

Description

Furious at the theft of his holy rice, the monk has ascended to his final form: Vengeful Tech Guru. He rebuilt the locker, harder, better, and definitely more cursed. The pigeon mafia failed — now it's your turn.

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Writeup

So we have been given a file called `evil-rice-cooker` executing asks for a password, giving something random says monk laughs today.

So i ran `file evil-rice-cooker`

```
evil-rice-cooker: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV),
dynamically linked, interpreter /lib64/ld-linux-x86-64.so.2,
BuildID[sha1]=b016e91d1d7ef3231be27f1cc93ed728010e162c, for GNU/Linux
4.4.0, stripped
```

Hence our binary is stripped, so we won't have a symbol table to work with.

Now i opened the given binary in *BinaryNinja* (you can use any decompiler of your choice, like Ghidra, ida)

i checked the main function and see this.

main

```
00001215    int32_t main(int32_t argc, char** argv, char** envp)

00001220        void* fsbase
00001220        int64_t rax = *(fsbase + 0x28)
0000123e        printf(format: "Enter password: ")
00001264        void var_118
00001264        int32_t result
00001264
00001264        if (__isoc99_scanf(format: "%255s", &var_118) == 1)
000012a6            if (strlen(&var_118) == 0x25)
000012e6                int64_t rax_6 = mmap(addr: nullptr, len: data_4130,
prot: 7, flags: 0x22, fd: 0xffffffff, offset: 0)
000012e6
000012fa                if (rax_6 == -1)
00001306                    perror(s: "mmap")
00001310                    exit(status: 1)
00001310                    noreturn
00001310
00001330                    memcpy(rax_6, &data_4080, data_4130)
00001353                    sub_11c9(rax_6, data_4130, data_4138)
0000135f                    int64_t var_128_1 = rax_6
```

```

00001385             rax_6(&var_118)
00001387             result = 0
000012a6             else
000012b2                 puts(str: "monk laughs today")
000012b7                 result = 1
00001264             else
00001284                 fwrite(buf: "Input error.\n", size: 1, count: 0xd, fp:
stderr)
00001289                 result = 1
00001289
00001390                 *(fsbase + 0x28)
00001390
00001399                 if (rax == *(fsbase + 0x28))
000013a1                     return result
000013a1
0000139b                 __stack_chk_fail()
0000139b                 noreturn

```

right away we can see it asks for password then check the lenght `if (strlen(&var_118) == 0x25)` hence out input length should be **0x25** or **37** in decimal

Hence i gave an input as 37 a's `aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa` but

```

Enter password: aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
monk laughs today

```

But the monk was still laughing, hence looking forward, i see `memcpy` and `sub_11c9` being called.

looking at `memcpy` it loads `&data_4080`, checking its values,

```

00004080  data_4080:
00004080  42 aa aa aa aa f1 e2 9b  B.....
00004088  63 e2 a5 1c ae a5 aa 62  c.....b
00004090  5c 7a 9e ee ae bd 6a 62  \z....jb
00004098  a9 82 62 e2 27 f9 f9 90  ..b.'...
000040a0  ae a0 df be e2 55 6b e2  ....Uk.
000040a8  29 53 8f df 76 e2 27 d9  )S..v.'.
000040b0  d2 10 b3 aa aa aa 41 a6  ....A.
000040b8  e2 27 19 3b aa aa aa 10  .'.';....
000040c0  b9 aa aa aa 12 ab aa aa  ....
000040c8  aa 15 ab aa aa aa a5 af  ....
000040d0  69 3a 3a 3a 3a 3a 3a 3a  i:::::
000040d8  94 91 90 b3 32 5f 9d 59  ....2_.Y
000040e0  3f 6b b8 4d 77 7a a4 99  ?k.Mwz..
000040e8  66 e1 f2 a3 e4 79 a1 39  f....y.9
000040f0  ce c8 6c a4 84 14 40 e1  ..l...@.
000040f8  aa 0d 17 76 a8 d3 c5 df  ...v....
00004100  8a ce cb 8a d8 c3 c9 cf  ....
00004108  8a cd c5 ce 8a c5 d8 8a  ....

