


# Reverse RDP Attack

Pwning RDP clients (And more)

# Who Am I

- **Eyal Itkin**
- Vulnerability Researcher
-  Check Point Research
- Focus network protocols & embedded devices
- @EyalItkin

# Motivation

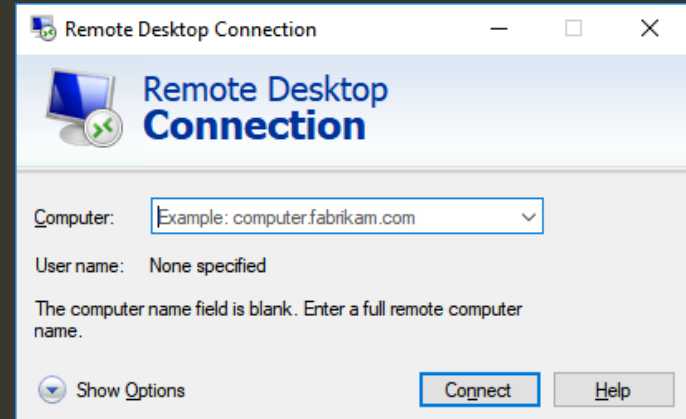
- Lazy Lateral Movement
- “Ambush” privileged users
- IT Staff
  - Gain credentials
- Malware Researchers
  - Escape isolated virtual machines

# Remote Desktop Protocol (RDP)

“Client”

“Server”

- Connects to a remote Windows Machine
  - Remote corporate PC / Server
  - Remote Virtual Machine
- A.K.A. Mstsc
- Uses TCP:3389



# Reverse RDP ?

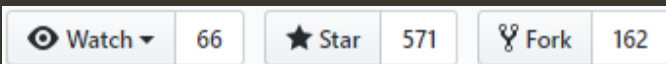


- Collect credentials from the victim
- Attack & Take over the victim's computer

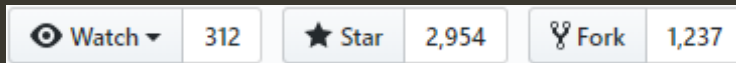
# Our Targets

- Open Source RDP Clients

- rdesktop

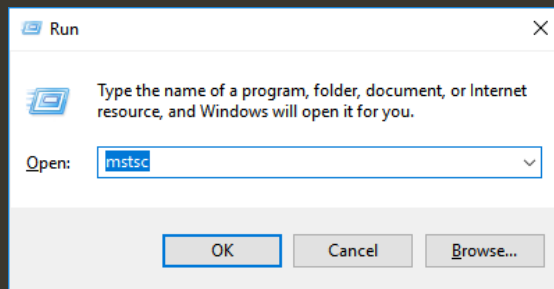


- FreeRDP



- Microsoft's default client

- Mstsc.exe



# 1. Start with the easiest target

- Pick the simplest open source - rdesktop
- Audit the code and learn how RDP works
- Gradually gain confidence
- Move on when scanned all of the code

# Lessons on RDP

- Protocol consists of logical channels
- Contains multiple authentication methods
- Screen updates are sent using Bitmaps
- Basic Clipboard types are shared



## 2. Break rdesktop

- Naïve C code with less than minimal checks
  - Almost no checks that minimal input was received
- Found 11 critical vulnerabilities (19 Overall)
- CVEs:
  - CVE 2018-8791 – CVE 2018-8800
  - CVE 2018-20174 – CVE 2018-20182

### 3. Find complicated features

```
in_uint16_le(s, num_updates);

for (i = 0; i < num_updates; i++)
{
    in_uint16_le(s, left);
    in_uint16_le(s, top);
    in_uint16_le(s, right);
    in_uint16_le(s, bottom);
    // EI-DBG: Here we control width (16bit), height (16bit), and bpp (13bit)
    in_uint16_le(s, width);
    in_uint16_le(s, height);
    in_uint16_le(s, bpp);
    Bpp = (bpp + 7) / 8;    0x8000 * 0x8001 * 4 = 0x20000 (32 bit)
    ...
    in_uint8p(s, data, size);
    // EI-DBG: A nice Integer-Overflow: width * height * Bpp > 4GB
    // EI-DBG: Since the decompression methods stop on illegal opcode,
    // EI-DBG: this is a controllable heap-based Buffer-Overflow
    bmpdata = (uint8 *) xmalloc(width * height * Bpp);
    if (bitmap_decompress(bmpdata, width, height, data, size, Bpp))
    {
        ui_paint_bitmap(left, top, cx, cy, width, height, bmpdata);
    }
    else
    {
        DEBUG_RDP5(("Failed to decompress data\n"));
    }
}
```

