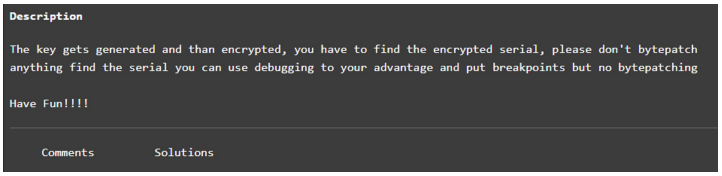
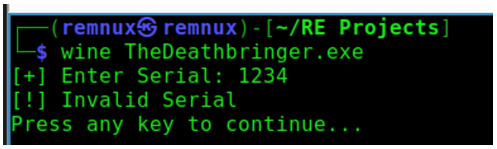
The Deathbringer

Saturday, May 28, 2022 8:27 AM

The program description is as follows…

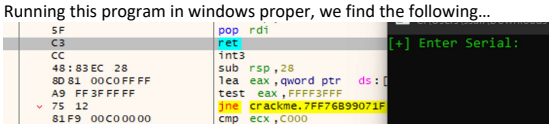


We run the program in our Linux virtual machine…

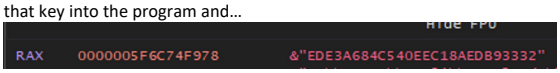


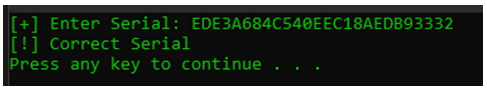
It looks like the program runs as intended…

Running this program in windows proper, we find the following…

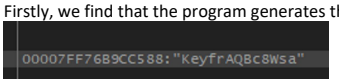


We find the runtime portion of the program and find that the program retains the key in RAX at runtime…we copy/paste that key into the program and…



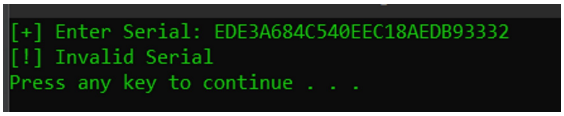


There's a couple of interesting things that help us figure out how this key is made…
Firstly, we find that the program generates this string…



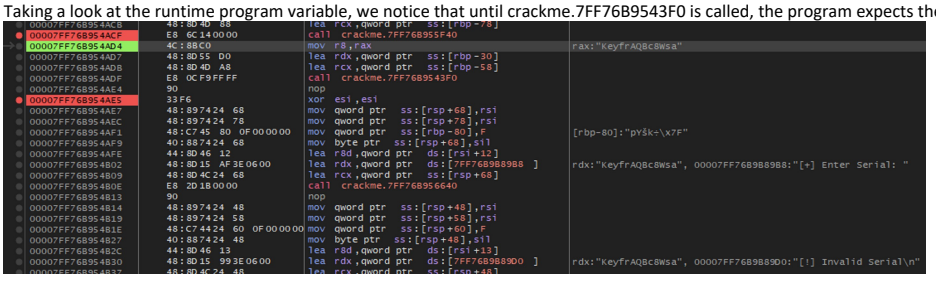
KeyfrAQBc8Wsa

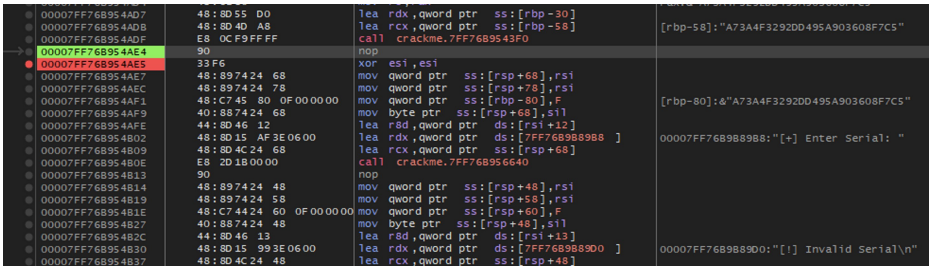
And running the program, back-to-back generates different serials that are only valid in that program instance…for example, they key that worked in the above example will NOT work again



