

# Fuzzing and Exploit Development with Metasploit Framework

# Who am I

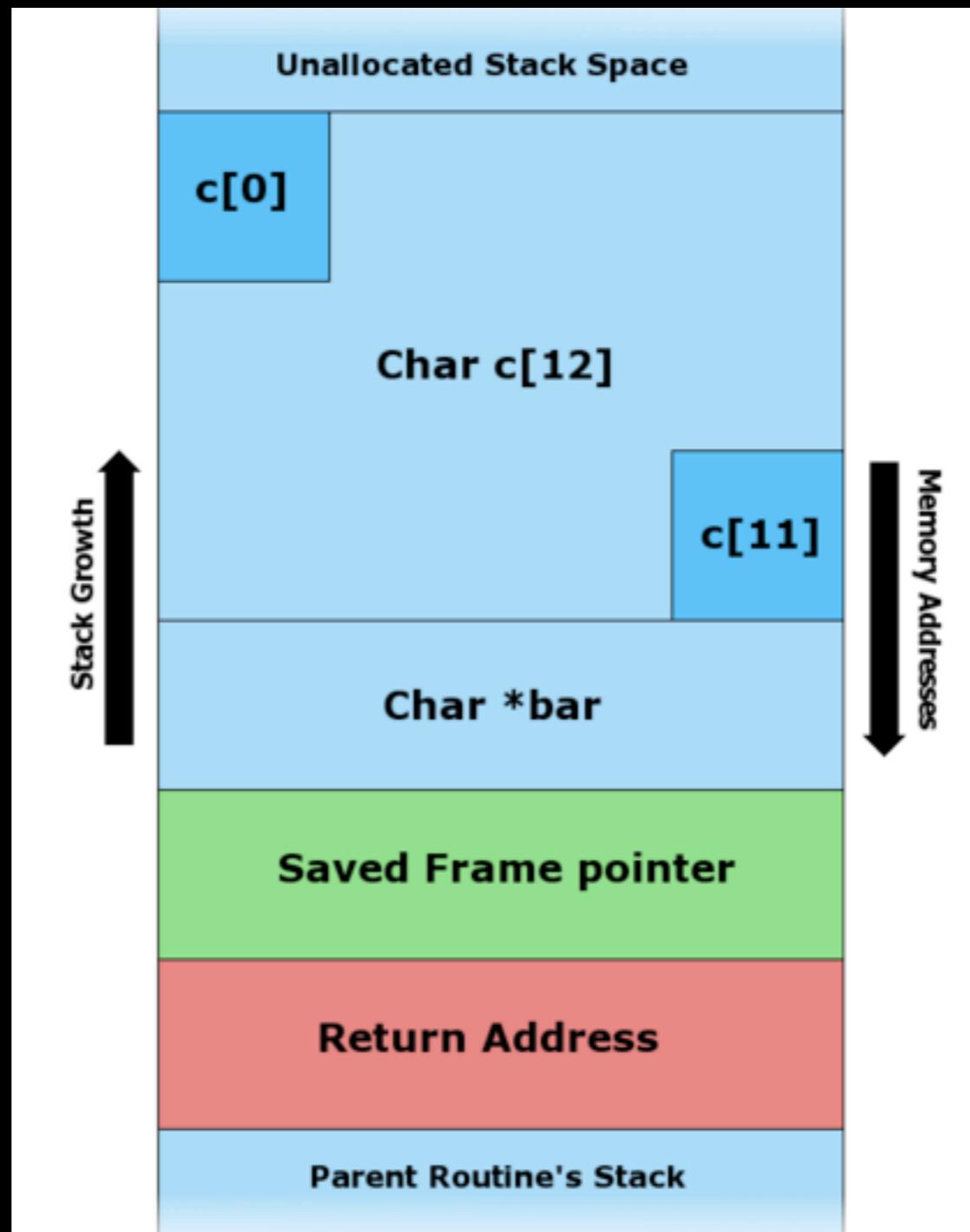
- Elliott Cutright aka Nullthreat
- Senior Information Security Analyst
- Do not take anything I say as fact. I have been wrong before and I will be wrong again.