CVE 2018-8795:  
Bitmap Updates

## 4. Break FreeRDP

- The C code looks better
  - Still has a few cracks if we look deep enough
  - Again, vulnerable to Bitmap parsing
- Found 5 critical vulnerabilities (6 Overall)
- CVEs:
  - CVE 2018-8784 – CVE 2018-8789

# RCE Test Case: CVE 2018-8786

```
BITMAP_UPDATE* update_read_bitmap_update(rdpUpdate* update, wStream* s)
{
    UINT32 i;
    BITMAP_UPDATE* bitmapUpdate = calloc(1, sizeof(BITMAP_UPDATE));

    if (!bitmapUpdate)
        goto fail;

    if (Stream_GetRemainingLength(s) < 2)
        goto fail;

    Stream_Read_UINT16(s, bitmapUpdate->number); /* numberRectangles (2 bytes) */
    WLog_Print(update->log, WLOG_TRACE, "BitmapUpdate: %PRIu32", bitmapUpdate->number);

    if (bitmapUpdate->number > bitmapUpdate->count)
    {
        UINT16 count;
        BITMAP_DATA* newdata;
        // EI-DBG: Taking a 16 bit value, multiplying by 2, and storing it back in a 16 bit (?) variable
        // EI-DBG: count < number ==> (partially) controlled heap based buffer overflow
        count = bitmapUpdate->number * 2;
        newdata = (BITMAP_DATA*) realloc(bitmapUpdate->rectangles,
                                         sizeof(BITMAP_DATA) * count);

        if (!newdata)
            goto fail;
    }
}
```

$0x8001 * 2 = 0x2$  (16 bit)

# CVE 2018-8786: Heap Shaping

- For i in numberRectangles:
  - Parse rectangle into rectangles[i]
    - 16 bit values, stored as 32 bit values
    - Fully controlled allocation

• <processing>

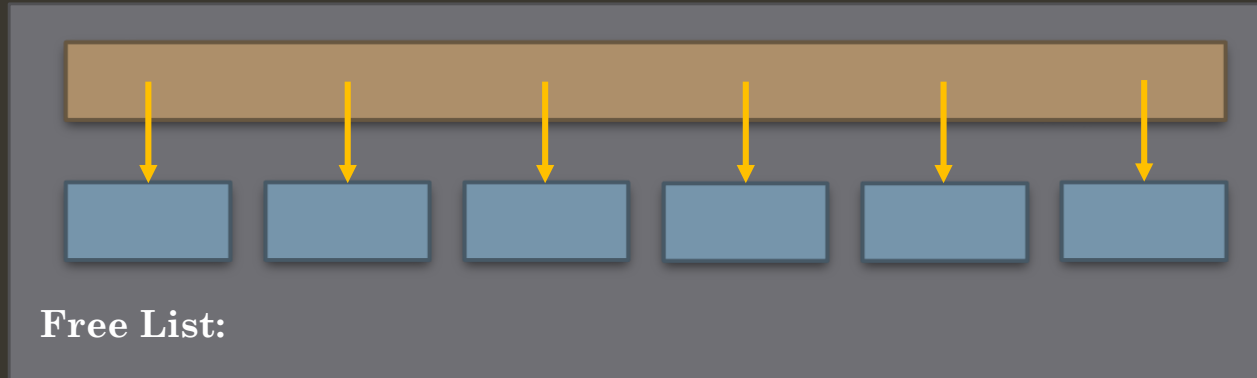
- Rectangles are free()ed in order

Unused  
(compression)

```
struct _BITMAP_DATA
{
    UINT32 destLeft;
    UINT32 destTop;
    UINT32 destRight;
    UINT32 destBottom;
    UINT32 width;
    UINT32 height;
    UINT32 bitsPerPixel;
    UINT32 flags;
    UINT32 bitmapLength;
    UINT32 cbCompFirstRowSize;
    UINT32 cbCompMainBodySize;
    UINT32 cbScanWidth;
    UINT32 cbUncompressedSize;
    BYTE* bitmapDataStream;
    BOOL compressed;
};
```

