Digital Security

JIT-SPRAY Attacks & Advanced Shellcode

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Digital Security

From Russia with LOVE…

BLACK HATS

VS.

WHITE HATS

#whoami

Digital Security:
- Audit/Pentest (ISO/PCI/PA–DSS and blah-blah-blah)
- ERP Assesment/Pentest
- Software development

XAKEP magazine:
- Leading “Exploit-Review” column
- Writing articles about exploit dev.

DSecRG – white hats**:**

- Finding vulnerabilities in customers software and systems
- Finding ways to exploit them all

➢Giving report to the vendor and making the world more secure

RDBMS	**Web-Applications**
ERP-Systems	**Internet-Bank Systems**

Clients under Attack

Software:

- Browsers
  - Plugins/ActiveX
    - Bank-Client
    - ERP/Business
- Clients software:
  - MS Office *
  - Adobe Acrobat Reader
  - Adobe Flash
  - And more…

Format

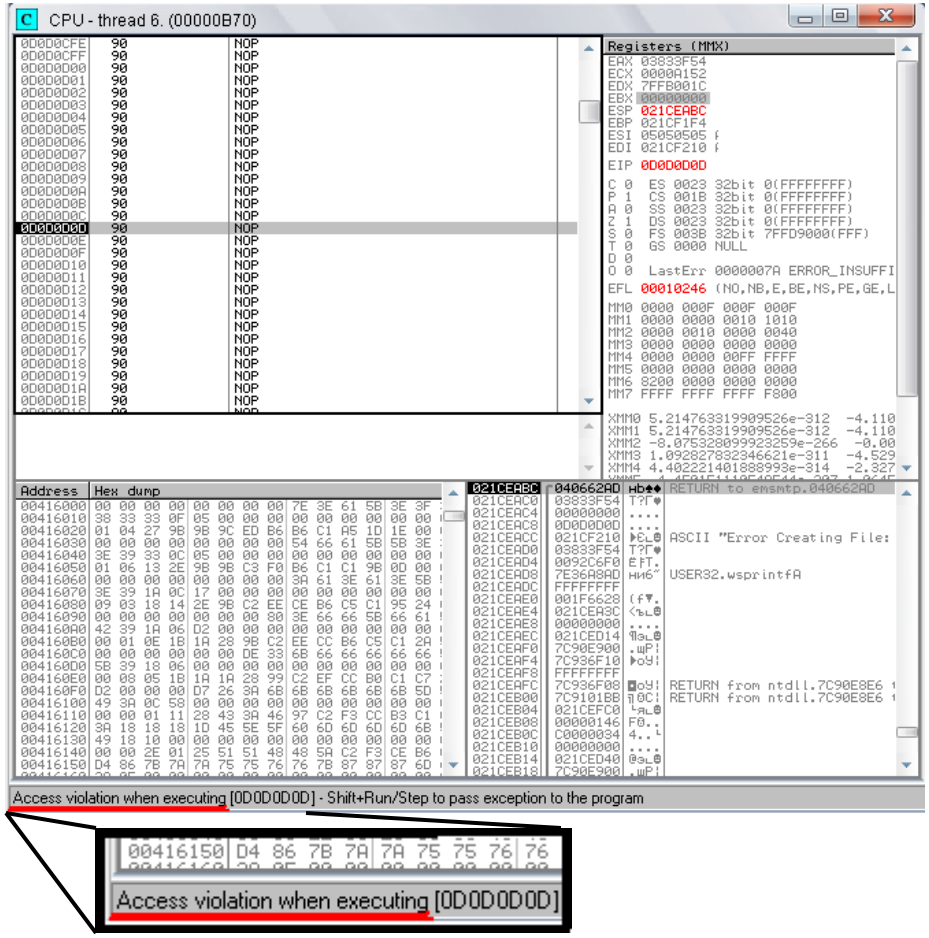
- HTML/JS
- SWF
- PDF
- DOC

Exploit

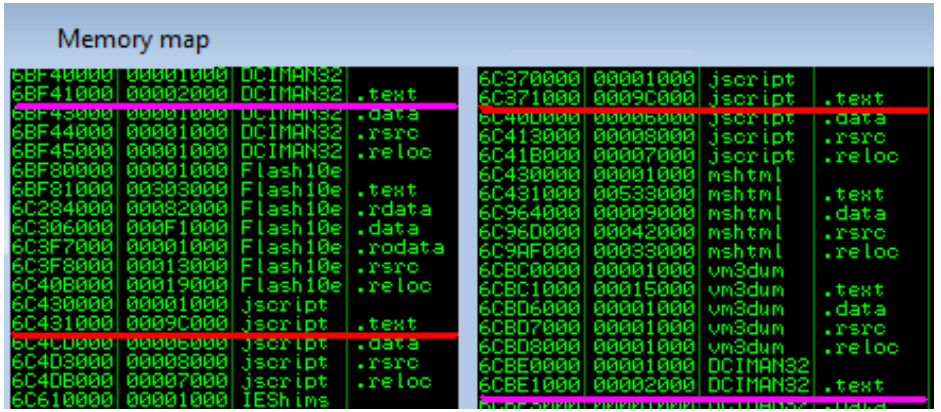
* More features by third party software

Exploit Mitigations: DEP/ASLR

DEP



ASLR



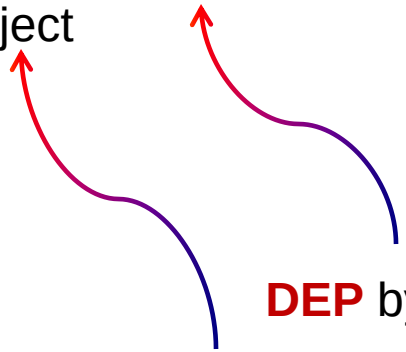
DEP – “we can not execute the code”