# What is an overflow

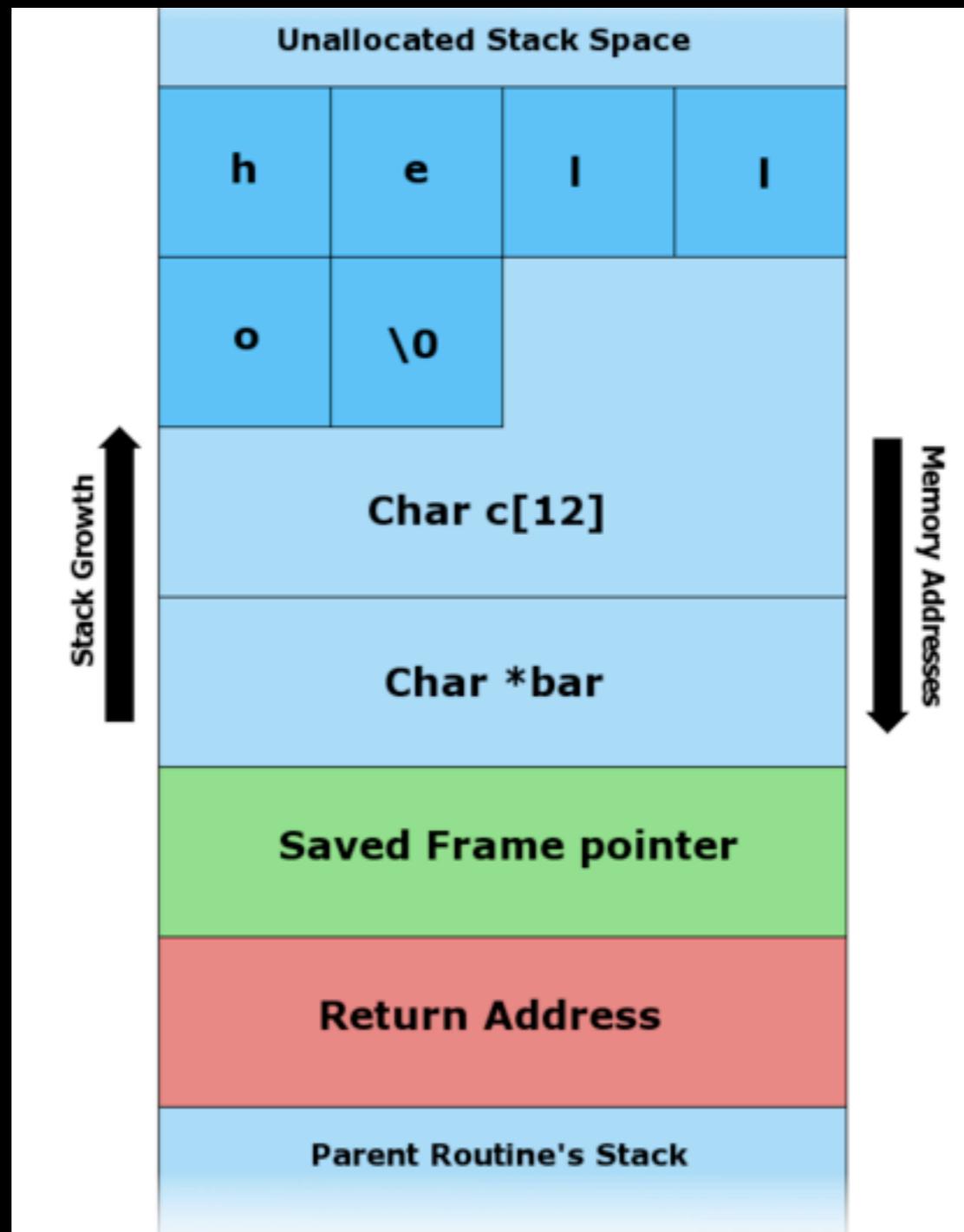
- Too much data in a space not designed for it
- Stack Based (Focus on today)
- Heap Based
- Smashing the stack for fun and profit
  - Phrack 49 by Aleph One

