# Introduction to Logical Privilege Escalation on Windows

2Hr Workshop

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```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Agenda of this Workshop

- Windows Internals as relevant to privilege escalation
- Attack surface analysis from sandboxes and normal user
- Bug classes and Vulnerability Exploitation
- Willing to answer questions as I go along, however it might need to be saved till the end depending on the question :-)

Sorry, only so much I can talk about in 2hrs.
Some things are going to be missed :(

#### Setup the Tools and Examples

- Download toolset and workbook from link below
- Ideally you want a VM of Windows 10 Anniversary Edition
  - 32 bit preferred, but 64 bit should also work for most things
- Extract contents to c:\workshop in the VM
- Read setup.txt for instructions on setting up a few things.

https://goo.gl/HzZ2Gw

https://goo.gl/P4Q9GN

# What is a Logical Vulnerability? A security vulnerability which rely on subverting the programmer's original logic rather than abusing unintended behaviour.

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### Why?

#### • Why Privilege Escalation?

- Everything is getting sandboxed!
  - Even Firefox (probably).
- Everyone is running as a normal user
  - Or should be, of course there's UAC, but well.

#### • Why Logical Exploitation?

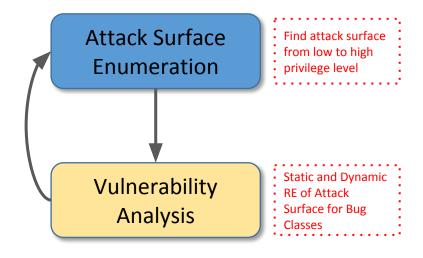
- Exploiting memory corruption is getting more difficult
  - Stack cookies, hardened heaps
  - Control Flow and Return Flow Guard
  - SMEP preventing trivial kernel code execution
  - ASLR, DEP and all that, including limiting information leakage from kernel.
- Exploiting memory corruptions is boring ;-)

### My Approach to Finding Logical Vulnerabilities

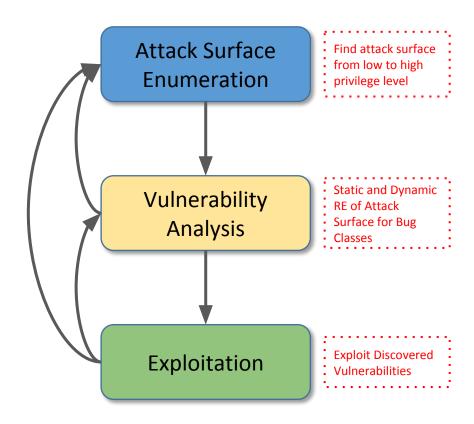
Attack Surface Enumeration

Find attack surface from low to high privilege level

# My Approach to Finding Logical Vulnerabilities

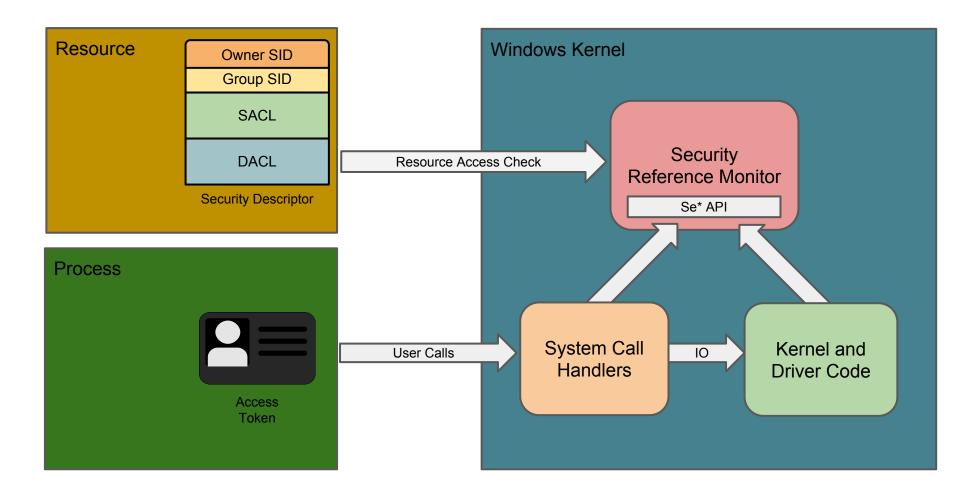


# My Approach to Finding Logical Vulnerabilities

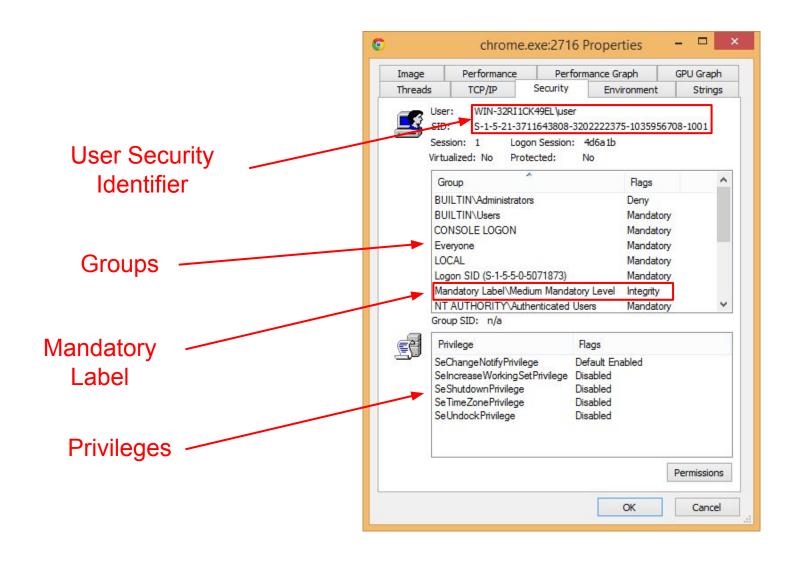


# Windows Internals for EoP Hunters

# Windows Security Components

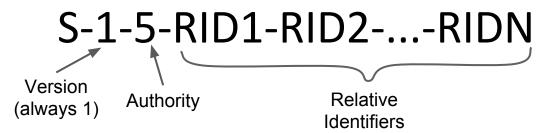


#### **Access Token**



#### Security Identifiers

 A Security Identifier (SID) is how Windows represents a user or group (think or it like an expanded UID/GID from Unix)



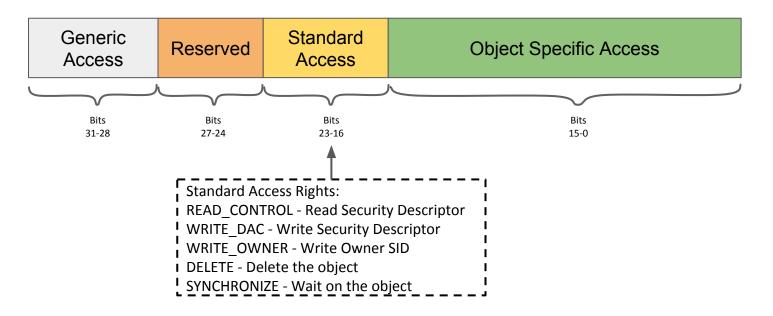
#### Some well known SIDs:

World/Everyone	S-1-1-0
Creator Owner	S-1-3-0
Local SYSTEM	S-1-5-18
Authenticated Users	S-1-5-11
Anonymous	S-1-5-7

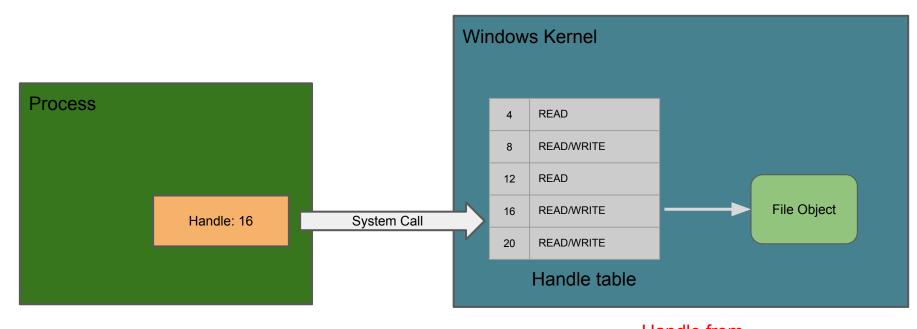
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Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
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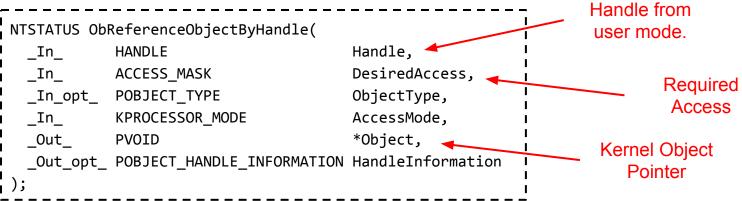
#### **Access Masks**

- When opening a handle need specify the access mask.
- Checked against the access mask in the DACL entries