ASLR – “we do not know where the code is”

JIT-SPRAY

- For vulnerabilities in browsers/plug-ins
- Exploit can use the third party software – Flash and his JIT compiler
- Memory leak from Flash, from *Dictionary* object

Exploit working time ~ **480 sec**



DEP bypass

ASLR bypass

By Dion Blazakis at BlackHat 2010 DC ©
http://www.semantiscope.com/research/BHDC2010/BHDC-2010-Paper.pdf

JITed Code

Instruction code injection via ActionScript

```
var ret=(0x3C909090^0x3C909090^0x3C909090^0x3C909090);
```

```
0x1A1A0100: B89090903C MOV EAX,    3C909090
0x1A1A0105: 359090903C XOR EAX,    3C909090
0x1A1A010A: 359090903C XOR EAX,    3C909090
0x1A1A010F: 359090903C XOR EAX,    3C909090
```

Executable

JITed Code: DEP Bypass

0x1A1A0100: B8**90**90903C MOV EAX, 3C**90**9090

0x1A1A0105: **35**9090903C **XOR EAX**, 3C909090

0x1A1A010A: **35**9090903C **XOR EAX**, 3C909090

0x1A1A010F: **35**9090903C **XOR EAX**, 3C909090

+ **0x01** to address

0x1A1A0101: **90** **NOP**
0x1A1A0102: 90 NOP
0x1A1A0103: 90 NOP
0x1A1A0104: **3C35** **CMP AL, 35**
0x1A1A0106: 90 NOP
0x1A1A0107: 90 NOP
0x1A1A0108: 90 NOP
0x1A1A0109: **3C35** **CMP AL, 35**

