

Project: WebSlayer

The web application Brute forcer

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Overview

- WebSlayer is a Web application Brute forcer, based on wfuzz. It's an evolution by the need of analyzing the results in a convenient way. Also, it adds new functionality, like a Payload generator, results visualization and easy of use.
 - Run in multiple platforms (Linux, Windows and OS X)
 - Multi Threading
 - Python and QT
 - Fast



Objectives

- The main objective is to provide to the security tester a tool to perform highly customized brute force attacks, and a useful results analysis interface. It was designed thinking in the professional tester.
- The tool could be used for:
 - Parameter Fuzzing and brute forcing (Headers, Get, Post)
 - Login/Password brute force (Password policy testing)
 - Predictable Resource Location (Directory and files discovery)
 - Cookie and Session brute forcer
 - Generate Custom Payloads



Objectives

- Easy customization
- Enhanced results presentation
- Provide an environment for analyzing the results



Features

- Multithreading
- Multiple payloads (now 2, but will be unlimited)
- Proxy support (w/authentication)
- Encodings (15)
- Integrated a full fledge Web browser (Webkit)

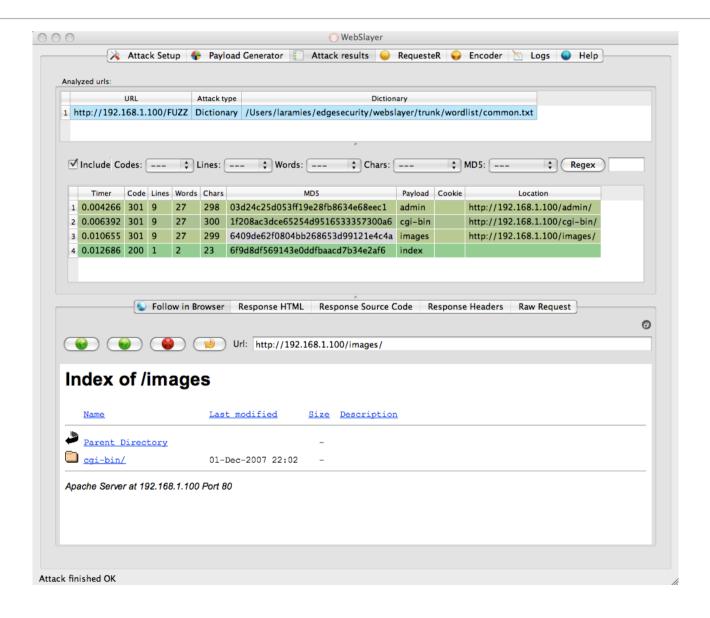


Features

- Resource location prediction:
 - Recursion
 - Non standard code error detection
 - Lots of dictionaries for known applications and servers (dirb)
- Payload generator
 - Usernames, Credit Card numbers, Permutations, Character blocks, Range
 - Pattern creator and regular expression

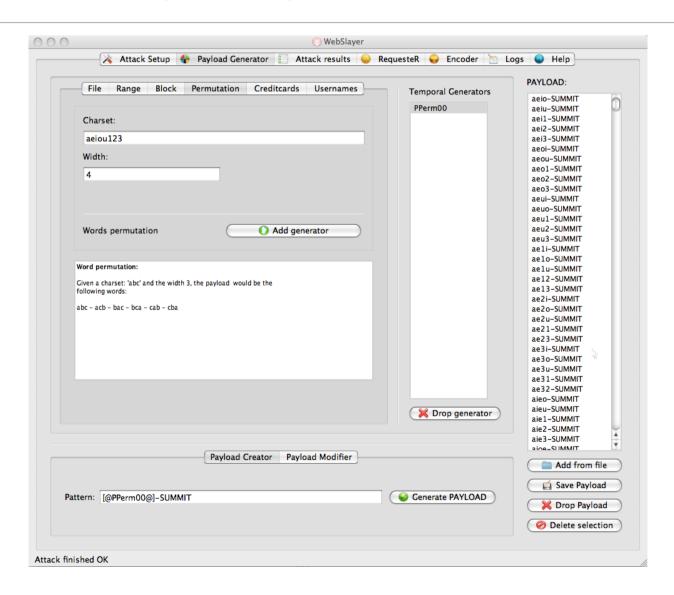


A taste of WebSlayer - Results



8 OWASP EU Summir Portugal

A taste of WebSlayer – Payload Generator





Status and Future Steps

- The status for the project is beta, this version is 100% usable, but minor bugs could rise. The tool is developed in python and QT, and the version available runs on Windows (installable package)
- The next version will have a redesign of the interface and the engine, to provide better features and improve performance
- Multiple OS, Linux and OSX coming on next version



Status and Future Steps

- 2) Work in some features and bug fixes
- 3) Release stable version for win32, linux and OSX
- 4) Start working in the branch 2.0:
 - Engine and GUI redesign
 - And many more features (more info in the OWASP project page)



Closing

- Information about the project:
 - https://www.owasp.org/index.php/Category:OWASP_Webslayer_Project
- Beta testers please contact me!
- Any idea is welcome
- Thank you for your time