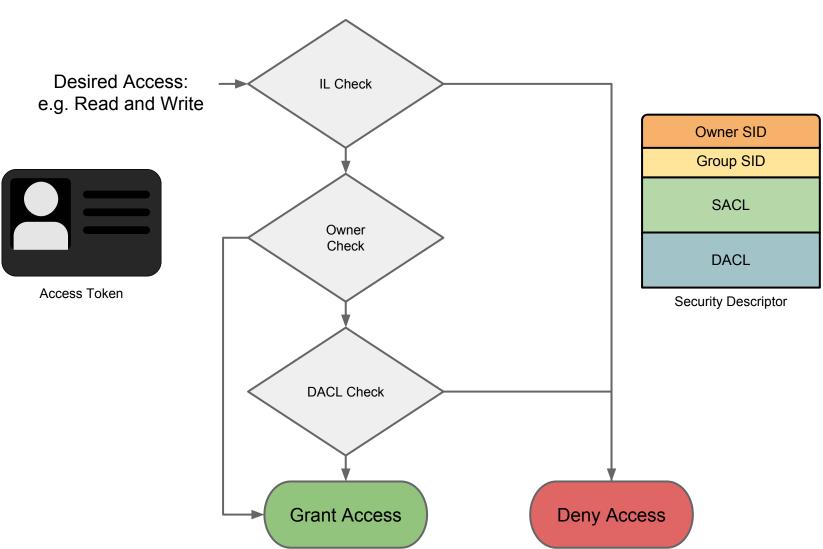


#### Handles

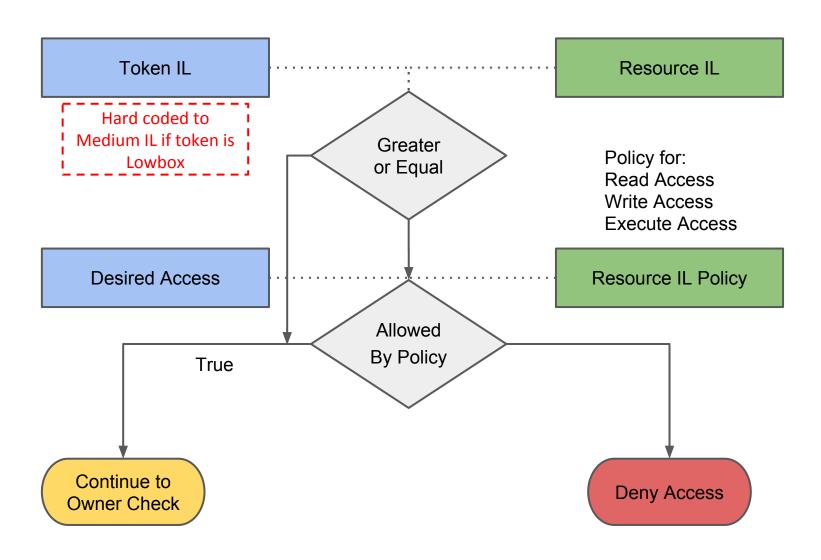




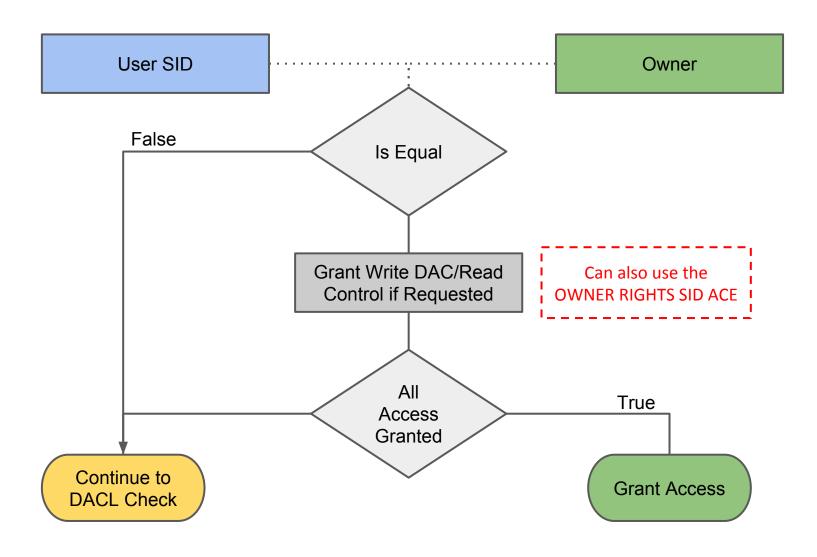
# Security Access Check (SeAccessCheck)



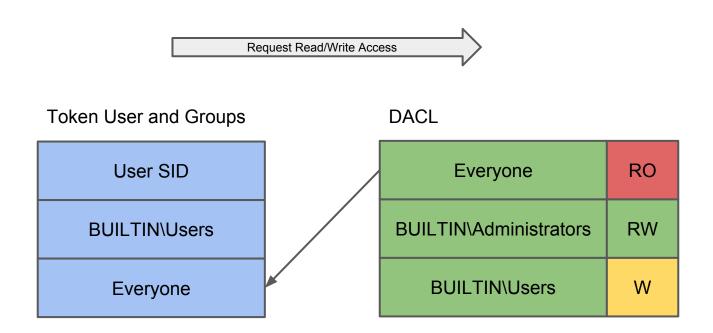
#### Mandatory Integrity Level Check



#### **Owner Check**

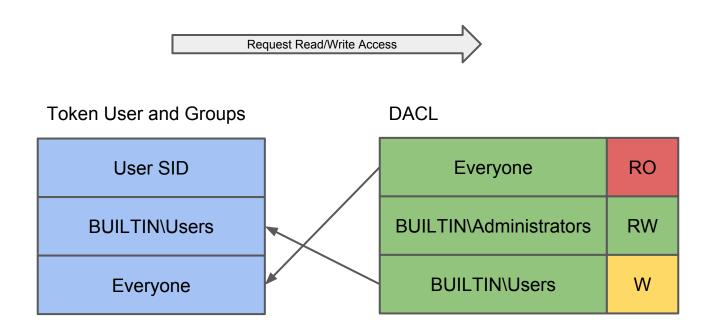


#### Kernel DACL Check



Current Granted Access: Read Only

#### Kernel DACL Check



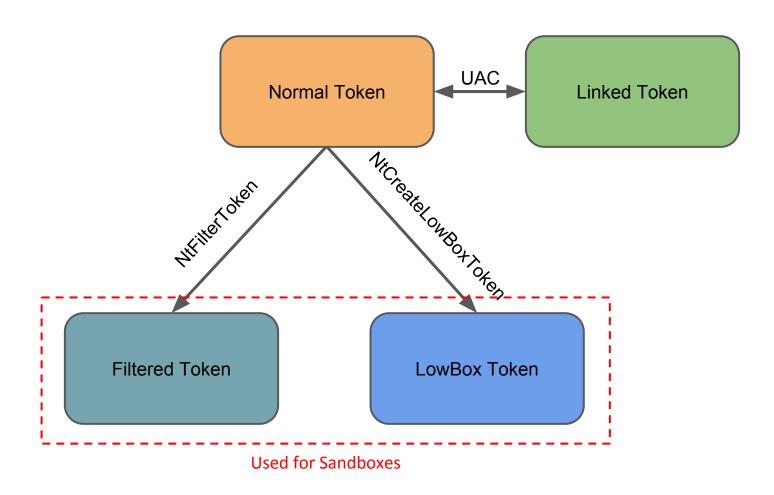
Final Granted Access: Read/Write

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

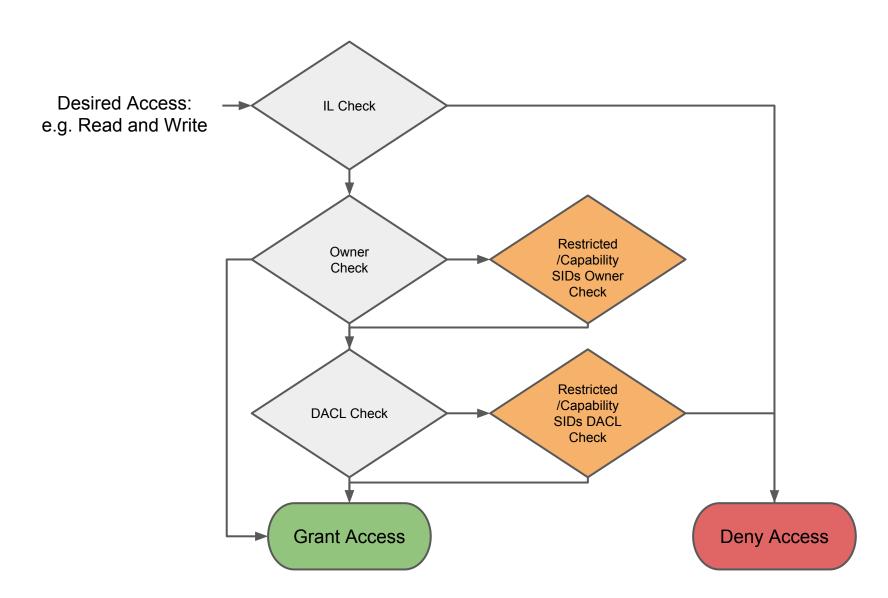
#### Security Descriptors and Inheritance

- New resources by default will inherit Security Descriptor for parent container (be it object directory/file directory/registry key etc.)
- Most resource creation calls can specify explicit SD
- If no inheritable ACEs, uses default DACL.
  - Even for Files, which is an odd behaviour.
- Special ACEs
  - OWNER RIGHTS Limits/Grants Owner Access
  - CREATOR OWNER SID replaced during inheritance with current owner SID
  - SELF Replaced by the SID specified in AccessCheckByType

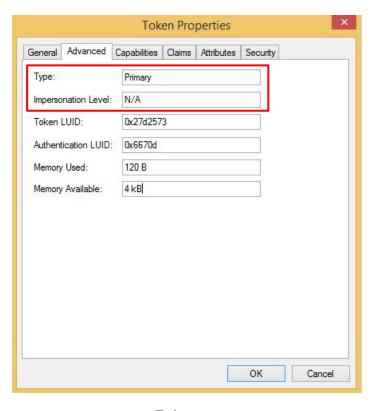
# **Token Categories**



# Restricted/Lowbox Token Access Check



#### **Access Token Types**

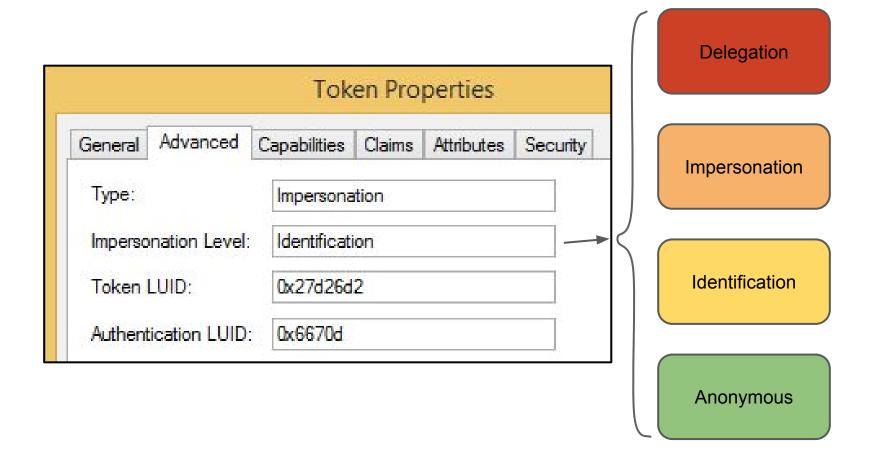


**Token Properties** General Advanced Capabilities Claims Attributes Security Type: Impersonation Impersonation Level: Identification 0x27d26d2 Token LUID: Authentication LUID: 0x6670d 120 B Memory Used: 4kB Memory Available: OK Cancel