```

```

00004110 dd c5 de 95 a0 aa c7 c5 .....
00004118 c4 c1 8a c6 cb df cd c2 .....
00004120 d9 8a de c5 ce cb d3 a0 .....
00004128 aa 00 00 00 00 00 00 00 .....

```

looking at `sub_11c9` it takes `data_4130` and `data_4138` as parameters

```

000011c9 void* sub_11c9(int64_t arg1, int64_t arg2, char arg3)

0000120f void* i
0000120f
0000120f for (i = nullptr; i < arg2; i += 1)
00001200     *(i + arg1) ^= arg3
00001200
00001214 return i

```

this is just a simple XOR function with key `arg3` which is `data_4138` looking at its value, `00004138 char data_4138 = -0x56`

This value `-0x56` is saved as two complement form when converted to normal we get key as `0xAA`

So basically we load values from `data_4080` apply XOR with `0xAA` so, i wrote a simple python program to xor it,

```

data = [
    0x42, 0xaa, 0xaa, 0xaa, 0xaa, 0xf1, 0xe2, 0x9b,
    0x63, 0xe2, 0xa5, 0x1c, 0xae, 0xa5, 0xaa, 0x62,
    0x5c, 0x7a, 0x9e, 0xee, 0xae, 0xbd, 0x6a, 0x62,
    0xa9, 0x82, 0x62, 0xe2, 0x27, 0xf9, 0xf9, 0x90,
    0xae, 0xa0, 0xdf, 0xbe, 0xe2, 0x55, 0x6b, 0xe2,
    0x29, 0x53, 0x8f, 0xdf, 0x76, 0xe2, 0x27, 0xd9,
    0xd2, 0x10, 0xb3, 0xaa, 0xaa, 0xaa, 0x41, 0xa6,
    0xe2, 0x27, 0x19, 0x3b, 0xaa, 0xaa, 0xaa, 0x10,
    0xb9, 0xaa, 0xaa, 0xaa, 0x12, 0xab, 0xaa, 0xaa,
    0xaa, 0x15, 0xab, 0xaa, 0xaa, 0xaa, 0xa5, 0xaf,
    0x69, 0x3a, 0x3a, 0x3a, 0x3a, 0x3a, 0x3a, 0x3a,
    0x94, 0x91, 0x90, 0xb3, 0x32, 0x5f, 0x9d, 0x59,
    0x3f, 0x6b, 0xb8, 0x4d, 0x77, 0x7a, 0xa4, 0x99,
    0x66, 0xe1, 0xf2, 0xa3, 0xe4, 0x79, 0xa1, 0x39,
    0xce, 0xc8, 0x6c, 0xa4, 0x84, 0x14, 0x40, 0xe1,
    0xaa, 0x0d, 0x17, 0x76, 0xa8, 0xd3, 0xc5, 0xdf,
    0x8a, 0xce, 0xcb, 0x8a, 0xd8, 0xc3, 0xc9, 0xcf,
    0x8a, 0xcd, 0xc5, 0xce, 0x8a, 0xc5, 0xd8, 0x8a,
    0xdd, 0xc5, 0xde, 0x95, 0xa0, 0xaa, 0xc7, 0xc5,
    0xc4, 0xc1, 0x8a, 0xc6, 0xcb, 0xdf, 0xcd, 0xc2,
    0xd9, 0x8a, 0xde, 0xc5, 0xce, 0xcb, 0xd3, 0xa0,
    0xaa, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00
]

```

```

key = 0xAA
xored = bytes(b ^ key for b in data)

with open("data.bin", "wb") as f:
    f.write(xored)

```

Since this is loaded into memory we should be able to see it as assembly instructions.