As I said – executable

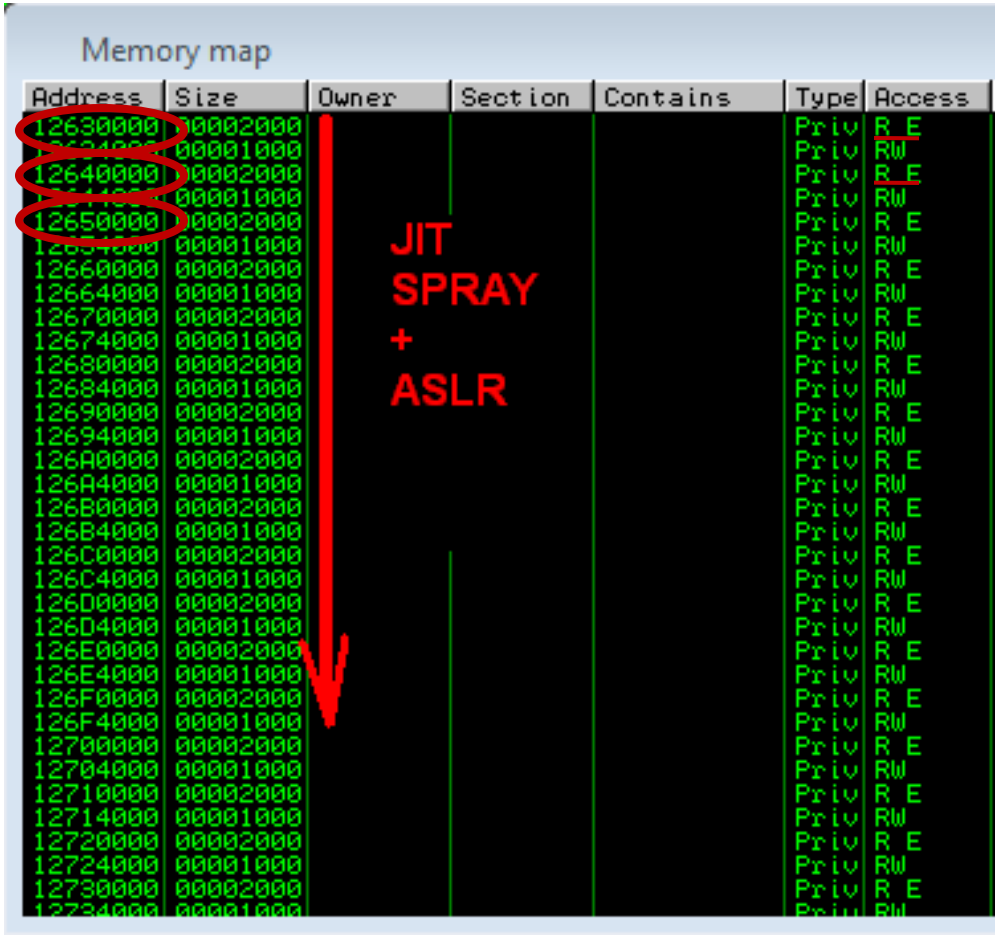
JIT Shellcode: Size Matters

Size

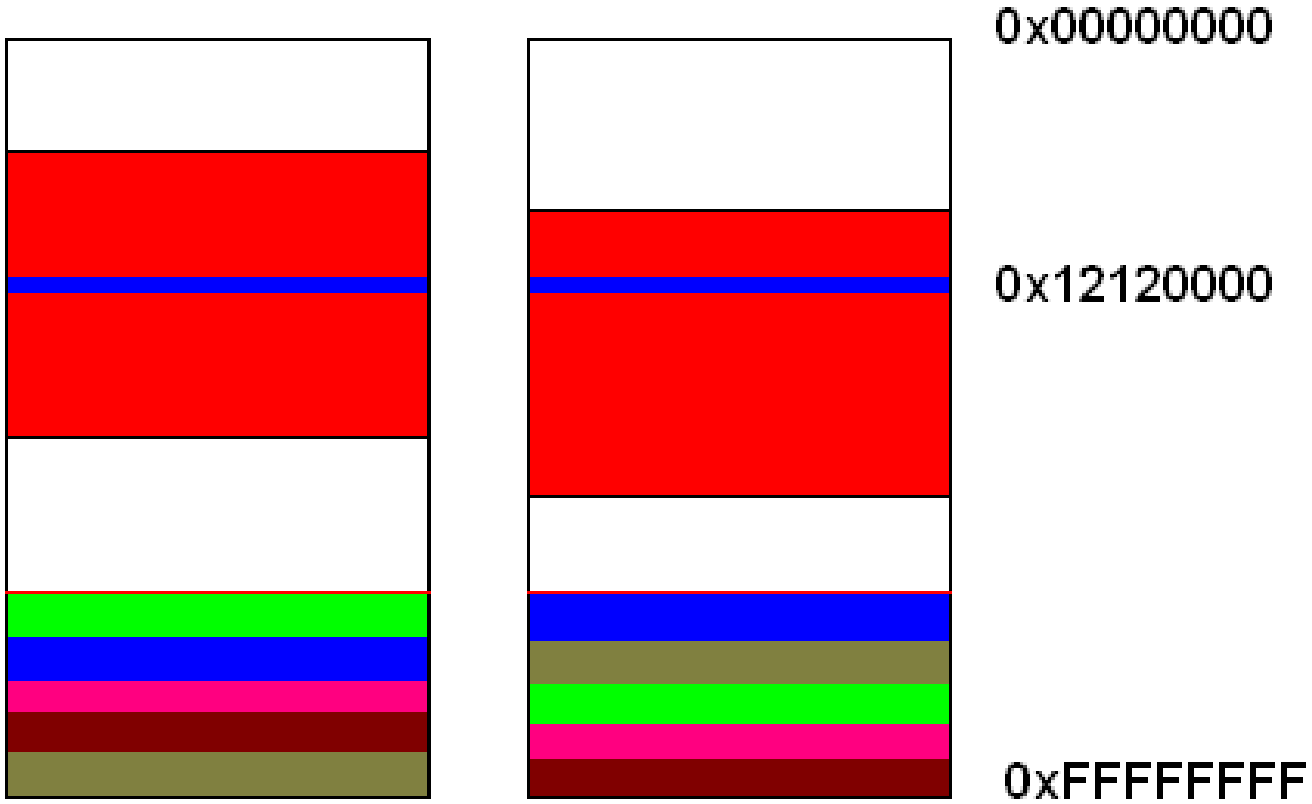
- 0xXXYY**0000** – base address of page with JITed shellcode
- Intro Flash code – from beginning with the size of ~ 0xD3
- Offset between blocks 0x000**10000** (If block size **less than** 0x1000)
- So next JITed page: 0xXXY**Y**0000 + 0x000**1**0000…

Is this enough for ASLR bypass ?