**Primary** 

Impersonation

#### Impersonation Security Level



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4O9GN
```

#### Setting an Impersonation Token

 Impersonation assigns a token to a thread, replaced the token used in access checks for the majority of system calls

#### **Direct Setting**

SetThreadToken()
ImpersonateLoggedOnUser()
NtSetInformationThread(...)

#### Indirect Setting

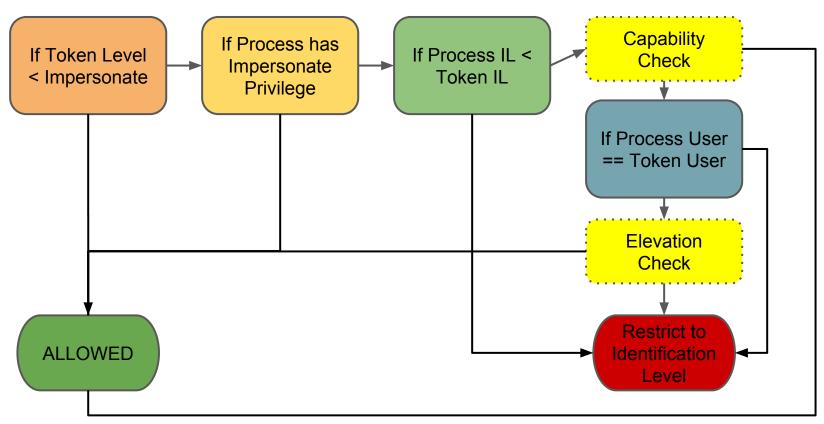
ImpersonateNamedPipeClient()
RpcImpersonateClient()
CoImpersonateClient()

#### Kernel Setting

PsImpersonateClient()
SeImpersonateClient/Ex()

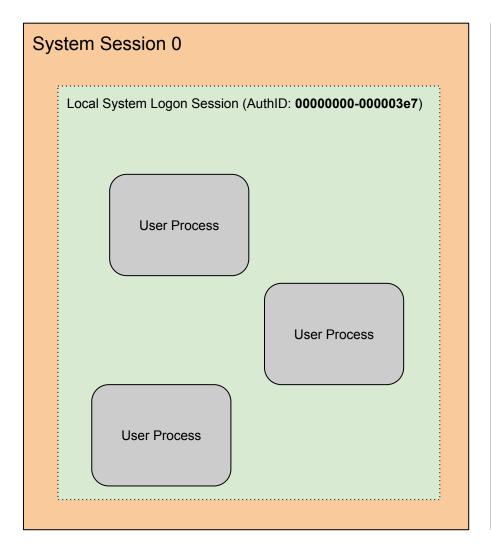
### Impersonation Security

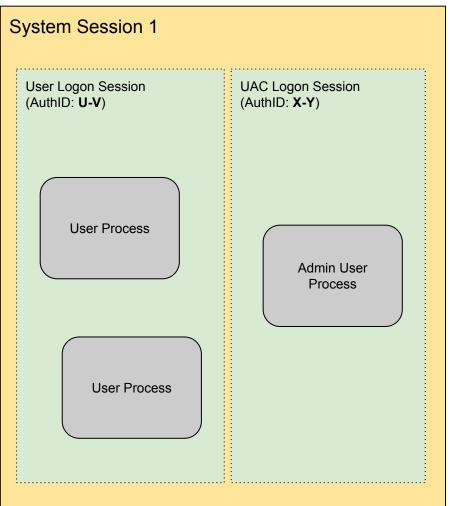
PsImpersonateClient(...) ► SeTokenCanImpersonate(...)



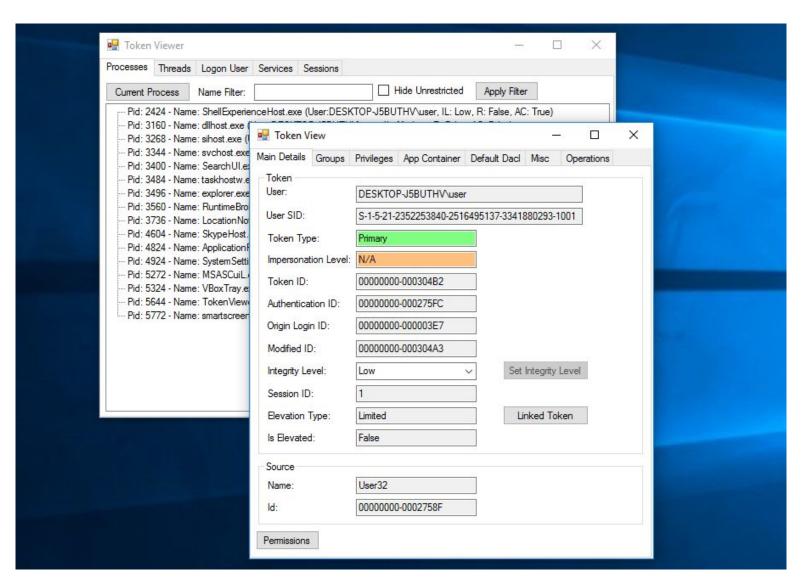
Windows 10 Only

# **Login Sessions**

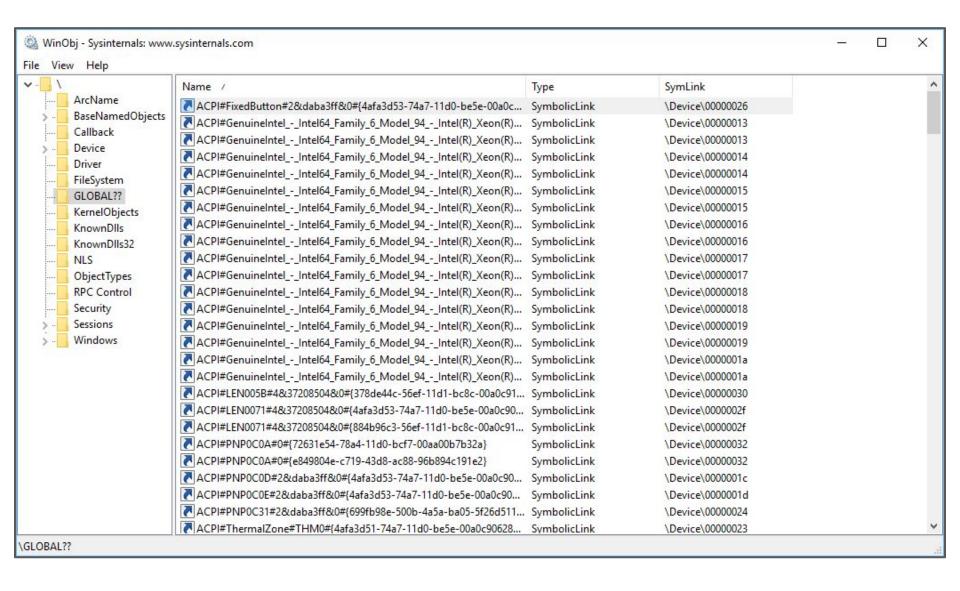




#### **DEMO 1: Viewing Token and Security Descriptors**



# Object Manager Namespace



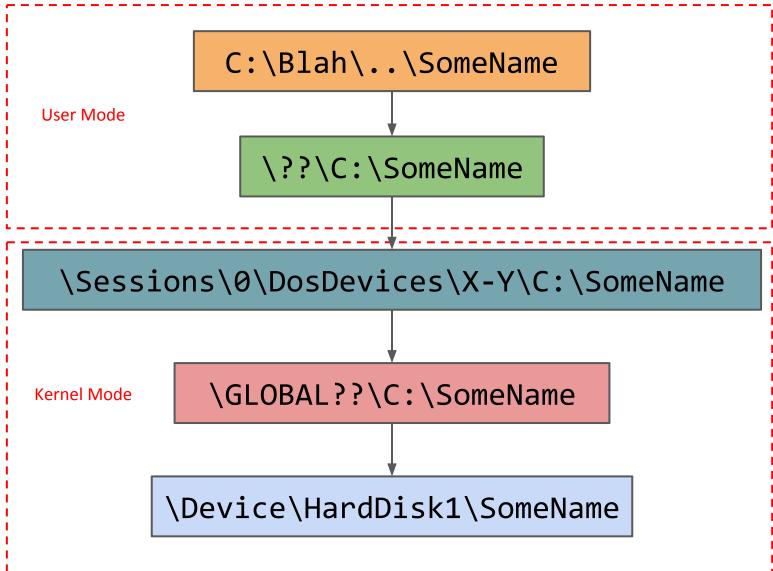
# **Important Object Directories**

Path	Description
\Device	Default location for kernel driver Device Objects
\GLOBAL??	System location for symbolic links to devices including drive letters
\BaseNamedObjects	System location for named resources
\Sessions\X	Directory for the login session X
\Session\0\DosDevices	Directory for the "Dos Devices" for each logged in user.
\??	"Fake" prefix which refers to per-user Dos Devices.

# Win32 Path Support

Path	Description
some\path	Relative path to current directory
c:\some\path	Absolute directory
\\.\c:\some\path	Device path, canonicalized
\\?\c:\some\path	Device path, non-canonicalized
\\server\share\path	UNC path to share on server

#### File Path Handling



#### Canonicalization

Type of Win32 path affects canonicalization behaviour

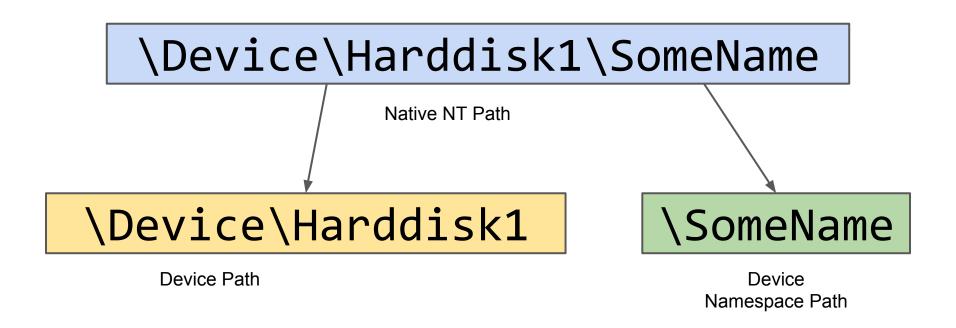
Path	Result of Canonicalization
c:\path\/badgers	c:\badgers
c:\\d:/badgers	c:\d:\badgers
\\.\c:\path\/badgers	c:\badgers
\\.\c:\\d:/badgers	d:\badgers (WTF!)
\\?\c:\path\/badgers	c:\path\/badgers

#### Opening a Device Name

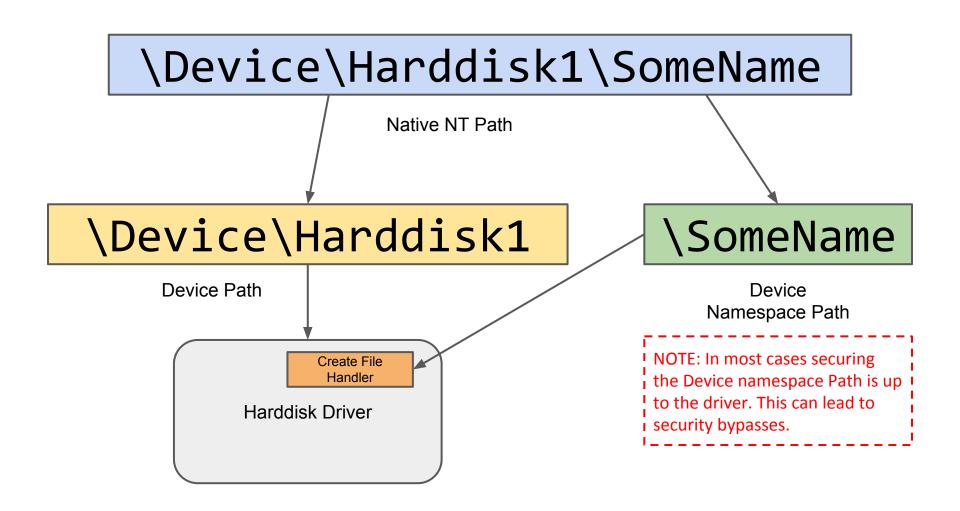
# \Device\Harddisk1\SomeName

Native NT Path

#### Opening a Device Name



#### Opening a Device Name



## **Device Namespace Path**

**Device Path** 

\Device\Harddisk1

Secured by Kernel using a Security

Descriptor

Device Namespace Path

**\SomeName** 

By Default Secured by Driver

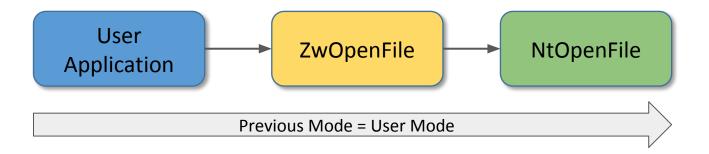
Calls to *IoCreateDevice* which specify *FILE\_DEVICE\_SECURE\_OPEN DeviceCharacteristics* option secures the namespace using the device security descriptor.

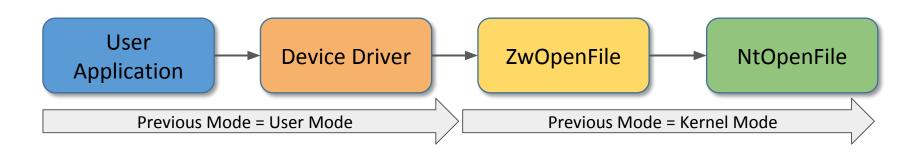
```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Kernel Devices and IRPs

- Device objects are exposed in the Object Namespace
- Opened using file APIs (NtCreateFile/NtOpenFile)
- When a file is opened a special packet, an IO Request Packet (IRP) is sent to the driver's handlers
  - IRP\_CREATE Sent when the device object is opened
  - IRP\_CLOSE Sent when all device object handles are closed
  - IRP\_DEVICE\_CONTROL DeviceIoControl
  - IRP\_READ/WRITE File Read and Writes

#### Previous Processor Mode





```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### **Previous Processor Mode**

 Previous processor mode used to determine whether to enforce security!