running `ndisasm -b 64 data.bin` we get

```

00000000 E800000000    call 0x5
00000005 5B           pop rbx
00000006 4831C9       xor rcx,rcx
00000009 480FB6040F   movzx rax,byte [rdi+rcx]
0000000E 00C8         add al,cl
00000010 F6D0         not al
00000012 3444         xor al,0x44
00000014 0417         add al,0x17
00000016 C0C803       ror al,byte 0x3
00000019 28C8         sub al,cl
0000001B 488D5353     lea rdx,[rbx+0x53]
0000001F 3A040A       cmp al,[rdx+rcx]
00000022 7514         jnz 0x38
00000024 48FFC1       inc rcx
00000027 4883F925     cmp rcx,byte +0x25
0000002B 75DC         jnz 0x9
0000002D 488D7378     lea rsi,[rbx+0x78]
00000031 BA19000000   mov edx,0x19
00000036 EB0C         jmp short 0x44
00000038 488DB391000000 lea rsi,[rbx+0x91]
0000003F BA13000000   mov edx,0x13
00000044 B801000000   mov eax,0x1
00000049 BF01000000   mov edi,0x1
0000004E 0F05         syscall
00000050 C3           ret
00000051 90           nop
00000052 90           nop
00000053 90           nop
00000054 90           nop
00000055 90           nop
00000056 90           nop
00000057 90           nop
00000058 3E3B3A       cmp edi,[ds:rdx]
0000005B 1998F537F395 sbb [rax-0x6a0cc80b],ebx
00000061 C112E7       rcl dword [rdx],byte 0xe7
00000064 DDD0         fst st0
00000066 0E           db 0xe
00000067 33CC         xor ecx,esp
00000069 4B58         pop r8
0000006B 094ED3       or [rsi-0x2d],ecx
0000006E 0B936462C60E or edx,[rbx+0xec66264]

```

00000074	2EBEEA4B00A7	cs mov esi,0xa7004bea
0000007A	BDDC02796F	mov ebp,0x6f7902dc
0000007F	7520	jnz 0xa1
00000081	64	fs
00000082	61	db 0x61
00000083	207269	and [rdx+0x69],dh
00000086	63	db 0x63
00000087	6520676F	and [gs:rdi+0x6f],ah
0000008B	64206F72	and [fs:rdi+0x72],ch
0000008F	20776F	and [rdi+0x6f],dh
00000092	743F	jz 0xd3
00000094	0A00	or al,[rax]
00000096	6D	insd
00000097	6F	outsd
00000098	6E	outsb
00000099	6B206C	imul esp,[rax],byte +0x6c
0000009C	61	db 0x61
0000009D	7567	jnz 0x106
0000009F	687320746F	push qword 0x6f742073
000000A4	64	fs
000000A5	61	db 0x61
000000A6	790A	jns 0xb2
000000A8	00AAAAAAAA	add [rdx-0x55555556],ch
000000AE	AA	stosb
000000AF	AA	stosb

Looking at this, instructions look fine till 00000050 after which some weird stuff is happening, probably because they are not instructions.

Looking at instructions one by one.

Initially we call 0x5 which makes program jump to 0x5 then pop rbx making `rbx = 0x5` then performing `xor rcx rcx` which makes `rcx = 0`.

next we have

00000009	480FB6040F	movzx rax,byte [rdi+rcx]
0000000E	00C8	add al,cl
00000010	F6D0	not al
00000012	3444	xor al,0x44
00000014	0417	add al,0x17
00000016	C0C803	ror al,byte 0x3
00000019	28C8	sub al,cl

here we move the byte at `[rdi+rcx] = [rdi]` since `rcx` is 0, hence `rcx = rdi`, now it performs some transformation, which we will skip for now and come back later,

next we have,

0000001B	488D5353	lea rdx,[rbx+0x53]
0000001F	3A040A	cmp al,[rdx+rcx]
00000022	7514	jnz 0x38

now we move value $[rbx + 0x53] = [0x5 + 0x53] = [0x58]$ to rdx, next we compare byte at $[rdx + rcx] = [0x58 + 0] = [0x58]$ to our byte at al, if they are not equal it jumps to 0x38 which is probably the fail condition which prints **monk laughs today** which we want to avoid.

next we have,

00000024	48FFC1	inc rcx
00000027	4883F925	cmp rcx,byte +0x25
0000002B	75DC	jnz 0x9

we increment the value of rcx making **rcx = 0x1** and then cmp with **+0x25 = 37** (remember our input value is 37) meaning we loop through all char in our input apply these transformations

0000000E	00C8	add al,cl
00000010	F6D0	not al
00000012	3444	xor al,0x44
00000014	0417	add al,0x17
00000016	C0C803	ror al,byte 0x3
00000019	28C8	sub al,cl

then cmp with value at