



CVE-2020-14939

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[Source: Mitre](#)[Source: NIST](#)[CVE.ORG](#)[Print: PDF](#) 

Certain versions of [Freedroidrpg](#) from [Freedroid](#) contain the following vulnerability:

An issue was discovered in savestruct_internal.c in FreedroidRPG 1.0rc2. Saved game files are composed of Lua scripts that recover a game's state. A file can be modified to put any Lua code inside, leading to arbitrary code execution while loading.

CVE-2020-14939 has been assigned by [M](#) cve@mitre.org to track the vulnerability - currently rated as **HIGH** severity.

CVSS3 Score: **7.8 - HIGH**

Attack Vector	Attack Complexity	Privileges Required	User Interaction
LOCAL	LOW	NONE	REQUIRED
Scope	Confidentiality Impact	Integrity Impact	Availability Impact
UNCHANGED	HIGH	HIGH	HIGH

CVSS2 Score: **6.8 - MEDIUM**

Access Vector	Access Complexity	Authentication
NETWORK	MEDIUM	NONE
Confidentiality Impact	Integrity Impact	Availability Impact
PARTIAL	PARTIAL	PARTIAL

CVE References

Description	Tags	Link
Security Audits, Penetration Tests - LogicalTrust - [EN] A-Z: FreedroidRPG - save game	Exploit Third Party Advisory logicaltrust.net text/html	MISC logicaltrust.net/blog/2020/02/freedroid.html

Issue 953: Lua code execution in loading untrusted save game - FreedroidRPG issues

Exploit

Issue Tracking

Vendor Advisory

bugs.freedroid.org

text/html

MISC bugs.freedroid.org/b/issue953

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There are currently no QIDs associated with this CVE

Known Affected Configurations (CPE V2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Freedroid	Freedroidrpg	1.0	rc2	All	All
Application	Freedroid	Freedroidrpg	1.0	rc2	All	All
cpe:2.3:a:freedroid:freedroidrpg:1.0:rc2:****:.*:.*						
cpe:2.3:a:freedroid:freedroidrpg:1.0:rc2:****:.*:.*						

No vendor comments have been submitted for this CVE

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