```
BOOLEAN SeAccessCheck(
  In PSECURITY DESCRIPTOR
                                 SecurityDescriptor,
  _In_ PSECURITY_SUBJECT_CONTEXT SubjectSecurityContext,
  _In_ BOOLEAN
                                 SubjectContextLocked,
  In ACCESS MASK
                                 DesiredAccess,
  In ACCESS MASK
                                 PreviouslyGrantedAccess,
  Out PPRIVILEGE SET
                                 *Privileges,
                                                                 Explicit processor
  In PGENERIC_MAPPING
                                 GenericMapping,
                                                                 mode setting.
  In KPROCESSOR MODE
                                 AccessMode,
  Out PACCESS MASK
                                 GrantedAccess,
  Out PNTSTATUS
                                 AccessStatus
```

## **DEMO 2: Displaying Object Namespace**

```
Windows PowerShell
PS NtObject:\> Get-ChildItem | Where-Object -Property IsSymbolicLink -eg $True |
                      SystemRoot
Name
                      SymbolicLink
TypeName
IsDirectory
                     : False
IsSymbolicLink
                      : True
RelativePath
                     : SystemRoot
SymbolicLinkTarget : \Device\BootDevice\WINDOWS
MaximumGrantedAccess : Query, ReadControl
                     : O:BAG:SYD:(A;;CCRC;;;WD)(A;;CCSDRCWDWO;;;SY)(A;;CCSDRCWDWO;;;BA)(A;;CCRC;;;RC)
SecurityDescriptor
                     : Dfs
Name
                       SymbolicLink
TypeName
IsDirectory
                     : False
IsSymbolicLink
                     : True
                     : Dfs
RelativePath
SymbolicLinkTarget : \Device\DfsClient
MaximumGrantedAccess : Query, ReadControl
                     : O:BAG:SYD:(A;;CCRC;;;WD)(A;;CCSDRCWDWO;;;SY)(A;;CCSDRCWDWO;;;BA)(A;;CCRC;;;RC)
SecurityDescriptor
                       DosDevices
Name
                       SymbolicLink
TypeName
                       False
IsDirectory
IsSymbolicLink
                       True
RelativePath
                       DosDevices
SymbolicLinkTarget
                     : \??
MaximumGrantedAccess : Query, ReadControl
                     : O:BAG:SYD:(A;;CCRC;;;WD)(A;;CCSDRCWDWO;;;SY)(A;OICIIO;GX;;;WD)(A;OICIIO;GA;;;BA)
SecurityDescriptor
                       Y) (A; OICIIO; GA;;; CO)
```

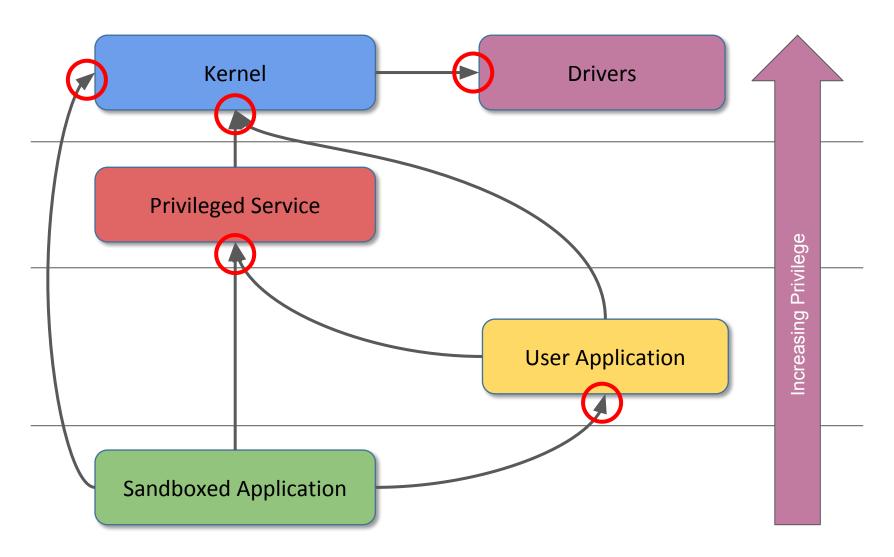
# **Hunting for Attack Surface**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

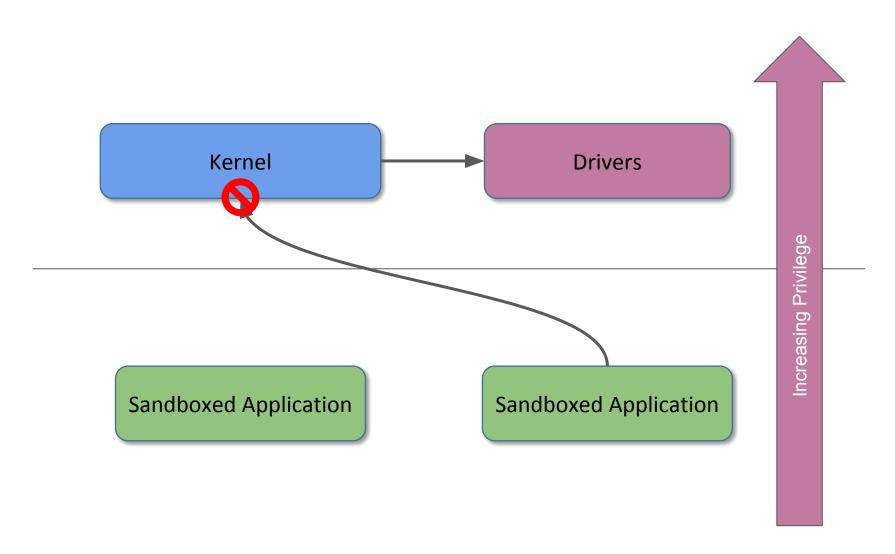
# Above all Else, find something to Attack

- Might seem obvious but finding what to attack is the most important part
  - Not that different from hunting for memory corruption, just the types of things you're looking for changes.
  - Need to find interesting functionality accessible from your privilege level
- The attack surface could be Passive or Active
  - Passive means privileged code interacts with a resource the attacker can control
  - Active means the attacker can get privileged code to perform some action for them

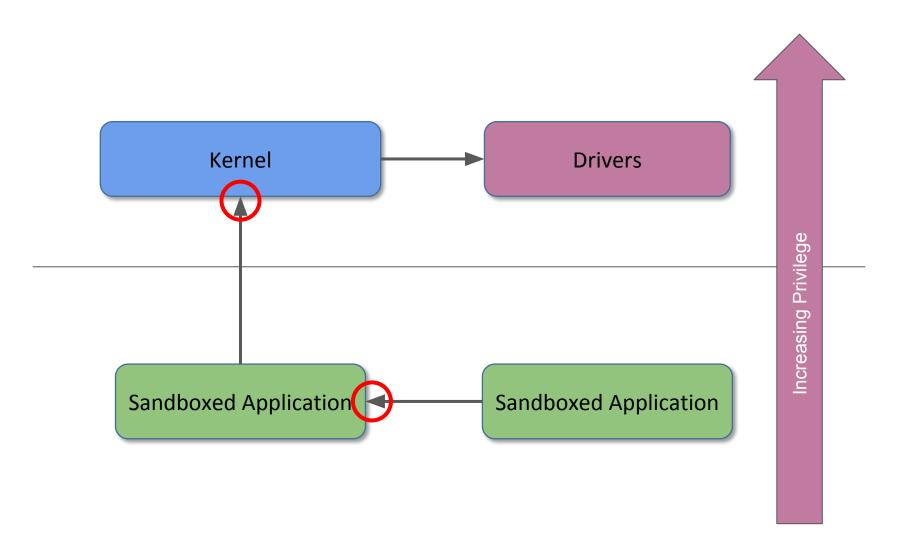
# **Privilege Escalation Routes**



# Don't Always Think of Going Up



# Don't Always Think of Going Up



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

# **Probing Accessible Resources**

- Good idea to determine levels of attack surface is to probe what resources you can access from your desired privilege level.
- Primarily interested in WRITE, but in some cases (such as processes) READ is also important.
- This could include:
  - Files
  - Registry Keys
  - Processes and Threads
  - Sections/File Mappings
  - Kernel Driver Device Objects
  - Named Pipes

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Passive Resource Locations

- There's a number of file locations on a default Windows system that a non-administrator can control which could be used by privileged code
  - Subfolders under %SYSTEMDRIVE%\ProgramData
  - %WINDIR%\Temp
- Also some locations inside the Local Machine registry
- General kernel resources could also end up inside the Object
   Manager namespace
- Find privileged users of this functionality by using something like Process Monitor

# Sandbox Attack Surface Analysis Tools

Tool Name	Description	
CheckFileAccess	Enumerate accessible files or named pipes	
CheckProcessAccess	Enumerate accessible processes and/or threads	
CheckDeviceAccess	Enumerate accessible device objects	
CheckRegistryAccess	Enumerate accessible registry keys	
CheckObjectManagerAccess	Enumerate accessible names kernel resources (such as Sections/Mutexes/Events etc.)	

'Tools take a number of common command line arguments:

i-p PID : Specify a process to impersonate when doing the access check

-w : Only show writable resources

i -r : Recursively enumerate names resources

-k ACCESS: Comma separated list of access rights to check for

-q : Suppress printing errors during enumeration

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Services

- Services are also a securable resource
- Typically look for write privileges to change configuration
  - Everyone should already know about this.
- Instead look for start privileges
  - Increase potential attack surface
  - Some services take arguments during start such as the Mozilla Maintenance

```
Service

ServiceController svc = new

ServiceController ("blah");

// Start a service with arbitrary arguments.

svc.Start(new string[] { "Arg1", "Arg2" });
```

 "CheckServiceAccess -k=Start" is your friend to find what you can start.

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

## Service Triggers

- Some services can be started without an explicit Start privilege
- Windows 7 introduced Service Triggers, starts/stops services on certain events:
  - Access to Named Pipe or RPC Endpoints
  - Creation of Firewall Access Rules
  - Joining of a Domain
  - Custom Event Tracing for Windows event
  - Adding a Hardware Device
- ETW is one of the most common and easiest to execute

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

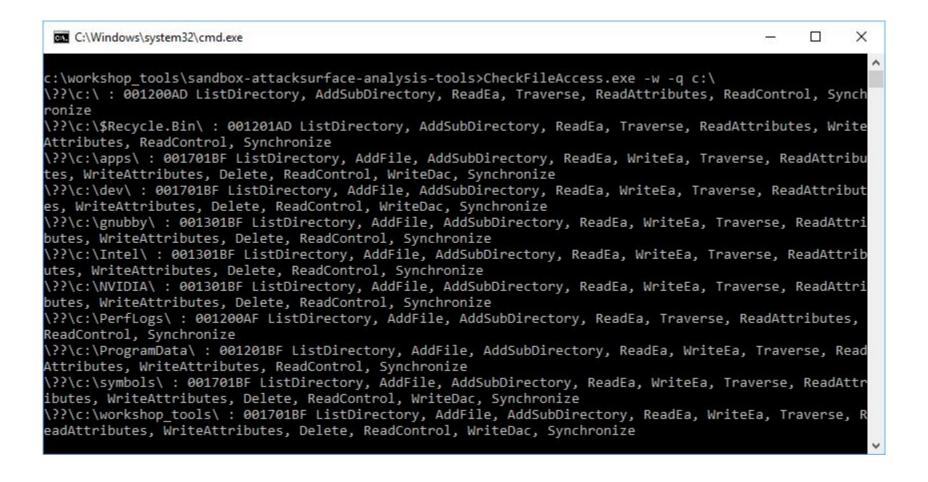
## **ETW Event Trigger**

- Use the -t switch to display service triggers
- For example the WebClient service would print:

