Eternal Blue CVE-2017-0144 MICS-204 Report 1, Summer 2024

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Introduction

Eternal Blue [1, CVE-2017-0144] vulnerability has all the traits of a superstar hack, it was probably discovered and developed by NSA, leaked by hackers and quickly thereafter used in some of the worst and most destructive malware attacks the world has seen.

Eternal Blue first appeared in a leak[2] from a hacker group named "The Shadow Brokers"[3] (TSB) who published a bunch of zero day exploits they claimed to have stolen from the NSA's "Equation Group ¹"[4] (None of this has been confirmed).

Eternal Blue exploits a vulnerability in the Microsoft Server Message Block (SMB) protocol, which is used for sharing files over a network (When you share a folder or access a networks drive, SMB is used).

Eternal Blue enables the attacker to launch a shell on the target with windows system privileges. The vulnerability enables an attacker to cause a buffer overflow by sending packages over the protocol with false information on packet sizes.

A vulnerability on SMB (which enables file shares across different users, locations and networks) giving a system shell (using DoublePulsar), in combination with credentials stealing malware e.g Mimikatz, gives the possibility for some highly potent malware to be crafted, which indeed happened (WannaCry, NotPetya etc..). This leaves Eternal Blue as the most expensive software vulnerability - yet...

Exploits

The vulnerability was investigated from a static analyses point of view by Zian et.al. in [5]. Furthermore "zerosum0x0" did a presentation on how EternalBlue works at DefCon26 [6] (which I found helpful).

How it Works

Eternal Blue is a consequence of three features/bugs in version 1 of the SMB protocol (SMBv1) [7]:

- 1. **Buffer Overflow** caused by a typecasting error when casting requests from different Windows filesystems
- 2. Race Condition when sending secondary messages (subsequent packets in same transaction) allowing attacker to allocate addresses in memory
- 3. "Heap Spraying" data can be written to specific places in memory allowing for code to be inserted and executed

When sending files over the network the SMB protocol uses transactions, where information such as packet size, purpose (directory searching etc.) and a list of File Extended Attributes (FEAlist) is exchanged in a handshake. SMB runs on TCP port 445 and allows for transferring large files. Figure 1 shows the basics of a SMB transaction with a size requiring secondary packets to be send.

The FEAlist and secondary packets are important for the exploit

Buffer Overflow The FEAlist is a list of key/value properties which are sent with the transactions.

- The client calculates the size of the FEAlist part of the transaction and sends it to the server with the transaction.
- The server allocates space in memory for the FEAlist, using pointer offsets based on the size of the list (it does not keep a 'list' variable)
- The size of the list is provided by the client, and checked by the server and re-calculated if the size dos not match ('All Good' right?)
- However, there are multiple versions of the FEAlist format depending on the filesystem used (OS/2 vs NT). And there is a bug in the conversion of FEAlist file size between OS/2 and NT (bug in a

 $^{^{1}}$ NSA's Tailored Access division, TAO is also mentioned, darknet diaries as an episode on the shadowBrokers leak

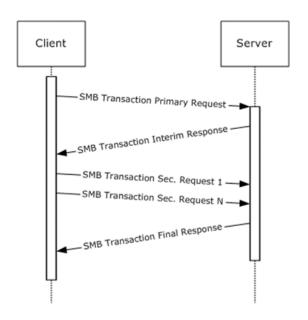


Figure 1: Request response, SMB protocol. Source: windows learning

function called "SrvOs2FeaListSizeToNt" in srv.sys [8]) where only half the memory is allocated when sending a OS/2 formatted FEAlist - a 16 byte 'int' is cast to a 8 byte 'short' resulting in a buffer overflow see Ghidra analysis of code from [8] in Appendix.

Secondary Transactions Race When the transaction size is large SMB splits it into subsequent transactions, see Figure 1, it is <u>the client</u> who tells the server where to put the subsequent packages (it provides an offset) i.e. the client (attacker) does all the bookkeeping.

Heap Spraying When sending secondary messages the input flow of data is kept open until the client sends a 'final' message i.e. the client can keep sending secondary messages directly to the heap. This enables the attacker to manipulate the memory heap with some control over where data is stored. This enables the attacker to 'groom' [6] the memory heap and place code for a reverse shell on the target, and eventually execute it. All data in the memory heap has execution privileges, the reverse shell has NT AUTHORITY/SYSTEM privileges - and can do anything on the client, a demo is shown in Appendix

zerosum0x0-defcon26

It looks like the vulnerability was introduced as a consequence of reverse compatibility with different version of the file systems used on windows, and that a goal for file sharing with the SMB protocol is to give user experience as close to working with local files as possible.

Remediation

describe and explain the fix

Disable buffer overflow Patching this was super simple (change the 8bit short to a 16bit int in the "SrvOs2FeaListSizeToNt" in srv.sys) - the problem is as always to get the patch rolled out everywhere... The patch was actually issued before EternalBlue was published by shadowBrokers (speculation is that NSA nudged Microsoft after being aware that the leak was imminent, they had kept it secret for a long time before that, and the vulnerability showed up before)

Disable "Heap Spraying" Newer version of Windows uses Address Space Layout Randomization (ASLR), which makes it impossible to predict and control where packages land in memory based on the offsets

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Appendix

Buffer Overflow Bug in srv.sys

A figure from [8] with code deconstructed from a vulnerable windows srv.sys is shown in 2

Figure 2: The buffer overflow in Srv!SrvOs2FeaToNt, deconstructed using Ghidra, figure from [8]

Metasploit

As a demonstration of how easily the EternalBlue vulnerability can be deployed to get a system shell using Metasploit:

Target machine Early Windows 7 machine (2009), the exploit is proven to work up to 2017 where a patch was introduced (MS17-010). Only modification is that a folder was shared on the desktop with 'user' permissions (this opens the necessary outbound rules on the firewall)

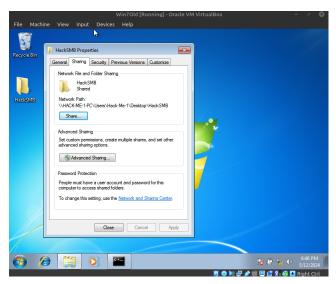


Figure 3: Exploited windows 7 2009 service pack 1

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Figure 4: Very easy with Metasploit