So that leads us to believe that this program combines the string KeyfrAQBc8Wsa with a time value, and likely other system names/settings when generating a key

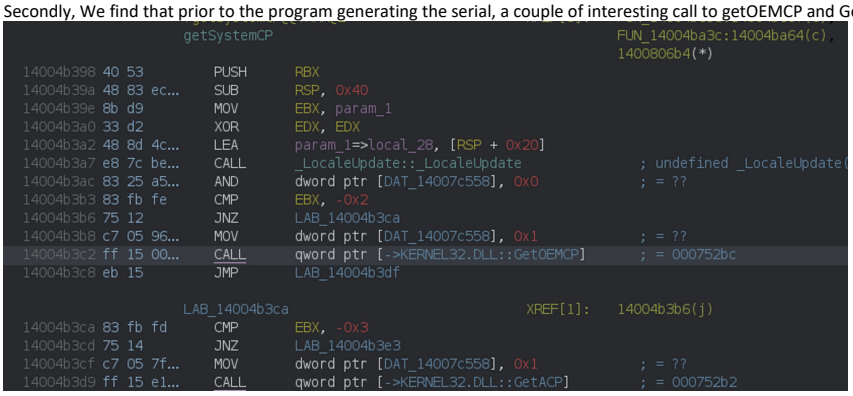
Taking a look at the runtime program variable, we notice that until crackme.7FF76B9543F0 is called, the program expects the raw key value to get passed into





Taking a close look at the call to crackme.7FF76B9543F0, we know that when the generate_serial_number function is called these are the status of the registers…

Secondly, We find that prior to the program generating the serial, a couple of interesting call to getOEMCP and GetACP



Looking at some documentation…

But even these two functions don't account for the different serial numbers at run time. Neither of these inputs should change at runtime

Digging deeper, we find a security init cookie that holds a lot of details about the runtime environment.

GetSystemTimeAsFileTime, GetCurrentProcessId, and GetCurrentThreadId are all variables that get determined at run time…
so if we can bypass these we should get a reusable serial number

```
/* Library Function - Single Match
    __security_init_cookie

   Library: Visual Studio 2019 Release */

void __security_init_cookie(void)

{
  DWORD DVar1;
  _FILETIME local_res8;
  _FILETIME local_res10;
  uint local_res18;
  undefined4 uStackX28;

  if (DAT_1400761a0 == 0x2b992ddfa232) {
    local_res10 = (_FILETIME)0x0;
    GetSystemTimeAsFileTime(&local_res10);
    local_res8 = local_res10;
    DVar1 = GetCurrentThreadId();
    local_res8 = (_FILETIME)((ulonglong)local_res8 ^ (ulonglong)DVar1);
    DVar1 = GetCurrentProcessId();
    local_res8 = (_FILETIME)((ulonglong)local_res8 ^ (ulonglong)DVar1);
    QueryPerformanceCounter((LARGE_INTEGER *)&local_res18);
    DAT_1400761a0 =
         ((ulonglong)local_res18 << 0x20 ^ CONCAT44(uStackX28,local_res18) ^ (ulonglong)local_res8 ^
         (ulonglong)&local_res8) & 0xffffffffffff;
    if (DAT_1400761a0 == 0x2b992ddfa232) {
      DAT_1400761a0 = 0x2b992ddfa233;
    }
  }
  DAT_140076198 = ~DAT_1400761a0;
  return;
}
```

And the documentation confirms what we've suspected...

GetSystemTimeAsFileTime function (sysinfoapi.h)

Article • 10/13/2021 • 2 minutes to read

Retrieves the current system date and time. The information is in Coordinated Universal Time (UTC) format.