```
WebClient Granted Access: QueryConfig, QueryStatus, EnumerateDependents, Interrogate, UserDefinedControl, ReadControl
Trigger: 0 - Type: Custom - Action: Start
Subtype: [ETW UUID] {22b6d684-fa63-4578-87c9-effcbe6643c7}
```

Use the following C++ code to start the WebClient service

# DEMO 3 - Enumerating Accessible Resources

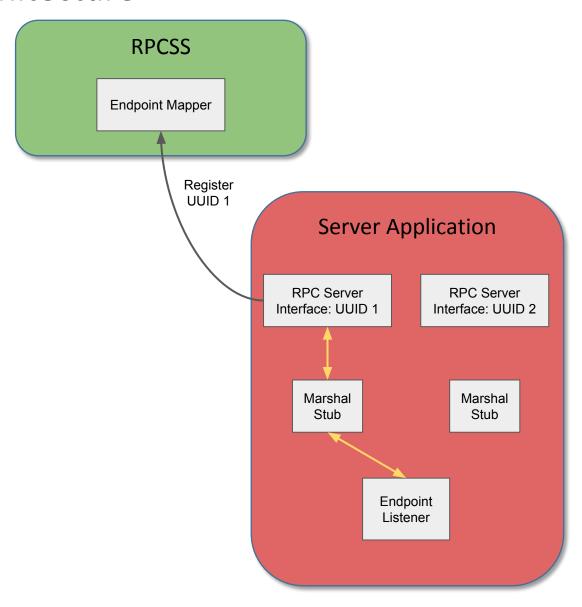


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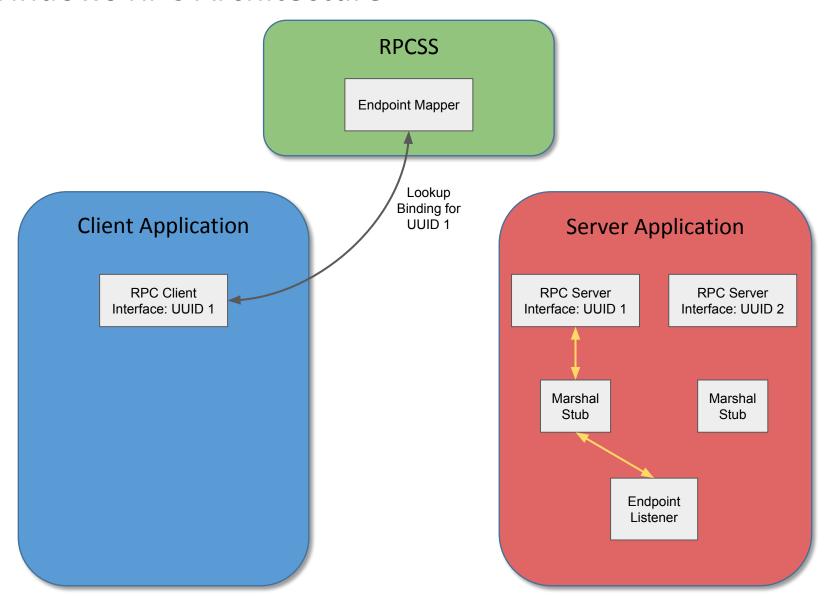
#### **RPC Services**

- The most common technique on Windows to provide privilege separation between components.
- Used in many common services:
  - Local Security Subsystem (LSASS)
  - AppInfo service (UAC)
  - Secondary Logon service (seclogon)
- Many RPC services are undocumented and contain complex functionality

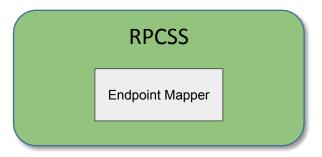
## Windows RPC Architecture

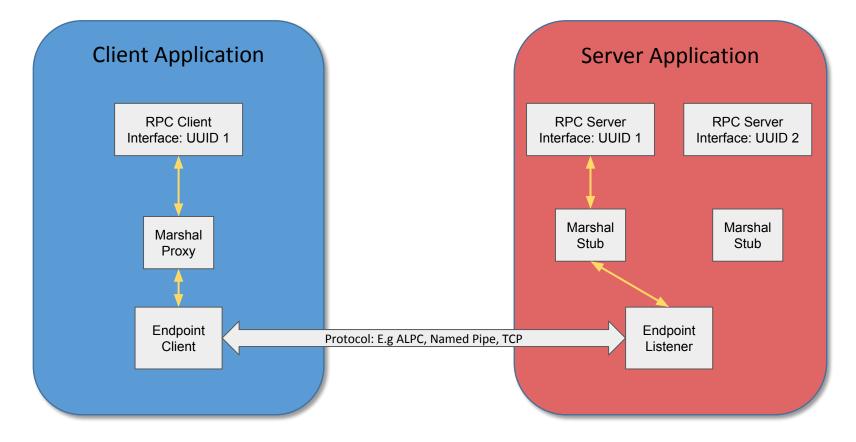


## Windows RPC Architecture



## Windows RPC Architecture





```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

# **Network Data Representation (NDR)**

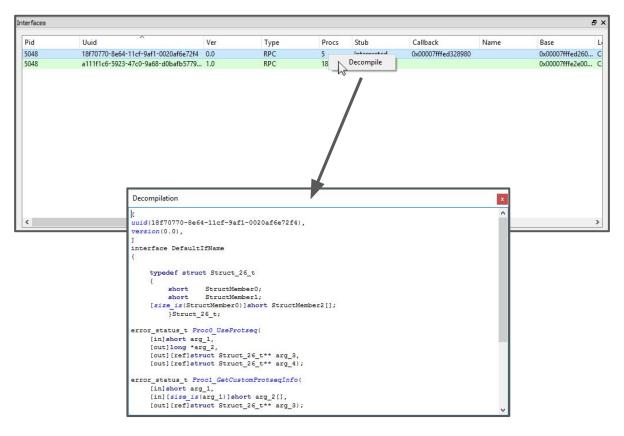
- Server defined interface using an IDL file. Compiler converts to a server Stub build with NDR which handles marshaling of parameters and structures
- Client must have a corresponding Proxy built from the same IDL interface definition otherwise there's likely to be a mismatch.
- Each interface has a defined unique ID (UUID)

```
uuid (201ef99a-7fa0-444c-9399-19ba84f12a1a),
    version(1.0),
    interface LaunchAdminProcess
{
    long RAiLaunchAdminProcess([in][unique][string] wchar_t* ExecutablePath);
}
```

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

# Working with RPC Interfaces

- RPCView Supports basic Decompilation of interface definitions.
- Right click interface and choose Decompile



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

## **RPC Endpoints**

- RPC Supports multiple different endpoint protocols.
- Configured on server using RpcServerUseProtseqEp
- Configured on client using RpcStringBindingCompose

```
! RPC_STATUS RPC_ENTRY RpcServerUseProtseqEp(
   unsigned char *Protseq, -
                                                                Protocol
   unsigned int MaxCalls,
                                                               sequence
   unsigned char *Endpoint,
                  *SecurityDescriptor
   void
                                                                Optional
                                                                Endpoint
                                                                 Name
RPC_STATUS RPC_ENTRY RpcStringBindingCompose(
    TCHAR *ObjUuid,
   TCHAR *ProtSeq,
   TCHAR *NetworkAddr,
   TCHAR *EndPoint,
   TCHAR *Options,
    TCHAR **StringBinding
```

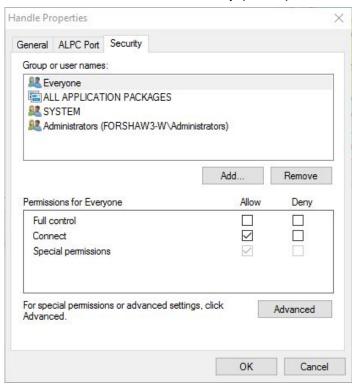
# **Protocol Sequences**

Protocol Sequence	Optional Endpoint Name	Description
ncalrpc	NAME	Local RPC (ALPC)
ncacn_np	\pipe\NAME	Windows Named Pipe
ncacn_ip_tcp	(port number)	TCP/IP
ncacn_ip_udp	(port number)	UDP/IP
ncacn_http	(port number)	HTTP

Note all endpoints and protocol sequences are multiplexed in a single process.

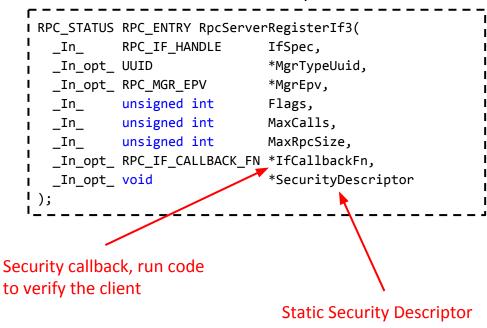
# **RPC Security**

#### Connect Time Security (Local)



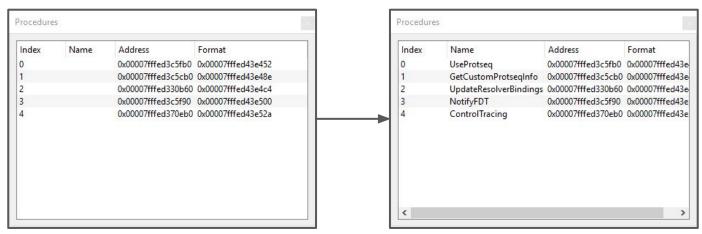
As all endpoints of multiplexed, you can pick the one with the lowest connect time security

#### **Runtime Security**



# **Configuring RPCView Symbols**

- Getting Symbol Information gives you a better idea on what functions are exported.
- Configure local path to symbols through Options -> Configure Symbols



RPCView doesn't seem to work with symbol servers. So need to pull symbols manually. Use symchk from Debugging Tools for Windows, cache in a known directory such as c:\symbols.