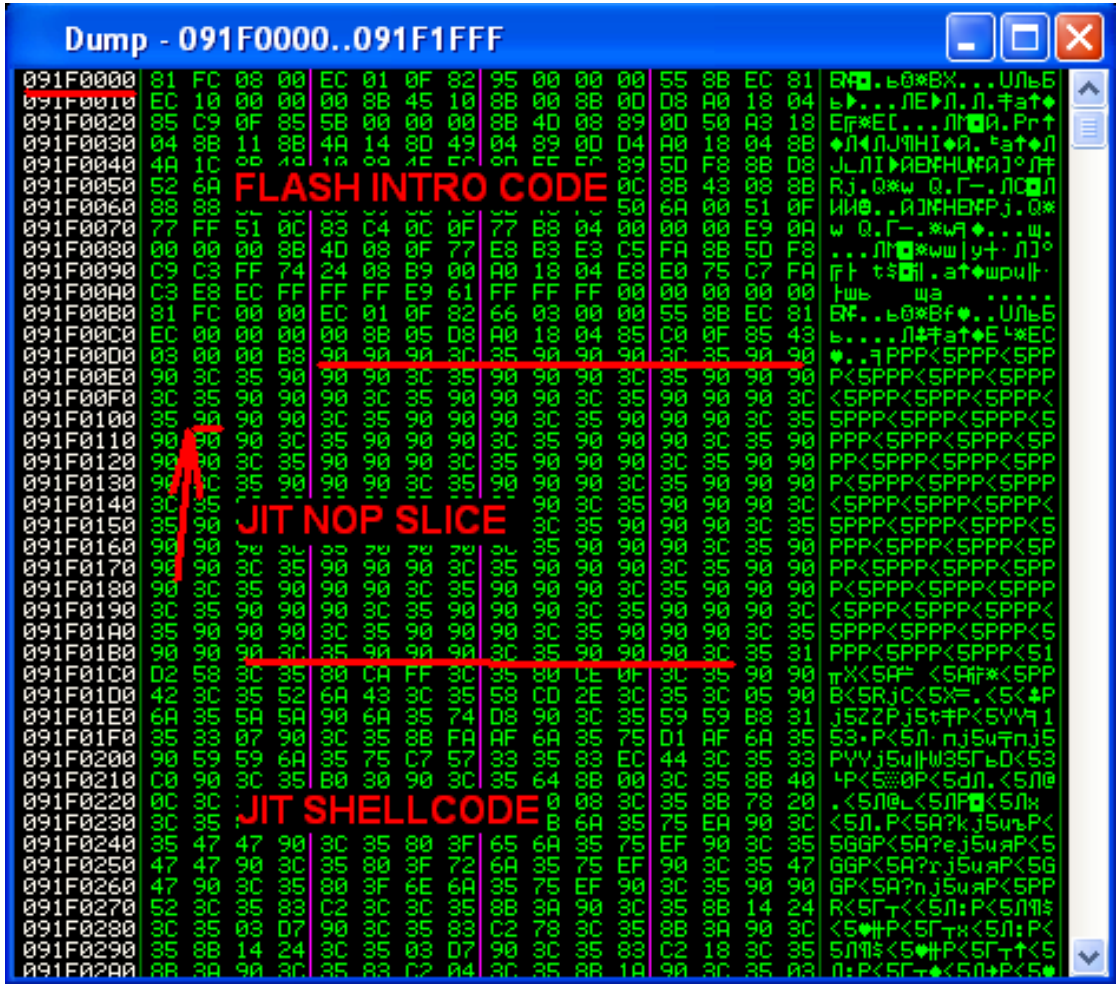
JIT-SPRAY Beats ASLR+DEP



JIT-SPRAY Beats ASLR+DEP



Guess Address with ASLR



0xXXYY0000 – our executable page

0xXXYY0101 – our shellcode (pointer without null bytes)

PROFIT!

JIT Payload

Egg-Hunter – the best decision

- Metasploit shellcode is saved in Flash String or ByteArray object (with the tag)
- JIT shellcode will try to find the tag
- When it is found, call VirtualProtect, and JMP.

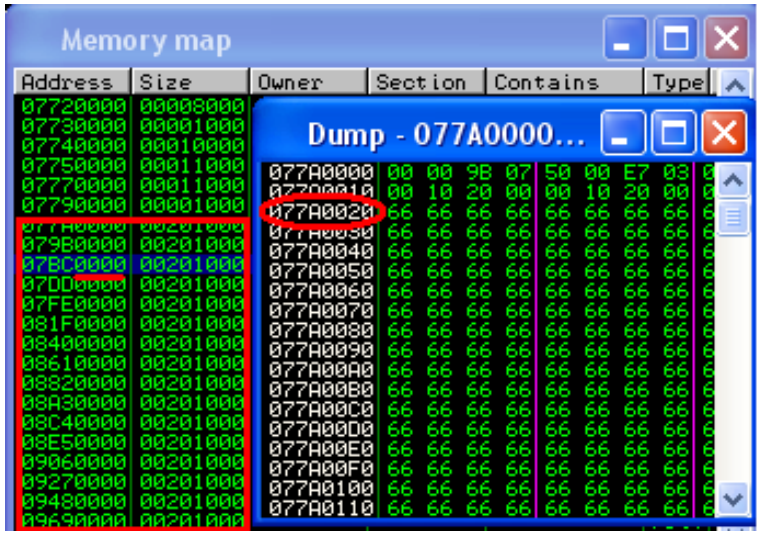
What we get:

- Universal (can be used for BoF, memory corruptions)
- Safe (we don't need more memory leak bug for our shellcode)
- **Faster - ?**

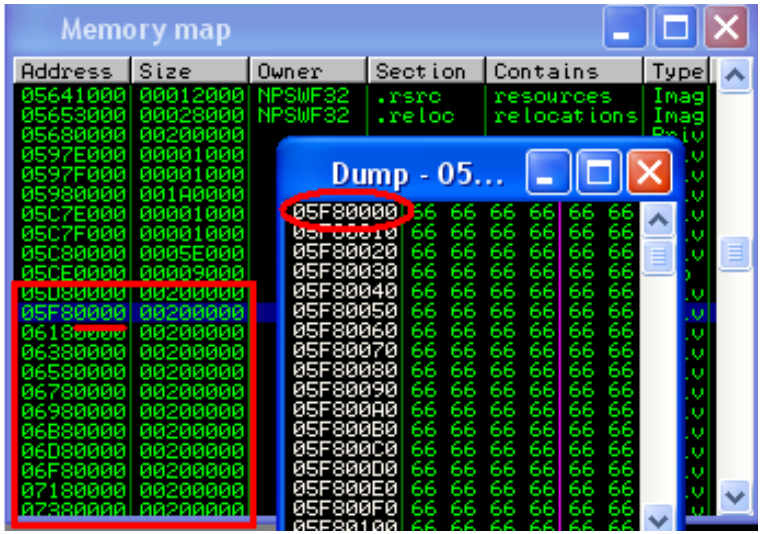
Some Facts About Flash's Heap…

- Array() object – place every big element into the heap
- For IE: 0xXXYY**0020** //0x20 – header before data
- For Safari: 0xXXYY**0000**
- For Firefox: 0xXXYY**0000**