QueryPerformanceCounter function (profileapi.h)

Article • 10/13/2021 • 2 minutes to read

Retrieves the current value of the performance counter, which is a high resolution (<1us) time stamp that can be used for time-interval measurements.

Establishing this cookie, is actually one of the first things the program does after entry

```
1400280f0 48 83 ec...    SUB     RSP, 0x28
1400280f4 e8 8b 0a...    CALL    __security_init_cookie
1400280f9 48 83 c4...    ADD     RSP, 0x28
1400280fd e9 72 fe...    JMP     LAB_140027f74
```

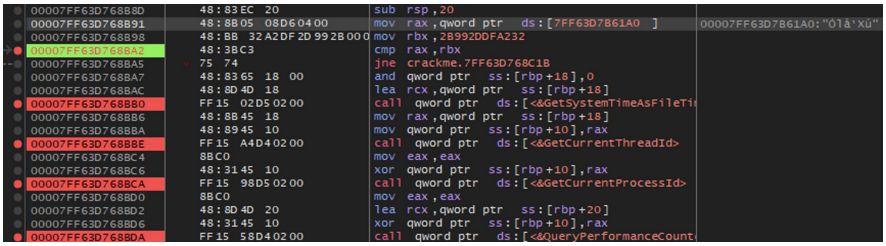
```
00007FFBDB79D114    CC          int3
00007FFBDB79D115    EB 00       jmp ntdll.7FFBDB79D117
00007FFBDB79D117    48:83C4 38  add rsp,38
00007FFBDB79D11B    C3          ret
```

If our theory is correct, we should be able to force the program to require the same key twice by changing the data stored at the security cookie address

We set breakpoints at the appropriate positions with the goal of skipping all of this generation and get a repeatable serial number...

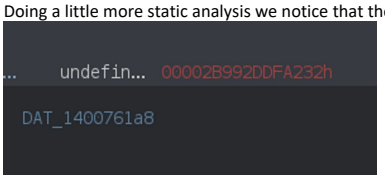
```
00007FF63D768BAC    48:8D4D 18      lea rcx,qword ptr ss:[rbp+18]
00007FF63D768BB0    FF15 02D50200   call qword ptr ds:[<&GetSystemTimeAsFileTi
00007FF63D768BB6    48:8B45 18      mov rax,qword ptr ss:[rbp+18]
00007FF63D768BBA    48:8945 10      mov qword ptr ss:[rbp+10],rax
00007FF63D768BBE    FF15 A4D40200   call qword ptr ds:[<&GetCurrentThreadId>
00007FF63D768BC4    8BC0            mov eax,eax
00007FF63D768BC6    48:3145 10      xor qword ptr ss:[rbp+10],rax
00007FF63D768BCA    FF15 98D50200   call qword ptr ds:[<&GetCurrentProcessId>
00007FF63D768BD0    8BC0            mov eax,eax
00007FF63D768BD2    48:8D4D 20      lea rcx,qword ptr ss:[rbp+20]
00007FF63D768BD6    48:3145 10      xor qword ptr ss:[rbp+10],rax
00007FF63D768BDA    FF15 58D40200   call qword ptr ds:[<&QueryPerformanceCount
```

BUT WAIT, we notice one more check just before running into these checks...



Running the program a couple more times, we notice that the value that gets stored in rax is NOT the same per instance

Doing a little more static analysis we notice that the correct value is INITIALLY in the data location, but it get overwritten at some point...