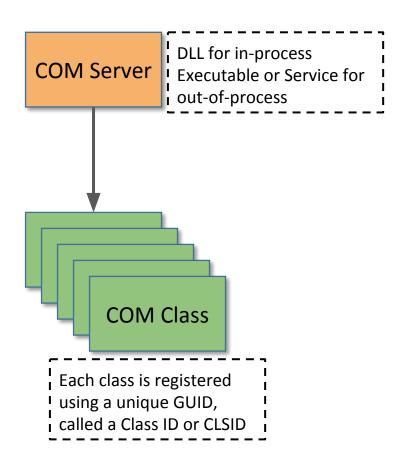
symchk /s srv\*c:\symbols\*https://msdl.microsoft.com/download/symbols c:\windows\system32\\*.dll

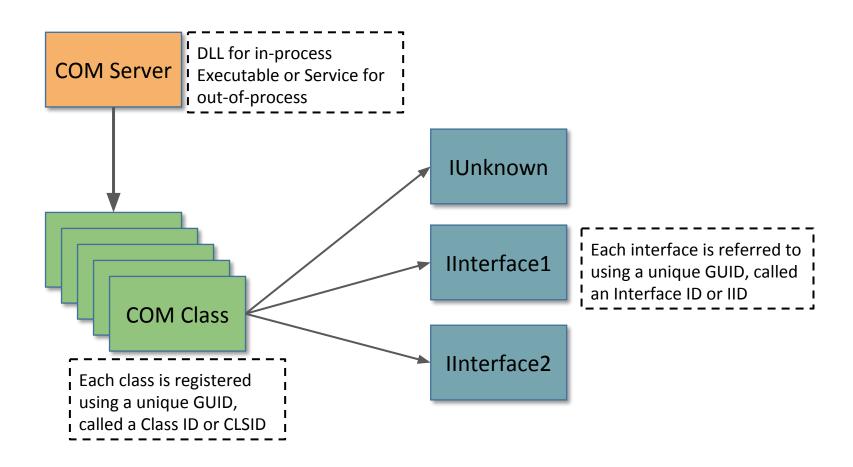
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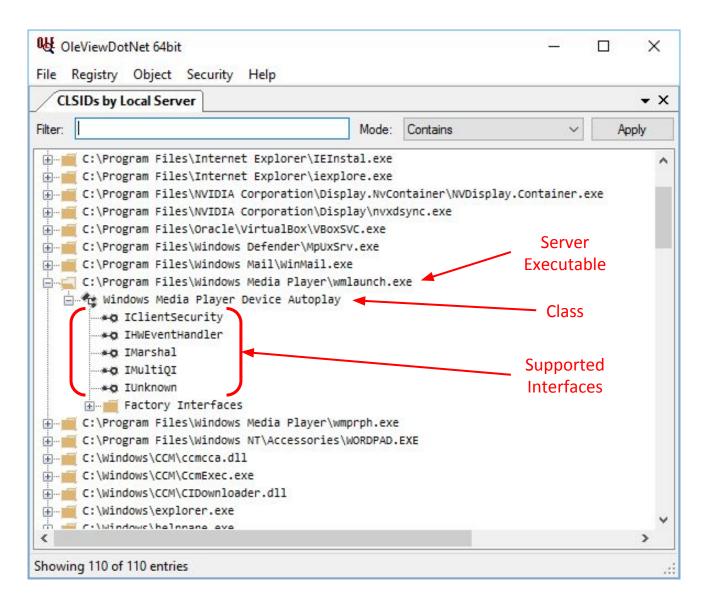
#### **Local COM Services**

- COM itself is just an ABI definition to allow multiple programming languages to create and call objects
- Supported out-of-process objects
- Effectively an extension of RPC services.
- Key difference is supports Activation, creation of services from a registry, they don't have to already be running like RPC
- Much bigger attack surface than normal RPC
- Activation brings some fun:
  - RunAs/Different User activation
  - Service starting and object hosting
  - UAC auto-elevation.







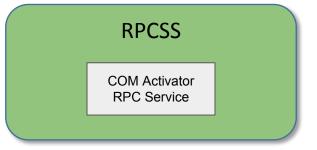


```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

## IUnknown, The Root of all COM Evil

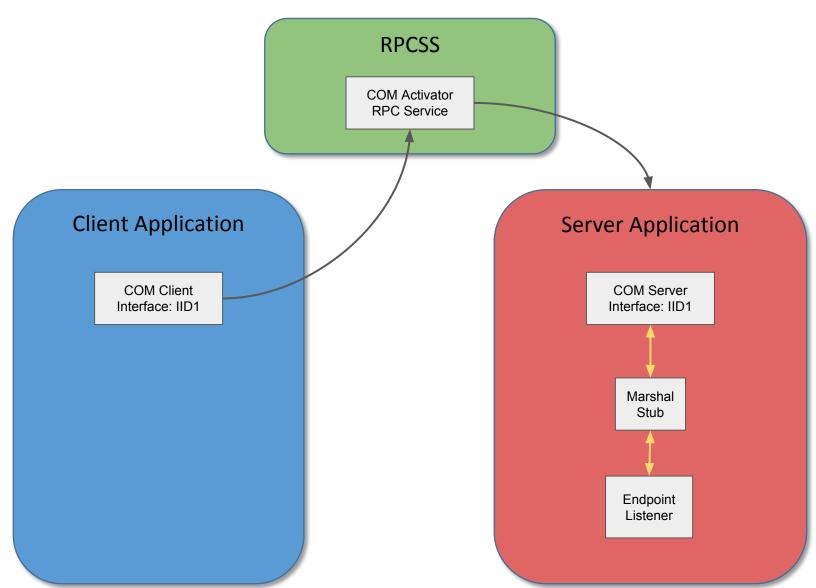
- All COM interfaces derive from a special interface, IUnknown
- Supports 3 methods:
  - QueryInterface Used to query for other supported interfaces
  - AddRef Increment object reference count
  - Release Decrement object reference count
- If an object doesn't support an interface QueryInterface should return E\_NOINTERFACE (0x80004002)
- Code should not be casting objects to other interfaces without going through *QueryInterface*. That would be a type confusion bug in waiting :-)

## **COM Activation**

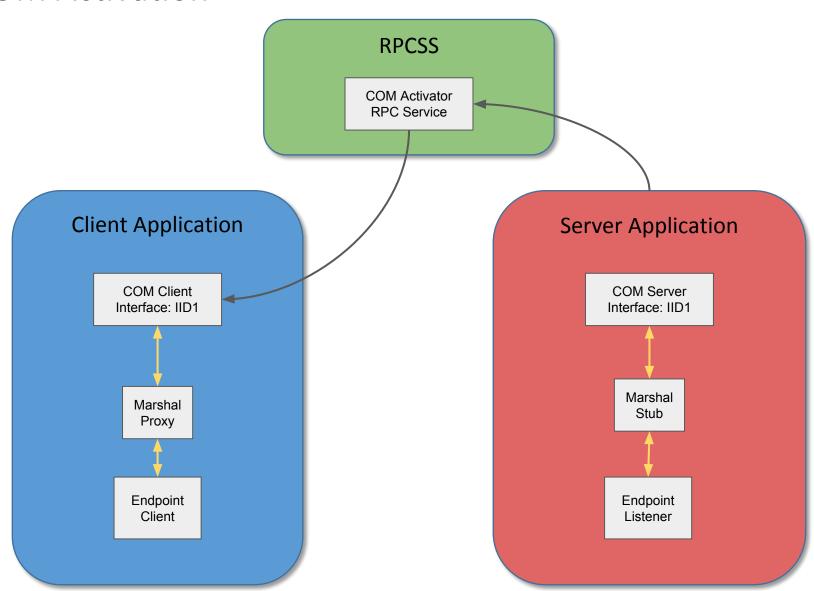




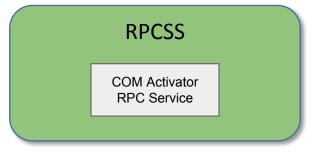
## **COM Activation**

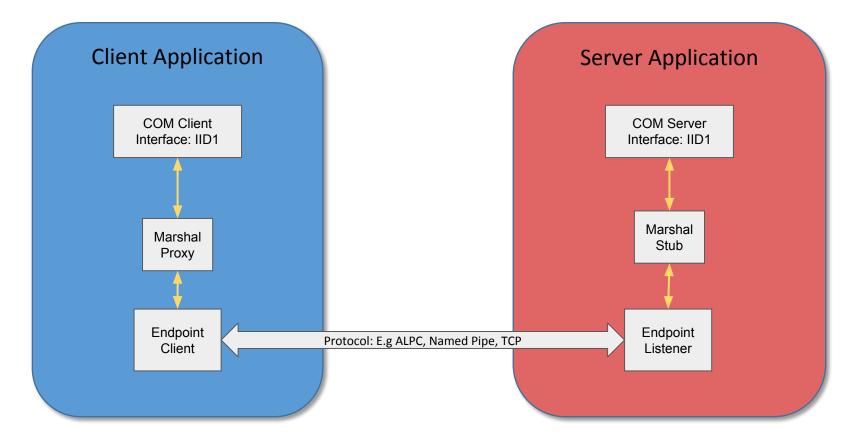


## **COM Activation**



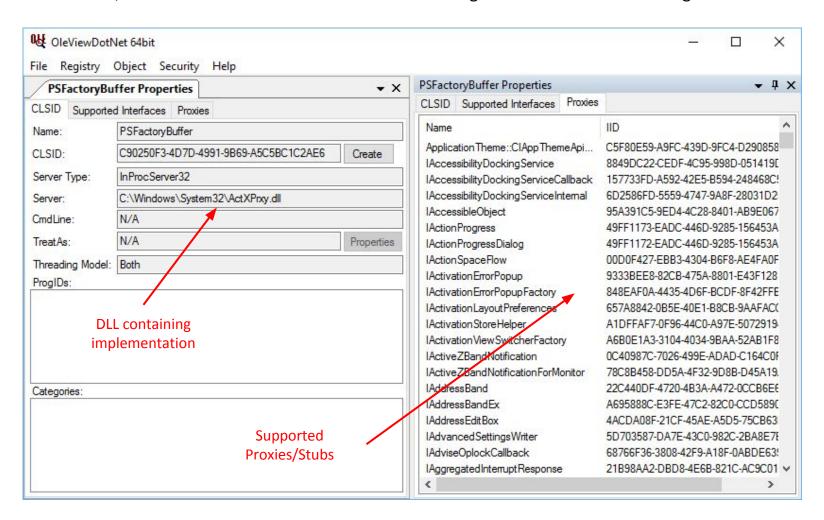
#### **COM Activation**





#### **Proxies and Stubs**

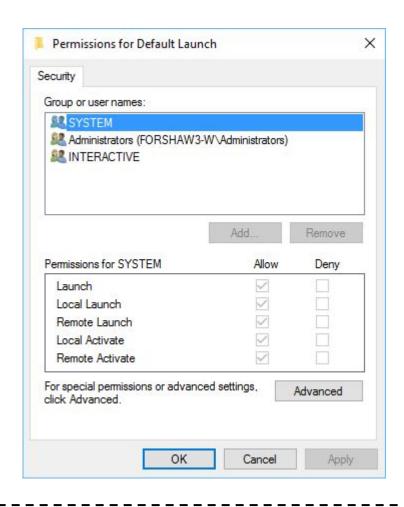
Like RPC, COM services must define their interface using an IDL file. This must be registered.

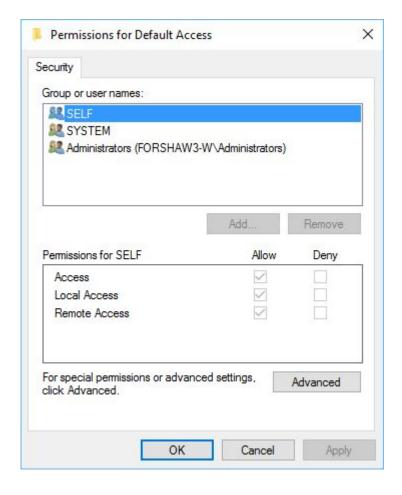


Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at:

https://goo.gl/P4Q9GN

### **COM Security**





Launch = Create a new instance of the server.

Activate = Create new object on existing server.

Enforced in RPCSS

Access = Call methods on existing objects. Enforced in Server Process

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### ApplDs and RunAs User

- A COM class be be registered within an ApplD (again a GUID)
- The AppID can change the behaviour of the activated COM class
  - Specify non-default Launch or Access permissions
  - Specify a Surrogate Executable to host DLL classes out of the process
  - Specify a Windows Service which will host the class
  - Specify a specific "RunAs" user to run the server under
- RunAs is typically specified as "Interactive User"
  - This means as the current session's default user, not the caller
  - If a server is registered as "Interactive User" and the caller has permission to Launch/Activate then a sandboxed user can interact with it to try and escape the sandbox

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### **User Account Control**

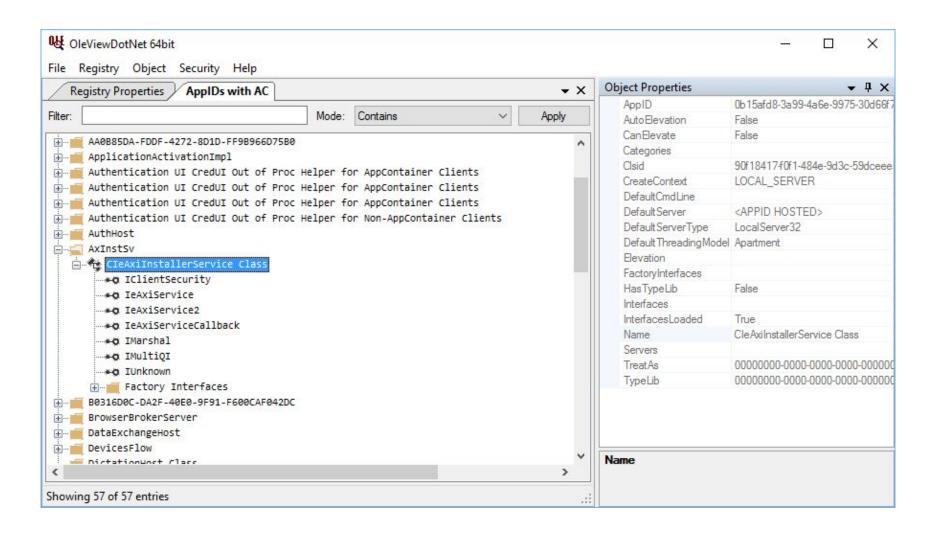
- Default Windows user is a "split-token" administrator
- Means that normally user is limited in privileges but can become a full administrator on demand
- Implemented in the AppInfo service
- Plenty of ways of bypassing this, but not normally without prompts
- Also supports special UI Access processes due to block on sending window messages to higher IL procesesses
  - UI Access bypasses the checks

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### **UAC Auto-Elevation**

- UAC isn't a security boundary, but still most users still run as administrators
- Since UAC was introduced supports auto-elevation for special UI access binaries
  - Signed by a known certificate and in a "secure" location
  - Has the UIAccess element in its manifest
- Since Windows 7, UAC supports auto-elevation for executables if they meet the following criteria
  - Signed by a Microsoft and in a "secure" location
  - Has an autoElevate element in its manifest
- Also supports auto-elevation of out-of-process COM objects

### **DEMO 4: Inspecting Accessible COM Services**



# **Bug Classes and Exploitation**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

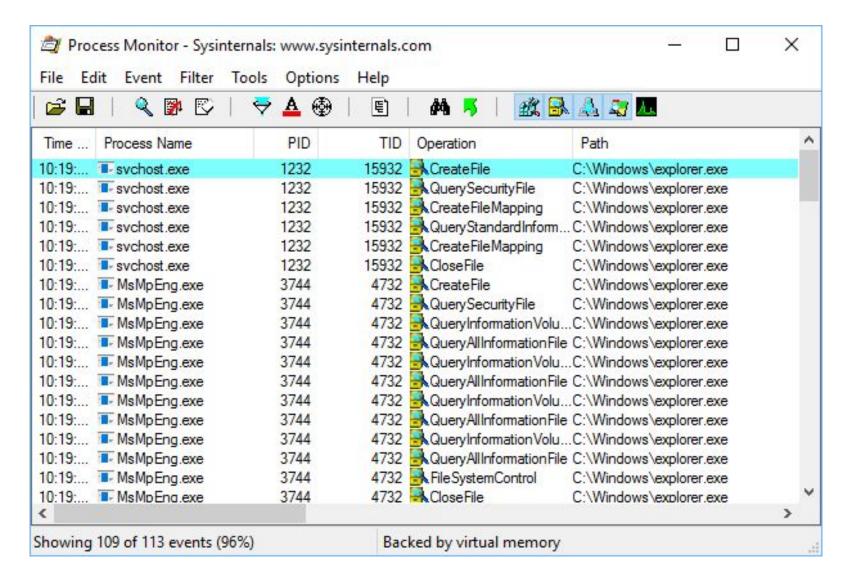
### **Example Vulnerabilities**

- Toolkit comes with some example vulnerabilities that we can exploit.
  - LogicalEoPWorkshopDriver Simple kernel driver containing a number of logical vulnerabilities
  - RpcServer Simple RPC server containing a number of logical vulnerabilities
  - COMServer Simple COM server in .NET to demonstrate COM based vulnerabilities, is also a client to exploit the an IStorage vulnerability.

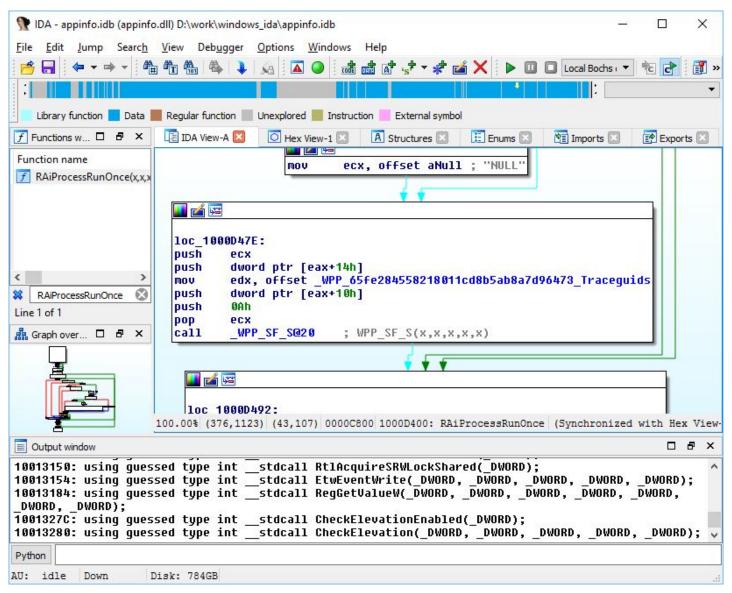
#### Exploitation Tools

- DemoClient Simple interface to "exploit" the majority of vulnerabilities
- ExploitDotNetDCOMSerialization Tool we'll use to exploit the COM Server via
   .NET DCOM

### Dynamic Analysis with Process Monitor



### Reverse Engineering with IDA Pro



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### Bug Class List

- File path abuse
  - Path Traversal
  - TOCTOU
- Impersonation
  - File/Process Access Under Impersonation
  - Insecure kernel Impersonation and Token Usage
- Insecure Kernel Resource Access
- COM Bugs
  - .NET DCOM Service
  - Bound objects

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Path Canonicalization