IE



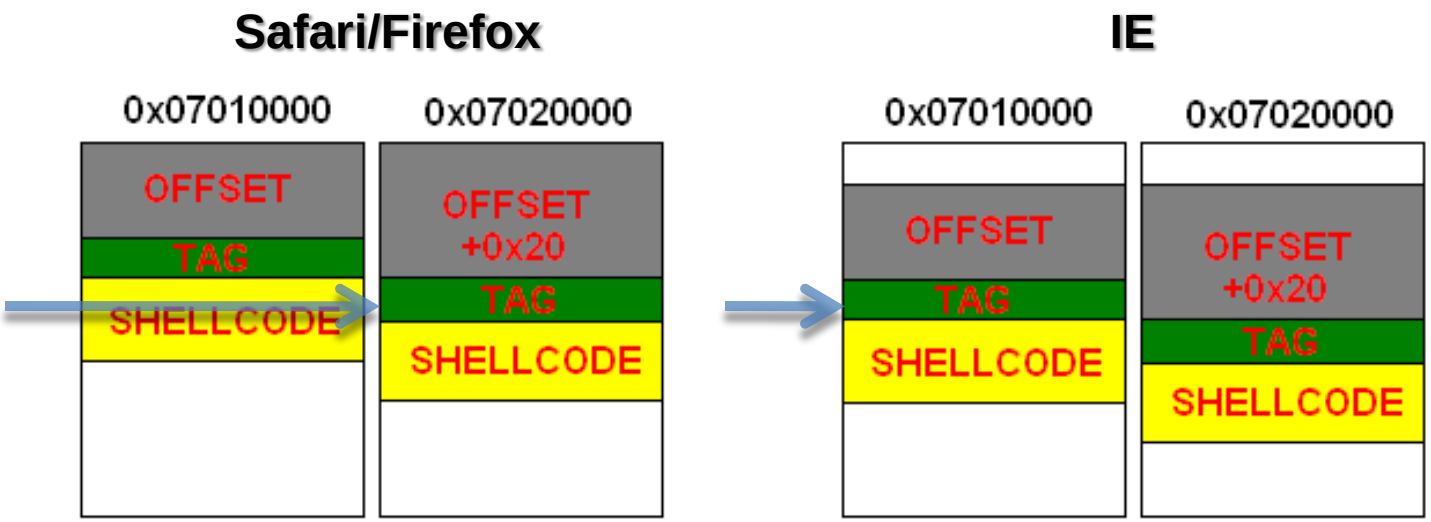
Firefox



Faster…

Egg-Hunter – faster and faster

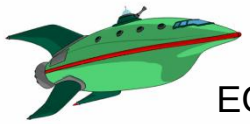
- Let's make few elements in Flash Array – with different offsets
- Let's make egg-hunter tag search step as **0x00010000 (for IE/Safari)**
- ➢ **Search time < 1 sec**



Working Time = Spray Time

SWF into ByteArray

- Make JIT egg-hunter shellcode SWF
- Open via HEX viewer
- Insert bytes into ByteArray in JIT-SPRAY SWF
- Load and attach…
- Spray time: **3-5 sec**