# What is the Stack

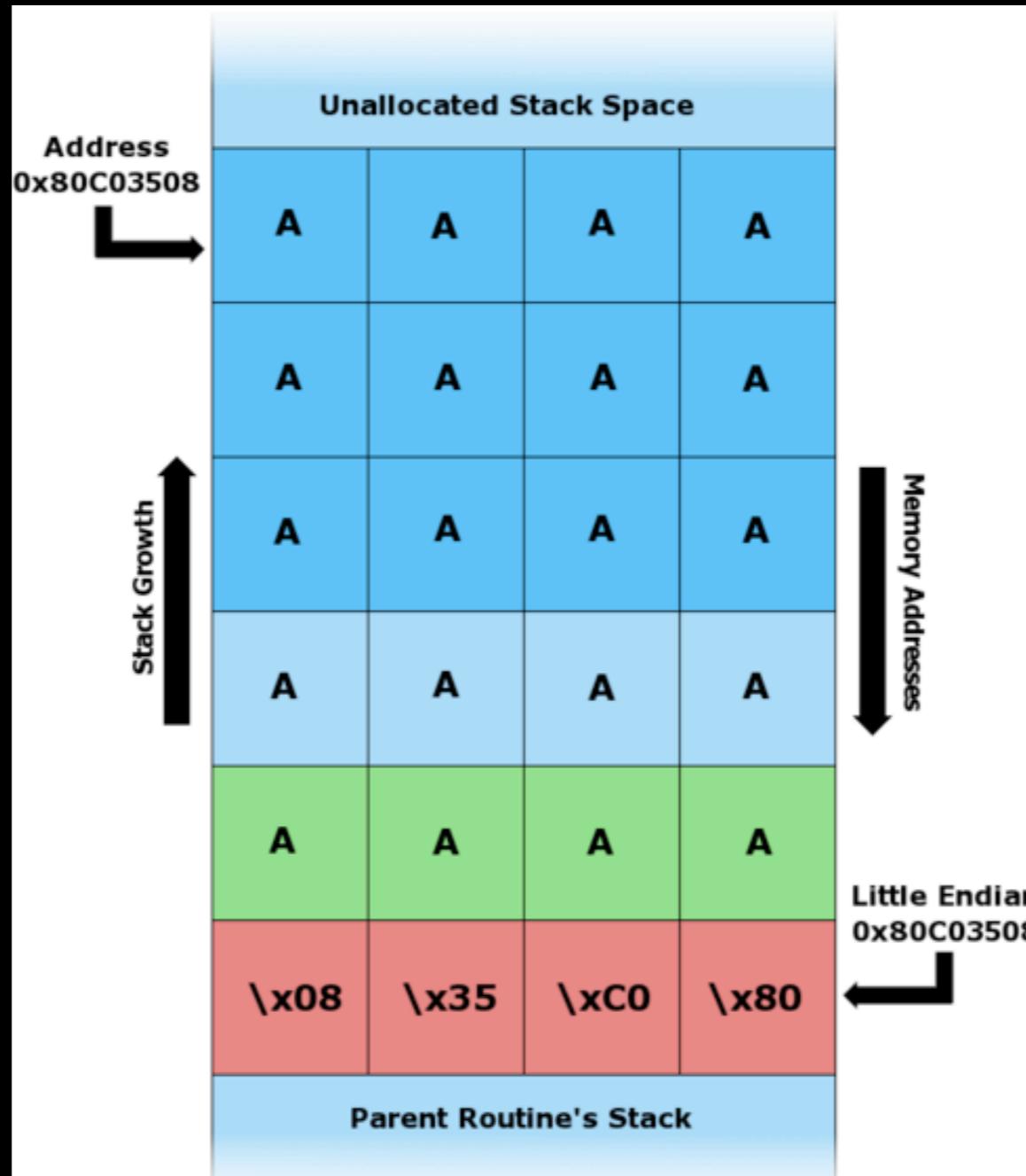
- Holds the functions and function variables
- User Input
- Data needed by the app
- First in, first out



# The Stack



# The Stack (now with more data)



# The Stack (Smashed)

# Fuzzing

- Sending random info to the application and monitor for a crash
  - Make the app cry
    - GET /AAAAAAAAAAAAA.....
  - EIP = 0x41414141