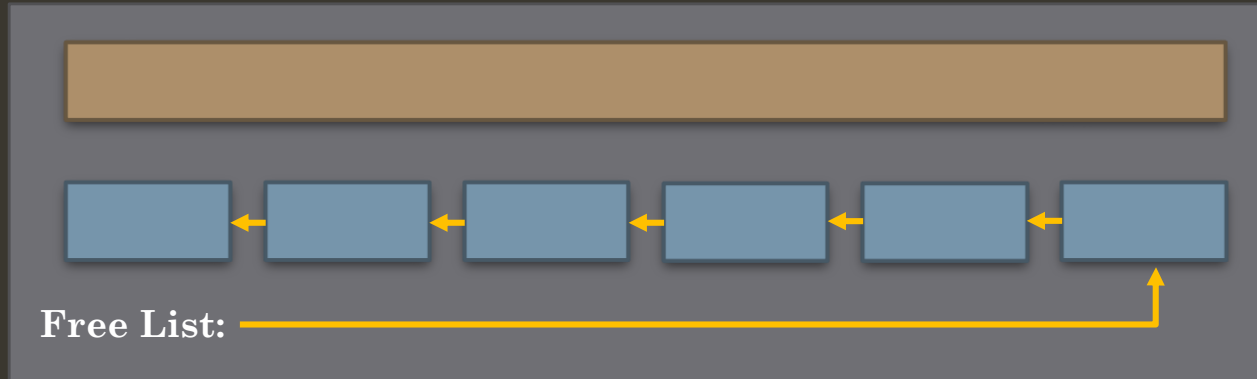
# CVE 2018-8786: Heap Shaping

1. Allocate space for many rectangles with bitmap\_length of the same size (0x60)



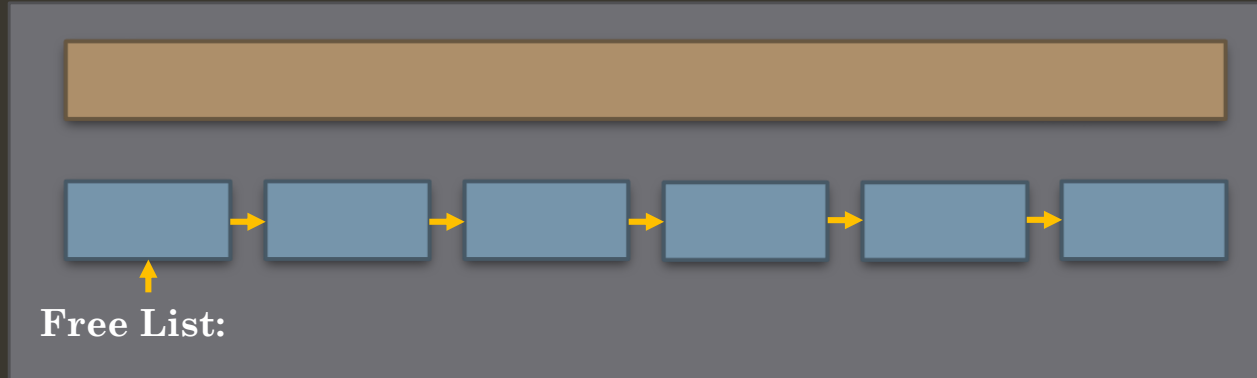
# CVE 2018-8786: Heap Shaping

2. Upon free, the order will be flipped (LIFO)



# CVE 2018-8786: Heap Shaping

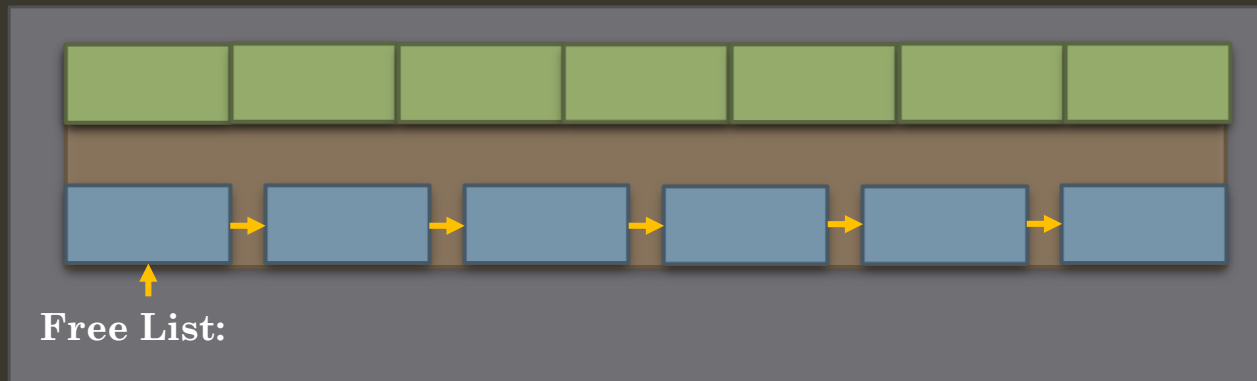
3. Allocate (and free) the space again to flip the memory back in the Free List