```
!bool TestLoadLibrary(const wchar t* name)
  wstring full path = L"C:\\Windows\\" + name;
  HMODULE hModule = LoadLibrary(full path.c str());
  if (hModule != nullptr)
    printf("Loaded module: %p\n", hModule);
                                                  No verification
    FreeLibrary(hModule);
                                                   on name
    return true;
  return false;
```

# **DEMO 5 : Exploiting Path Canonicalization**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### Insecure Path Usage

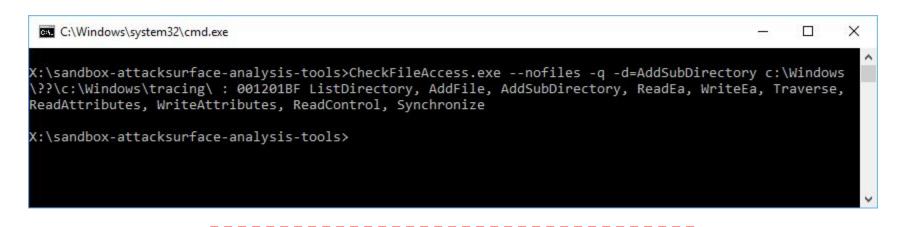
```
bool TestLoadLibraryCanonical(const wchar_t* name)
{
   if (wcschr(name, '\\') || wcschr(name, '/'))
   {
      printf("Error, name contains path separators\n");
      return false;
   }
      Disallow
      canonicalization
}
```

- All paths will be c:\windows\name
- We can't write to c:\Windows, or can we?

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### NTFS Alternate Data Streams (ADS)

- ADS allows you to create substreams on NTFS files by separating using the ':' separtor
  - E.g. abc:xyz is stream named 'xyz' on the existing file 'abc'
- Also works for directories as if we've got AddSubDirectory access



C:\Windows\Tracing we can write an ADS to!

# **DEMO 6: Exploiting Named Streams**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### File Time-of-check Time-of-use

```
bool TestLoadLibraryTocTou(const wchar t* lib path) {
  if (VerifyEmbeddedSignature(lib path)) 
    HMODULE hModule = LoadLibrary(lib path);
    if (hModule != nullptr) {
      printf("Loaded module: %p\n", hModule);
      FreeLibrary(hModule);
                                                   Verifies that the
      return true;
                                                    DLL is signed
  return false;
                                  Load the library
                                   path is signed
```

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### **Exploiting TOCTOU**

#### A few different ways to exploit:

- Race condition between check time and library loading
  - We could rewrite the file in between the check and the load.
- Exploit differing path parsing behaviours between functions
  - LoadLibrary will search the PATH for a filename which isn't an absolute path
  - Accessing a file takes path verbatim, LoadLibrary plays some games with extensions

#### ¦ lpFileName [in]

• • •

If the string specifies a module name without a path and the file name extension is omitted, the function appends the default library extension .dll to the module name.

To prevent the function from appending .dll to the module name, include a trailing point character (.) in the module name string.

c:\abc becomes c:\abc.dll when loaded

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### **Exploitation**

- 1) Copy a signed binary to a known location with the name *abc*. Doesn't have to be a DLL, can be anything signed.
  - a) Kernel32.dll works on Windows 10 AE.
- 2) Copy the DLL you want to load to abc.dll in the same directory.
- 3) Pass path to service specifying abc as the filename
- 4) Your desired DLL should be loaded

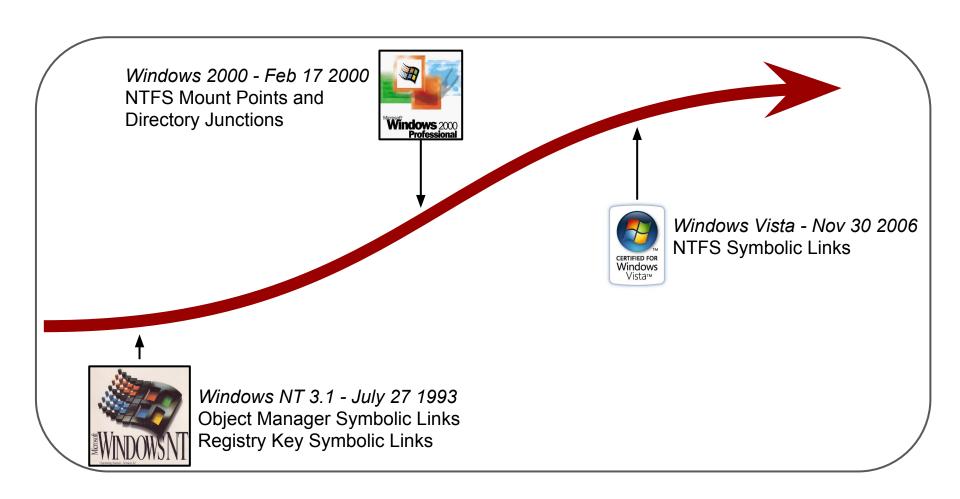
# **DEMO 7 : TOCTOU on Name**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### File Time-of-check Time-of-use

```
bool TestLoadLibraryTocTouHardened(const wchar t* lib path)
  LPWSTR ext = PathFindExtensionW(lib path);
  if (ext == nullptr || wcsicmp(ext, L".dll") != 0)
    return false:
  HANDLE handle = CreateFile(lib path, ...);
                                                       Ensure
                                                      extension is
  if (!CheckFileIsInSystem(handle)) {
                                                        .DLL
                                           Lock file so can't
    return false:
                                            be written to
  return LoadLibrary(lib path);
                             Check opened file is in
                               system directory
```

## Windows Symbolic Links



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

## Opportunistic Locks (OPLOCK)

- Winning the TOCTOU race means either brute force or finding some what of timing the request.
- We can win the race in many cases using OPLOCKS
  - Locks a file to prevent access, can select Read/Write/Delete or Exclusive
  - Gets a callback when someone else tries to open the file. Closing handle allows that use to continue.