FAST EGG-HUNTER
~ **6 sec**

EGG-HUNTER
~ **40 sec**

STAGE-0 with memory leak bug
~ **480 sec**

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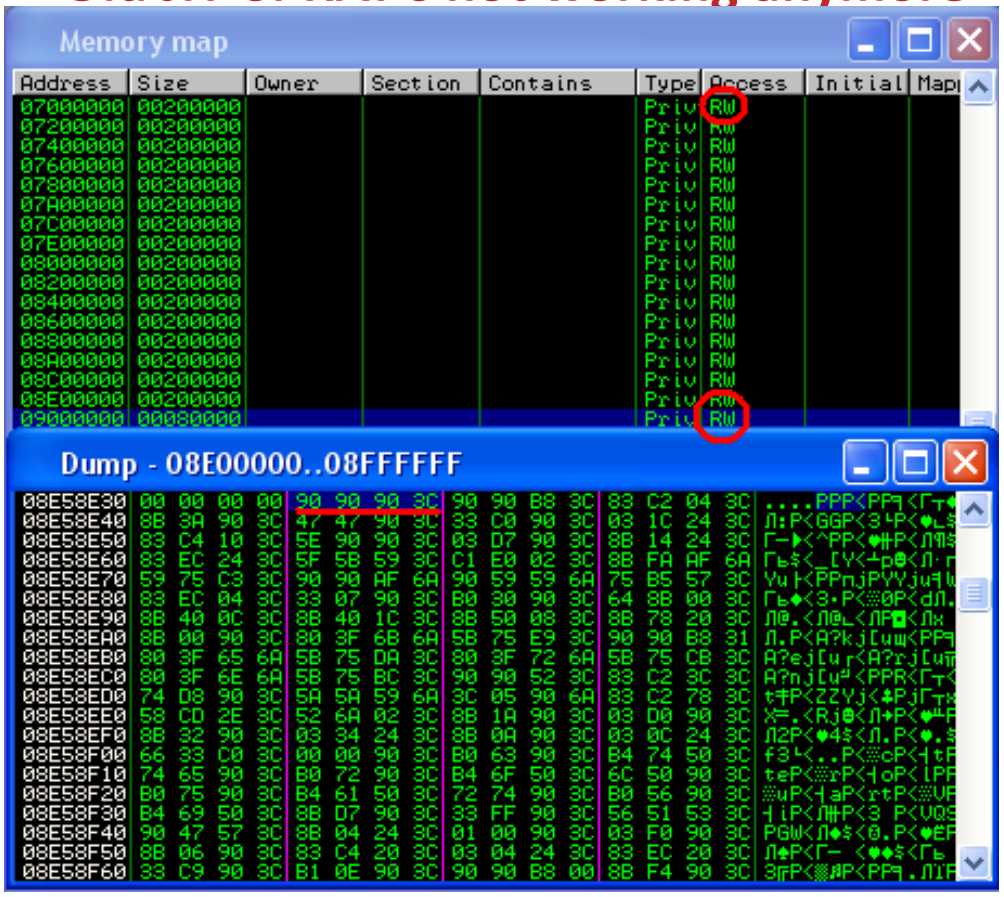
EXPLOIT DEMO

Safari: Adobe Flash JIT-SPRAY

Flash 10.1

Old JIT-SPRAY's not working anymore



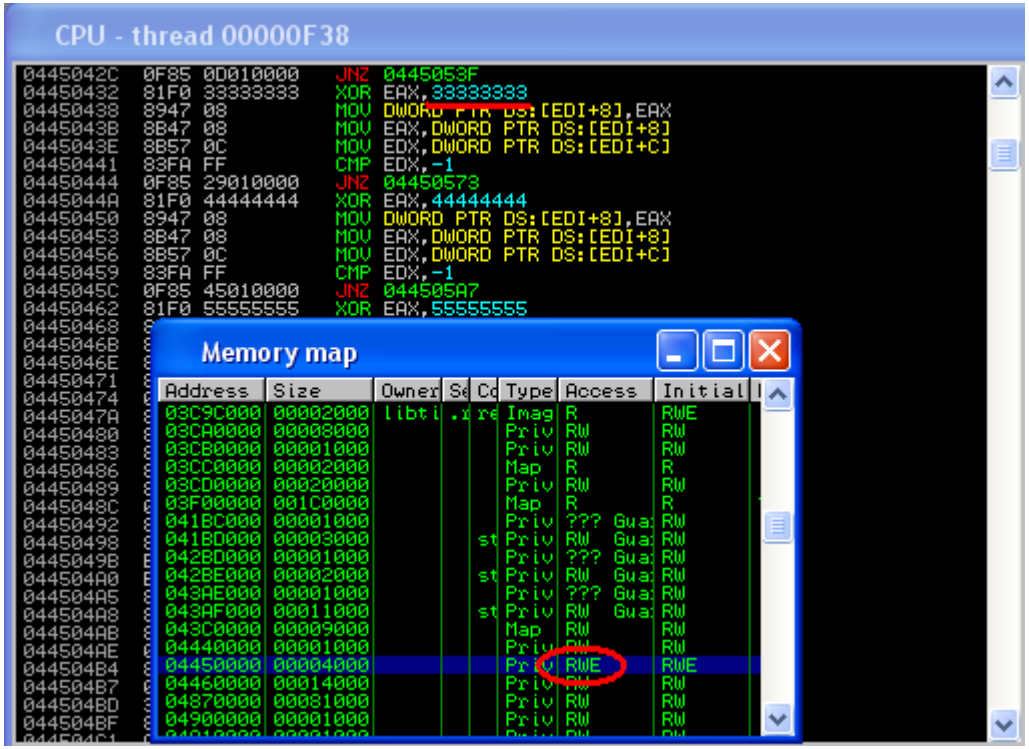
JIT-SPRAY DEAD?

Not only Flash

For example: **Safari** JavaScript JIT:

```
function jit() {
        var y=(
        0x11111111^
        0x22222222^
        0x33333333^
        0x44444444^
        0x55555555^
        0x66666666^
        0x77777777^
        0x88888888
        );

        return y;
}
```