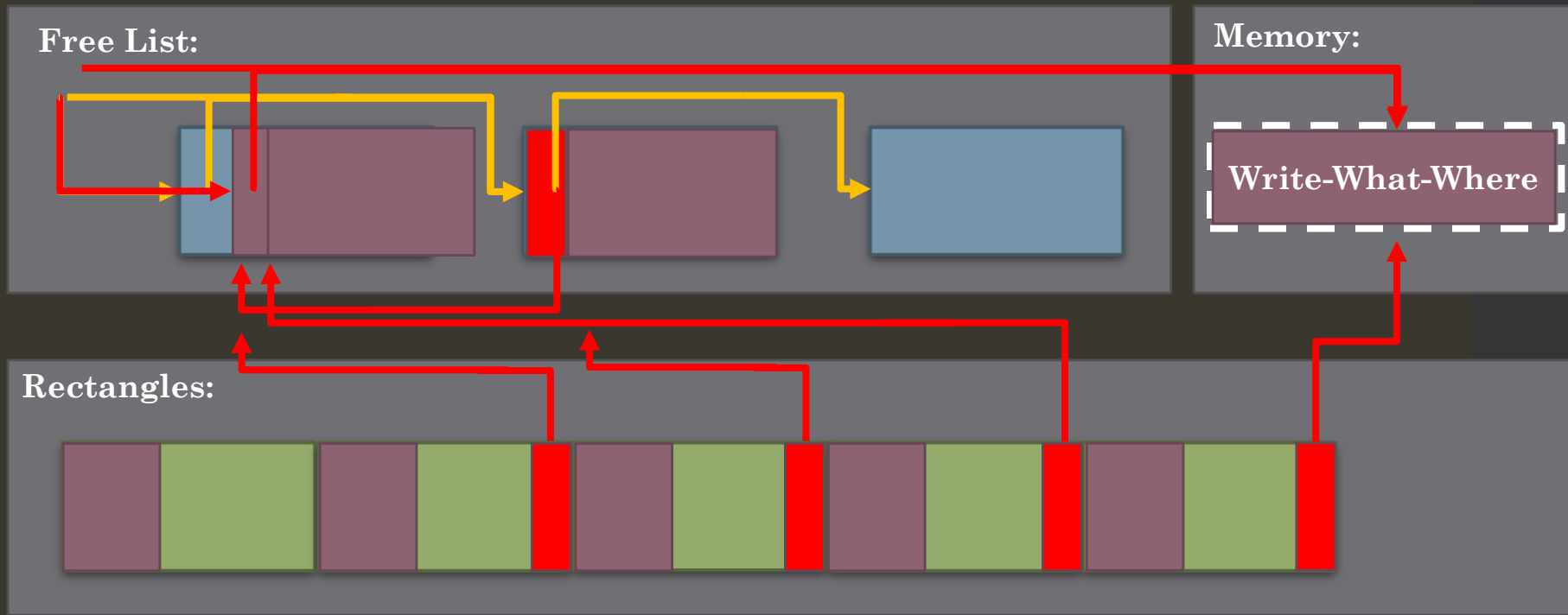


# CVE 2018-8786: Heap Shaping

4. Trigger the vulnerability and write empty rects over the allocated region



# Heap Shaping – Zooming in



## 5. Break Mstsc.exe ?

- PoCs from previous targets failed ☹
- The code is robust
  - Smart buffers check for parsing errors
- Includes many more features
- Where should we go now?