# X86 Registers

- EIP - Address of next instruction
- ESP - Address for the top of the stack
- EBP - Stack Base Address
- EAX/ECX/EDX - Holds variables and data for the application

# x86 Registers

- EIP = Instruction Pointer
- ESP = Stack Pointer
- EAX = Accumulator
- EBX = Base Index
- ECX = Counter
- EDX = Data
- ESI = Source Index
- EDI = Destination Index

# Lets Break Some Stuff

- DEMO
- Fuzzing

# Awesome...wait..what?

- EIP = 0x41414141
- 0x41 = A
- We control EIP, so we can tell the application what to do
- Now we need to find the location of the EIP overwrite

# Enter Pattern\_create()

- MSF Pattern Create creates a easy-to-predict string to assist with EIP location
- EIP overwritten with pattern and use MSF Pattern Offset to determine location

# Lets Break Some Stuff

- DEMO
- MSF Pattern Create/Offset

# EIP Overwrite

- We now know it takes 256 bytes to get to the EIP over write
- Use this to build out skeleton exploit

# Skeleton Exploit

“\x00\x01” - Sets the mode in TFTP

“\x41” \* 256 - Sends 256 A’s, overflow buffer

“\x42” \* 4 - Sets EIP to 0x42424242

“\x43” \* 250 - Sends 250 C’s as fake payload

“\x00” - Ends the packet

# Exploit in Metasploit

```
crash = "\x00\x01"
```

```
crash += "\x41" * 256
```

```
crash += [target.ret].pack('V')
```

```
crash += "\x43" * 250
```

```
crash += "\x00"
```

# Lets Break Some Stuff

- DEMO
- Skeleton Exploit

# A Closer Look

0x42424242 →

c ← 0x00 | 2FBEO

0012FB88	41414141	AAAA
0012FBBC	41414141	AAAA
0012FBCC0	41414141	AAAA
0012FBCC4	41414141	AAAA
0012FBCC8	41414141	AAAA
0012FBCCC	41414141	AAAA
0012FBDD0	41414141	AAAA
0012FBDD4	41414141	AAAA
0012FBDD8	41414141	AAAA
0012FBDC	42424242	BBBB
0012FBEO	43434343	CCCC
0012FBE4	43434343	CCCC
0012FBE8	43434343	CCCC
0012FBEC	43434343	CCCC
0012FBF0	43434343	CCCC
0012FBF4	43434343	CCCC
0012FBF8	43434343	CCCC
0012FBFC	43434343	CCCC
0012FC00	43434343	CCCC
0012FC04	43434343	CCCC
0012FC08	43434343	CCCC

0x42424242 →

← 0x00 | 2FBEO

# Find the JMP

- We control EIP and ESP
- The data we want it is ESP
- We want to find a JMP ESP
- This will place us at the start of our “shellcode”

# Finding the JMP

- Ollydbg or ImmunityDBG
- Use the search feature
- Find in application or windows lib

# Testing the return

- Use break point at the address
- Make sure we jump to the right spot

# Lets Break Some Stuff

- DEMO
  - Finding and adding the JMP
  - Testing the JMP

# Adding the Shellcode

- Metasploit has a large library
- Very easy to add to exploit
  - replace “\x43” \* 250 with payload.encoded
- This exploit has small space for shellcode
- For this proof of concept we will launch calc.exe

# Lets Break Some Stuff

- DEMO
- Shellcode and Final Exploit

# Buzz Kills

- ASLR - Address Space Layout Randomization
  - Vista and Server '08 enabled by default
- DEP - Data Execution Prevention
  - XP SP2 and newer
  - Prevents code execution in non-executable memory

# Resources

- [www.nullthreat.net](http://www.nullthreat.net) - Slides and demos
- [www.offsec.com](http://www.offsec.com) - Cracking the Perimeter
- [www.corelan.be:8800](http://www.corelan.be:8800) - Awesome tutorials on exploit dev
- DHAtEnclaveForensics - Youtube channel
- [www.exploit-db.com](http://www.exploit-db.com) - take working exploits apart and re-write them

# Q&A