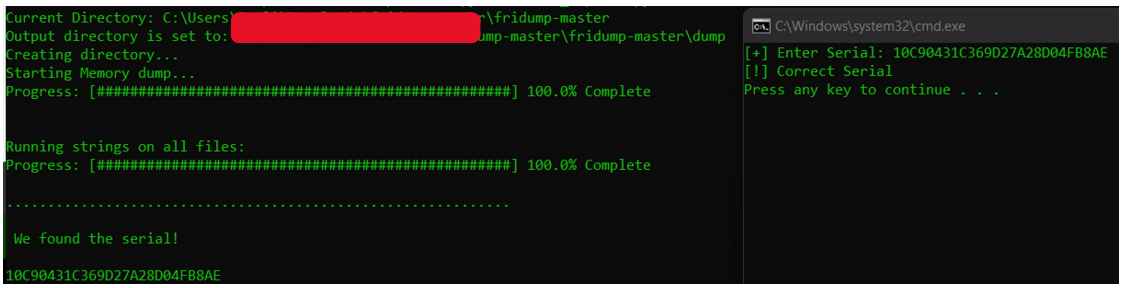


Likely because the .data section is where globals are tracked, at some point getting to entry the program assigned the .data section and the data allocated at our address is arbitrary

Exploit

Windows exploits are strange because (free) tools are largely underdeveloped. After a lot of searching I found this free tool that dumps program memory. We know our program retains the valid serial when it asks us for the valid serial. So I'm going to extend this python script and get us a one-stop-shop solution to this crackme

https://github.com/Nightbringer21/fridump



After a lot of tweaking, we make a script that that consistently cracks the serial to this crackme

```
import textwrap
import frida
import os
import sys
import frida.core
import dumper
import utils
import argparse
import logging
import subprocess
from time import sleep
from itertools import islice

## Define Configurations

APP_NAME = "CrackMe.exe"
DIRECTORY = ""
DEBUG_LEVEL = logging.INFO
MAX_SIZE = 20971520
PERMS = 'rw-'

## Start Process
try:
    os.system("rmdir /s /q dump")
except:
    pass
output = subprocess.Popen('start cmd /C CrackMe.exe', shell=True)

sleep(2)
## Creating Directory to Dump Program Memory
print("Current Directory: " + str(os.getcwd()))
DIRECTORY = os.path.join(os.getcwd(), "dump")
print("Output directory is set to: " + DIRECTORY)
if not os.path.exists(DIRECTORY):
    print("Creating directory...")
    os.makedirs(DIRECTORY)

mem_access_viol = ""

print("Starting Memory dump...")

session = frida.attach(APP_NAME)
script = session.create_script(
    """'use strict';

    rpc.exports = {
      enumerateRanges: function (prot) {
        return Process.enumerateRangesSync(prot);
      },
      readMemory: function (address, size) {
        return Memory.readByteArray(ptr(address), size);
      }
```

```
    };

    """)

script.on("message", utils.on_message)
script.load()

agent = script.exports
ranges = agent.enumerate_ranges(PERMS)

i = 0
l = len(ranges)

# Performing the memory dump
for range in ranges:
    base = range["base"]
    size = range["size"]

    logging.debug("Base Address: " + str(base))
    logging.debug("")
    logging.debug("Size: " + str(size))


    if size > MAX_SIZE:
        logging.debug("Too big, splitting the dump into chunks")
        mem_access_viol = dumper.splitter(
            agent, base, size, MAX_SIZE, mem_access_viol, DIRECTORY)
        continue
    mem_access_viol = dumper.dump_to_file(
        agent, base, size, mem_access_viol, DIRECTORY)
    i += 1
    utils.printProgress(i, l, prefix='Progress:', suffix='Complete', bar=50)
print("")

files = os.listdir(DIRECTORY)
i = 0
l = len(files)
print("Running strings on all files:")
for f1 in files:
    utils.strings(f1, DIRECTORY)
    i += 1
    utils.printProgress(i, l, prefix='Progress:', suffix='Complete', bar=50)

f = open(".\dump\strings.txt", 'r')

for line in f:
    if len(line) >= 27 and "=" not in line and "?" not in line and "@" not in line and " " not in line and "abcdefghijklmnopqrstuvwxyz" not in line and "ABCDEFGHIJKLMNOPQRSTUVWXYZ" not in line:
        print("\n\n We found the serial! \n")
        print(line, end="\n\n")
        quit()
    else:
        print(".", end="")

print("\nWe couldn't find the serial...exiting now")
quit()
```