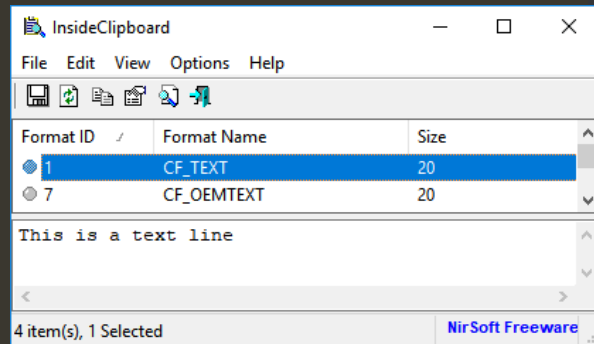
# Back to the ~~Drawing~~<sup>Clip</sup> board

- Until now, the clipboard shared text:
  - CF\_TEXT
  - CF\_UNICODETEXT
- It seems like Microsoft supports many more formats now
- Let's dig into the clipboard



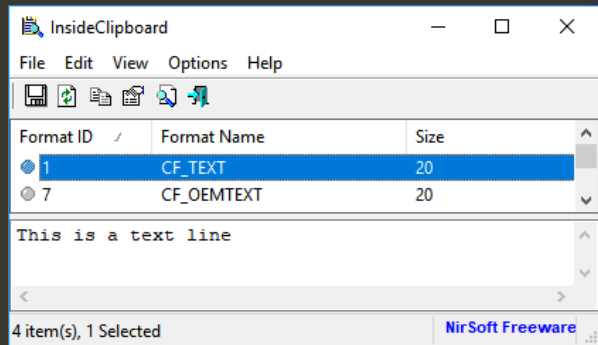
# Clipboard 101

- A kernel data structure that stores data
  - One clipboard per session
  - Shared between processes
- Stores data (blobs) by ID / Name
- **Caution:** Clipboard data is not trusted. Parse the data carefully before using it in your application.



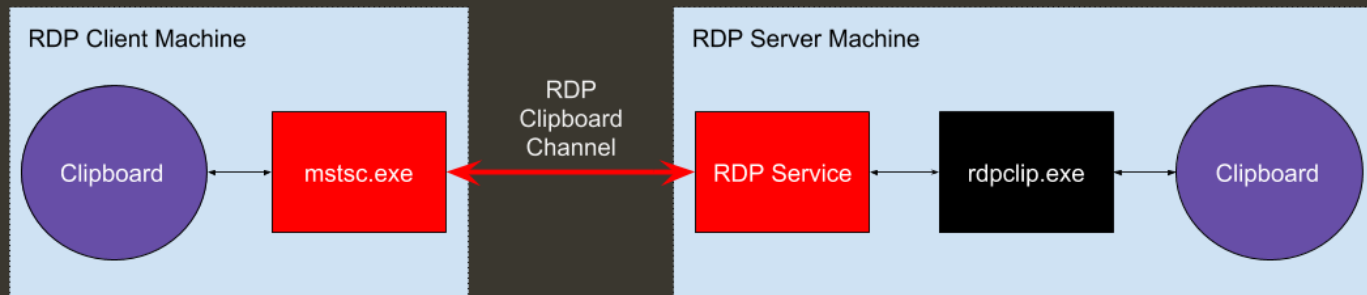
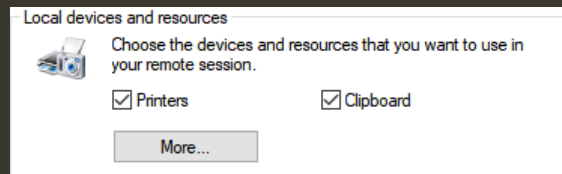
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(MSDN)