JIT-SPRAY in SAFARI

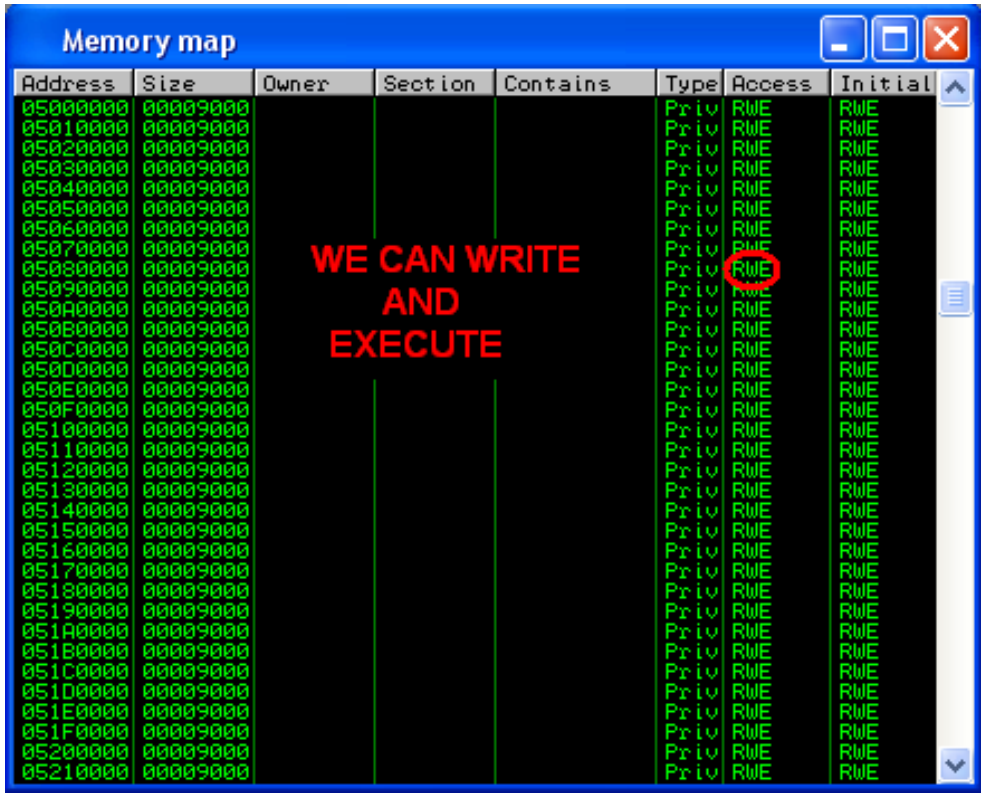
Details:

- High byte must be <= **0x7F**
- Last command **- 0xEB14** (JMP +0x14); high byte is 0x14
- We can use only two-byte commands

➢ **We can not write JITed shellcode in old style**

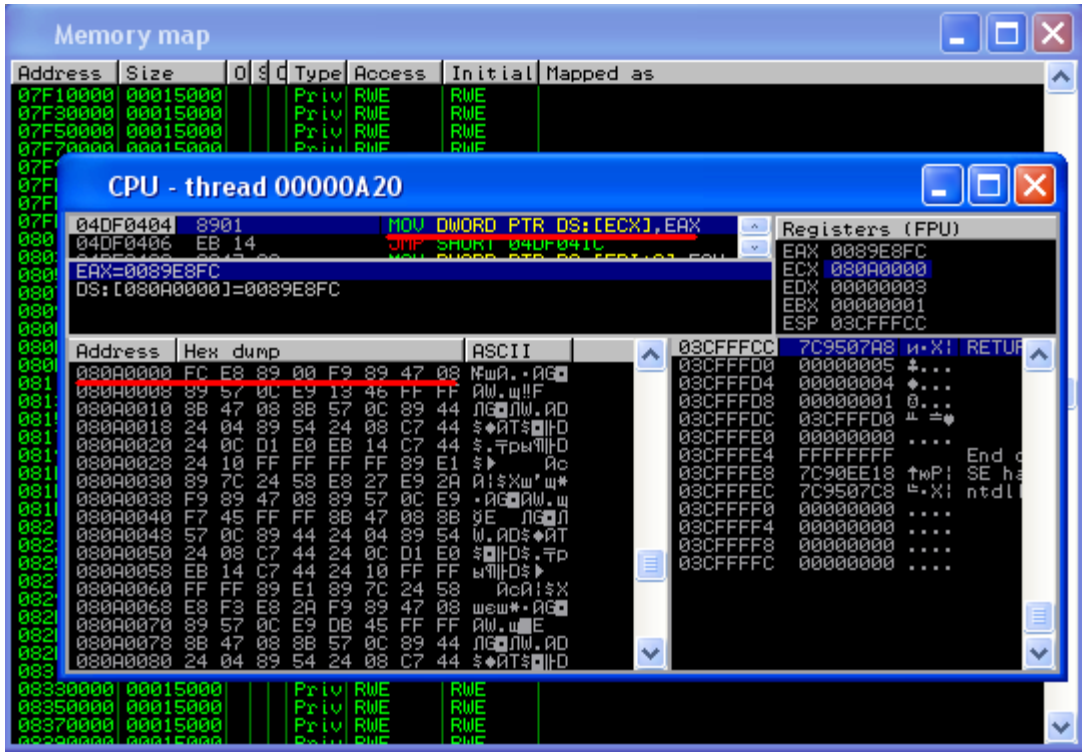
RWX Pages Are Not Safe

… AND WE DON'T!



