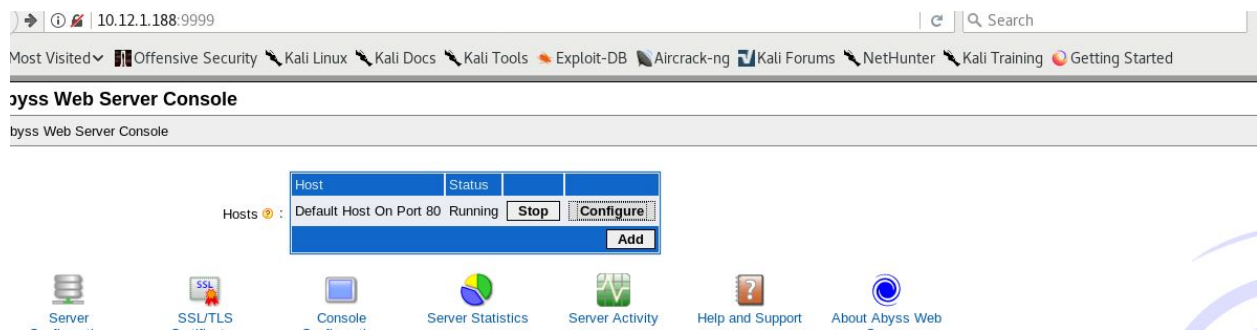
••••••••

Password Again :

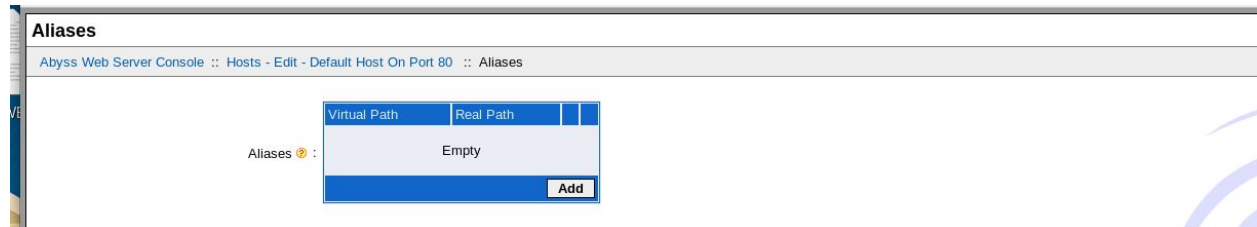
••••••••

Your browser will ask you to enter the new login and password after pressing OK.

If we use the credentials admin/password, we can go ahead and access the console.



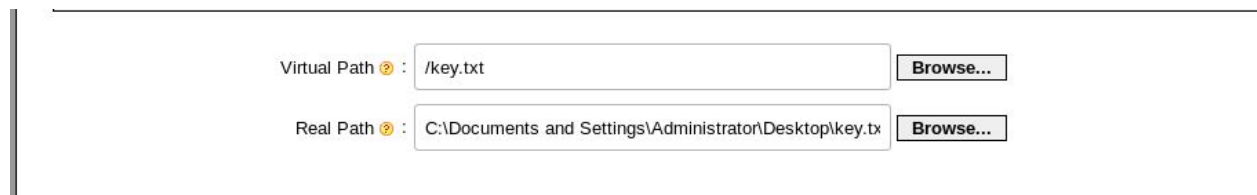
Then if we click on configure, we will be redirected to another page with more settings.



From there, we can click on Aliases and we are greeted with this page.



If we add the real path, we can access the key for the box.



Then we can go ahead and make the directory on the web.



Once we navigate back to port 80, we can go ahead and grab the key.