# Clipboard Over RDP

- The Clipboard is a shared resource
  - Shared by default



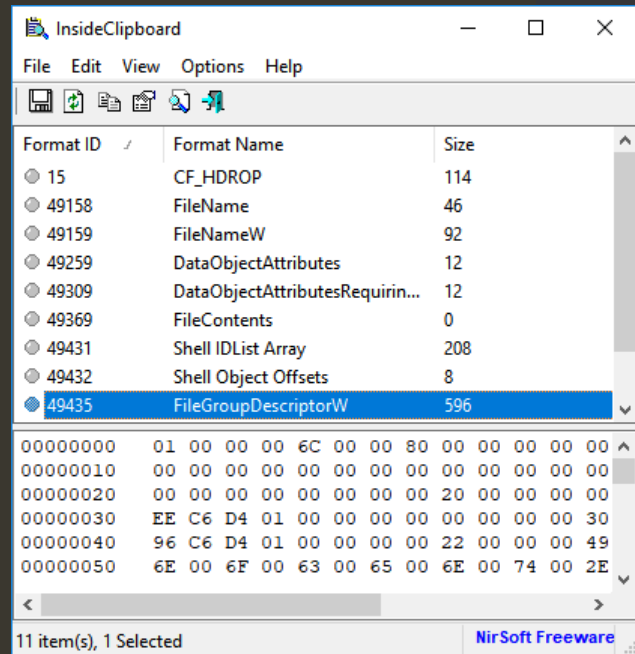
# Clipboard Over RDP

- Black Lists instead of White Lists
  - Everything is synchronized automatically
  - Some formats are discarded (by ID or by Name)
  - Some formats have special handling
- Content is subject to “delay rendering”



# Drag & Drop

- Transfer files using “Drag & Drop”
- Copying files uses multiple formats
  - CF\_HDROP – lists the file names
  - FileGroupDescriptorW – full metadata
  - Many more...
- Let's see how it works in practice



# Drag & Drop In Action – Ctrl+C



RDP Server



RDP client



# Drag & Drop In Action – Ctrl+V



CF\_HDROP



RDP Server



RDP client



# Drag & Drop In Action – Ctrl+V



RDP Server



RDP client

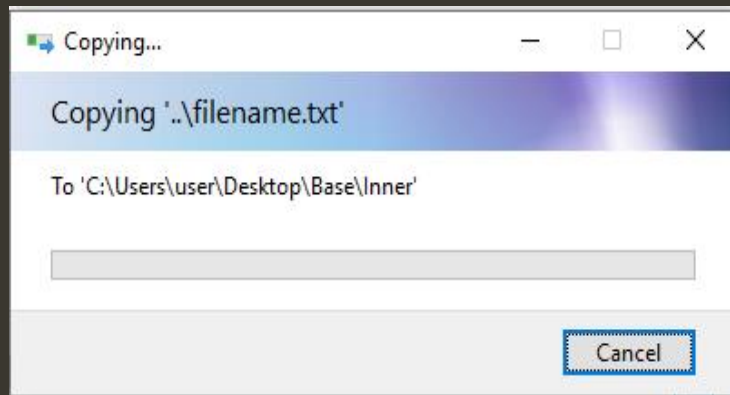


# FileGroupDescriptorW

- Proprietary blob structure
- Contains a list of file records
  - Meta data (timestamps)
  - File path – filename / absolute path
- Client passes it directly to the clipboard

# Path Canonicalization

@GullOmer: “try to find where they sanitize the path”



# Path Traversal Over RDP

- When using “Copy & Paste” a malicious server can:
  - Drop arbitrary files to arbitrary locations
- Drop your script in the Startup and that's it

# Path Traversal Over RDP - Video





# Taking it one step further

- The clipboards are **fully** synchronized
  - Ctrl+C updates the clipboard
  - Each update sends a CLIPRDR\_FORMAT\_LIST
  - The receiver updates his clipboard accordingly
- What does it mean?