```
DeviceIoControl(g_hFile,
   FSCTL_REQUEST_OPLOCK_LEVEL_1,
   NULL, 0,
   NULL, 0,
   &bytesReturned,
   &g_o);
```

Note: Must use a Level 1 "Exclusive" lock for system files as normal user always gets Read sharing access.

# DEMO 8 : Symbolic Link TOCTOU

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### **Reading Files Under Impersonation**

```
bool TestCreateProcess() {
    RpcImpersonateClient();

WCHAR cmdline[] = L"c:\\windows\\notepad.exe";
    if (CreateProcess(cmdline, cmdline, ...)) {
        return true;
    }
    return false;
}

Created process uses current
    process token, not
    impersonated token
```

- CreateProcess uses the current process's token by default, not any impersonation token
- However the file is accessed under the identity of the impersonated user
- Can we exploit this?

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

## Current User's DosDevices Directory

- Current user's DosDevices directory is stored in \Sessions\0\DosDevices\X-Y
  - X-Y is the current user's login ID
- This is writable by the current user for obvious reasons
- We can re-direct C: to anywhere we like and get arbitrary process running with the identity of the RPC server

NOTE: This will won't work in a sandbox. It also used to work for DLLs but Microsoft fixed that glitch

# **DEMO 9 : DosDevices Redirect**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

### **Incorrect Handle Duplication**

```
int TestDuplicateHandle(int handle) {
   unsigned long pid;
   I_RpcBindingInqLocalClientPID(hBinding, &pid);

   HANDLE process = OpenProcess(PROCESS_DUP_HANDLE, pid);
   HANDLE ret;
   DuplicateHandle(process, handle, process, Opening Calling &ret, 0, FALSE, DUPLICATE_SAME_ACCESS))   Process

   return (int)ret;
   Duplicate handle to and from same process
```

 Surely this isn't very useful? Can only duplicate a handle we already have back into our own process?

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Hard-coded Handle Values

- The Windows kernel supports two pseudo handle values which are used whenever handles are accessed
  - -1 = Handle to the current process
  - -2 = Handle to the current thread
- When duplicating handles -1 refers to source process, which in this case is our own process (useless)
- However -2 refers to the calling thread, which is actually the thread in the RPC server. We can use this to get arbitrary code execution in the server process.

NOTE: If the handle is transported as a DWORD this will fail on 64 bit platforms as the value will zero extended to HANDLE

**DEMO 10: Handle Duplication** 

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### Insecure Kernel Resource Access

```
NTSTATUS CreateFile (PUNICODE STRING Path) {
  OBJECT ATTRIBUTES obj attr = \{ 0 \};
  HANDLE Handle = NULL;
  ULONG AttributeFlags = OBJ KERNEL HANDLE;
  InitializeObjectAttributes(&obj attr,
                                                      Setting attribute
          Path, AttributeFlags);
                                                          flags
  return ZwCreateFile(&Handle, -
                         MAXIMUM ALLOWED,
                                                 Calling Zw* function,
                          &obj attr ...);
                                                will transition to Kernel
                                                previous process mode
```

- Calls to Zw functions transition to kernel mode (when called from kernel code) which disables all security.
- Should be setting OBJ\_FORCE\_ACCESS\_CHECK flag.

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### **Resource Access**

- File/Registry Key/Resource by default created with inherited security descriptor for parent
- However as long as call takes place inside the current process then the OWNER of the file will be the current user
- If inherited descriptor has CREATOR OWNER ACE we get those access rights
- Even if not we're owner so can open for WRITE\_DAC access and modify at will

# **DEMO 11: Privileged Resource Creation**

```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

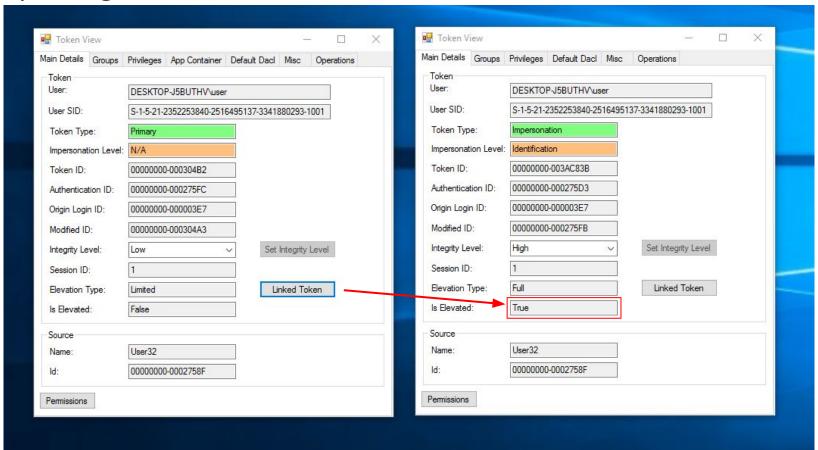
### Missing Impersonation Level Checks

```
BOOLEAN GetTokenElevated(PACCESS TOKEN Token)
  PTOKEN ELEVATION Elevation = NULL;
  BOOLEAN ret = FALSE;
  if (NT SUCCESS (SeQueryInformationToken (Token,
       TokenElevation, & Elevation)))
                                                   No check that token is
     ret = !!Elevation->TokenIsElevated;
                                                 not at impersonation level
                                                     < Impersonation
  return ret;
```

- Kernel might check current caller is an administrator or elevated.
- Must ensure that token is not an identification token

## **Exploiting Split-Token Admin**

Numerous ways of getting an Identification level token for a privileged user



```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

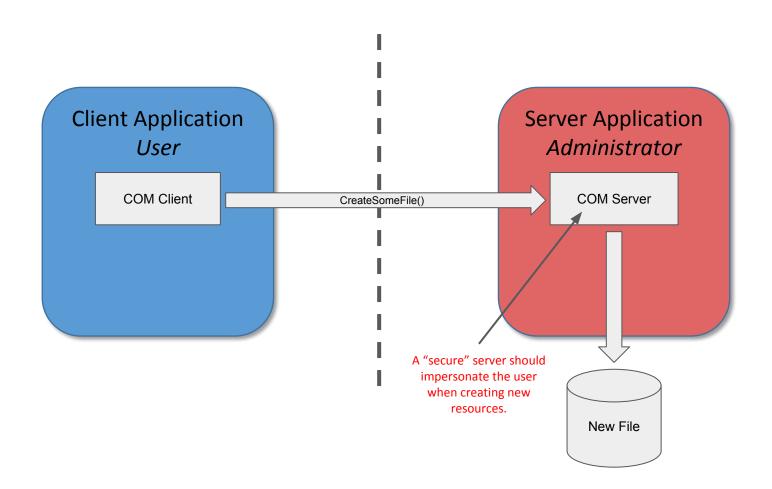
### Insecure Impersonation in System Thread

```
void SystemThread(PACCESS TOKEN token) {
  UNICODE STRING file;
  CHECK STATUS (PsImpersonateClient (KeGetCurrentThread(),
    token, FALSE, FALSE, SecurityImpersonation));
  RtlInitUnicodeString(&file, L"\\SystemRoot\\demo.txt");
  CHECK STATUS (CreateFileSecure (&file));
                                                 Forces Impersonation
                                                      I evel
void BadImpersonation() {
  SeCaptureSubjectContext(&subject context);
  PsCreateSystemThread(SystemThread,
    SeQuerySubjectContextToken(&subject context));
                                                       Runs in a
                                                      System Thread
```

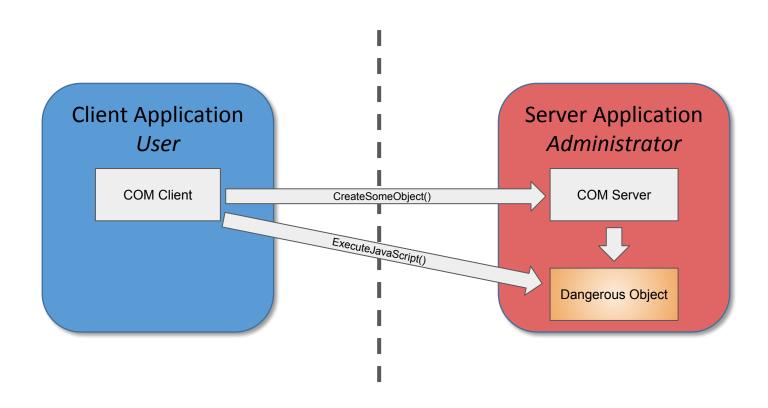
- System Threads run in the System process which has SelmpersonatePrivilege access
- If system thread misuses impersonation can elevate privileges

# **DEMO 12 : Admin Token Check Bypass**

## **Bound COM Objects**



## **Bound COM Objects**

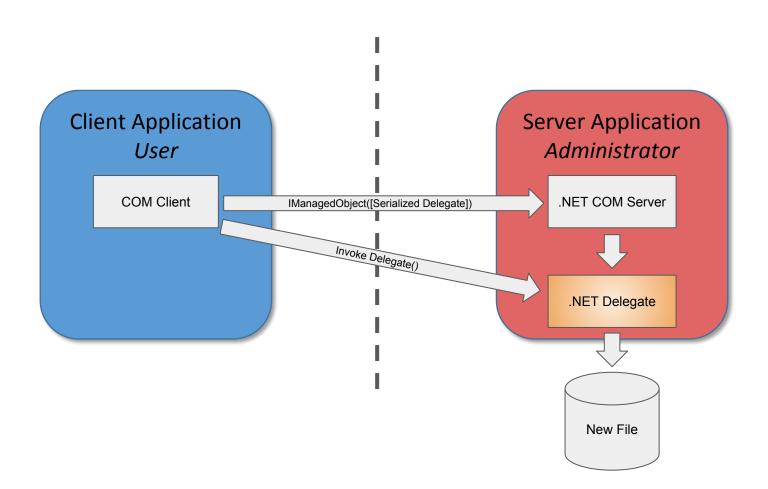


```
Tools/Examples at: https://goo.gl/HzZ2Gw - Wookbook at: https://goo.gl/P4Q9GN
```

#### .NET DCOM Services

```
[ComVisible(true),
Guid("801445A7-C5A9-468D-9423-81F9D13FEE9B")]
public class COMService : ICOMInterface {
int cookie = reg services.RegisterTypeForComClients(
    typeof(COMService),
    RegistrationClassContext.LocalServer,
    RegistrationConnectionType.MultipleUse);
Console.ReadLine();
reg services. Unregister Type For Com Clients (cookie);
```

# .NET DCOM Objects (Binary Serialization)



## **DEMO 13: .NET DCOM Elevation**

#### Resources

https://github.com/google/sandbox-attacksurface-analysis-tools

https://github.com/google/symboliclink-testing-tools

https://github.com/tyranid/oleviewdotnet

https://github.com/tyranid/ExploitDotNetDCOM