JIT PAYLOAD

- **Copy** any shellcode to **NEXT** sprayed page
- Use "**SHL, 1**" to set values for high bytes
- JMP on next sprayed page
- **ASLR and DEP bypassed**




```
mov ah, 11      ; ...^0x14eb11b4^...
jmp 14
mov al, 22      ; EAX=0x00001122
jmp 14
shl EAX, 1
jmp 14
 ...            ; x16
jmp 14
shl EAX, 1      ; EAX=11220000
jmp 14
```

Spray time:
~ 30 sec
Exploit time:
< 1 sec

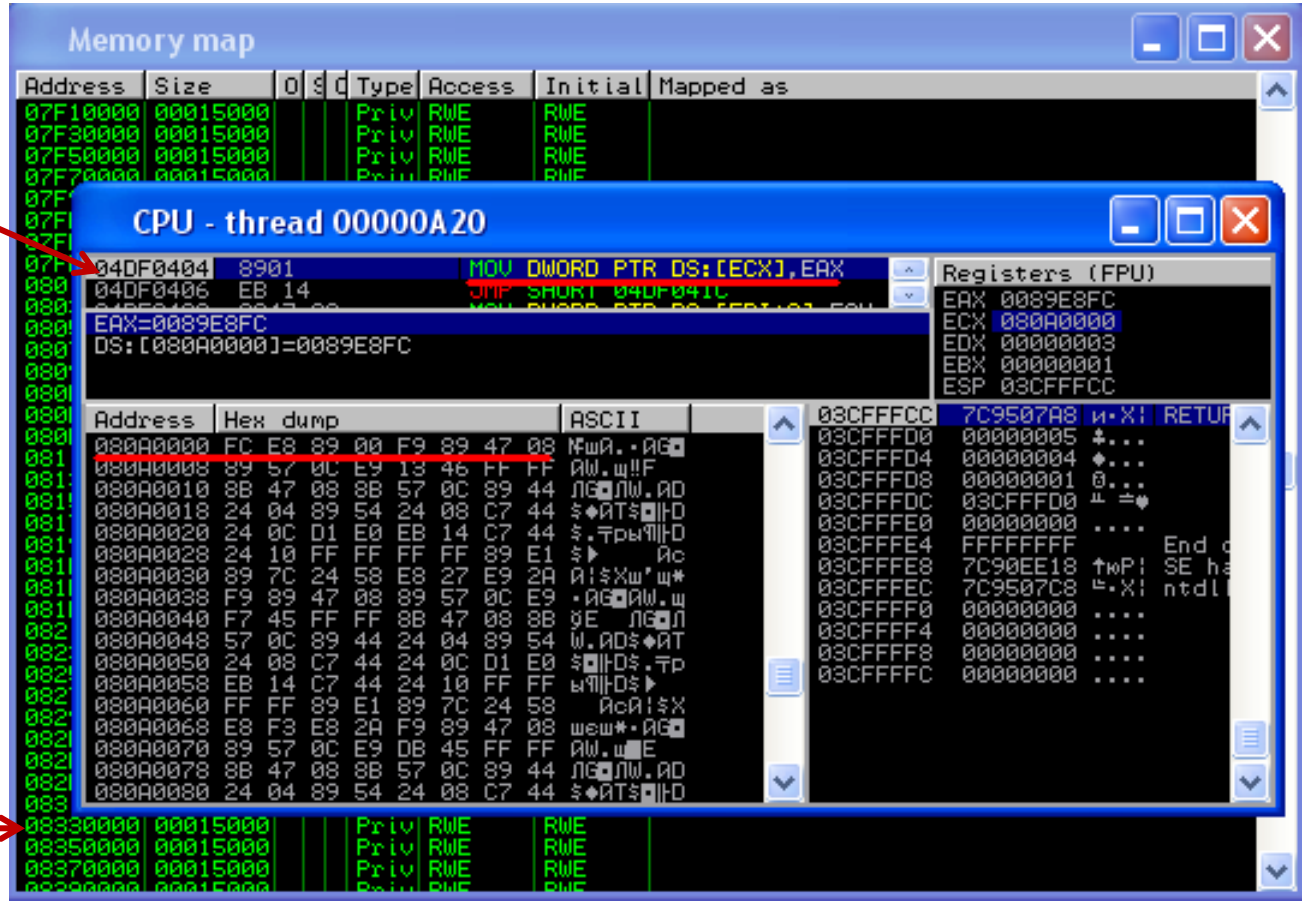
Not So Good

0xXXYY**0404**
stable offset
but:

Too big size
(>**FFFF**)

- Slow
- Not-Stable

50% chance
of
success



If 0x08330404 — **ok**

If 0x08340404 — **???**

We Can Do Better!

- We need **0x1122** as high bytes (as an example)
- We can change only lower bytes

We can do (**0xF7E0**) **MUL EAX:**
$0x0000423B^2 = 0x\mathbf{1122}7999$

Now block size is **0x09000** < 0xFFFF

- Much **smaller** size – 100% chance of success
- Spraying time is much **faster**

```
mov ah, 42      ; ...^0x14eb42b4^...
jmp 14
mov al, 3b      ; EAX=0x0000423b
jmp 14
mul EAX         ; EAX=11227999
jmp 14
```

- **ASLR and DEP bypassed**

Spray time:
~ 6 sec
Exploit time:
< 1 sec

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EXPLOIT DEMO

Safari: JavaScript JIT-SPRAY

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