# Scenario #1 - Eavesdropping

- When the client copies a password we get it too
- This is a **feature** of the synced clipboard
- We know in advance when the client is going to copy a file on **his** computer

## Scenario #2 – Ctrl+V Only Attack

- Once again, ambush the client
- When he copies a file, start the attack
- Send an update message and switch his clipboard to a malicious FGDw
- His Ctrl+V will trigger the path traversal

# Responsible Disclosure

- rdesktop: patched everything – 19 CVEs
- FreeRDP: patched everything – 6 CVEs
- Microsoft: 10 CVEs

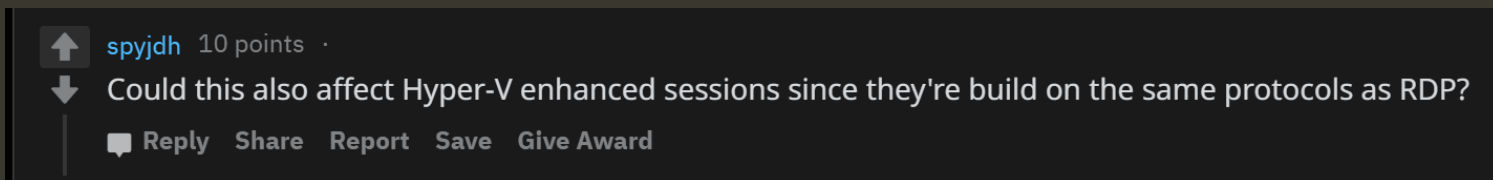


The End ?



# Reddit to the rescue

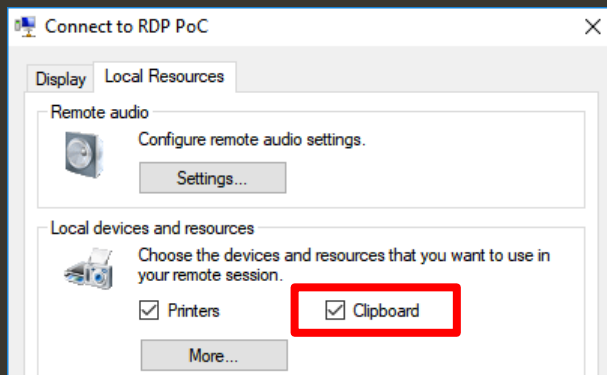
- Publication was posted to /r/netsec
- One comment asked:



- Excellent question

# Hyper-V

- Never used it till now
- Installed a Hyper-V machine, and



# Hyper-V? RDP!

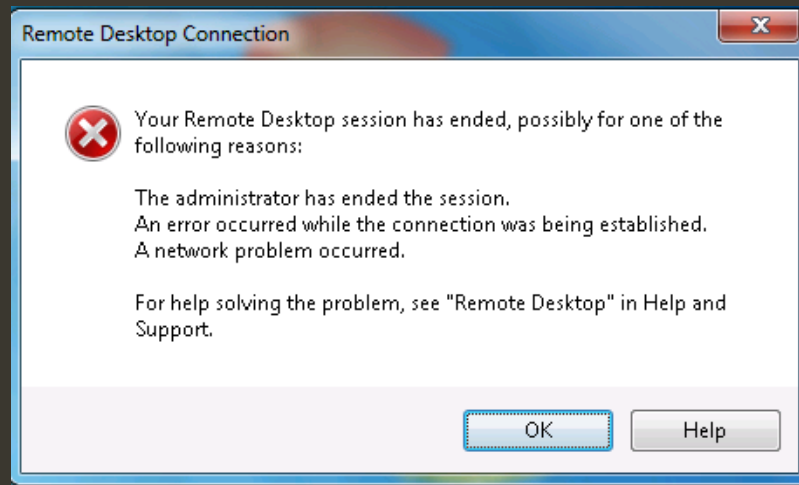
- Connection to the VM is transferred over RDP!
- The PoC we submitted to MS worked on the first attempt
- We found a Guest-to-Host VM Escape 😊



# Hyper-V Demo

- **Live Demo**

# That's all folks



 @EyalItkin

 eyalit@checkpoint.com

 <https://research.checkpoint.com/reverse-rdp-attack-code-execution-on-rdp-clients/>