

Security Review of

Zodiac Roles Modifier

January 2022

Zodiac Roles Modifier / January 2022

Files in scope

The following solidity files in: https://github.com/gnosis/zodiac-modifier-roles/tree/83e06d28a1407fcc5243d9bacde9ec397042d913/contracts

- Permissions.sol
- Roles.sol

Current status

All found issues have been fixed or addressed.

Issues

1. compValue matches two possible values

Severity: major

The fact that in pluckDynamicParamValue values larger than 32 bytes are hashed, while shorter aren't, means each compValue theoretically matches two param values. This is not an issue if compValue is not itself a hash, but if it is, either because it's been compressed by maybeCompressCompValue or for some other reason, it allows an attacker to slip in unexpected param value (either a hash where unhashed value is expected, or unhashed value where hashed value is expected).

status - fixed

The issue is no longer present in: https://github.com/gnosis/zodiac-modifier-roles/tree/454be9d3c26f90221ca717518df002d1eca1845f/contracts

2. Call data incorrectly parsed in case of some dynamic param types

Severity: major

The length of the dynamic type represents number of bytes if it's a byte array, but if it's for example an uint256 array, it represents number of 32 byte long segments. The way the contract parses arguments right now assumes all dynamic types are byte arrays and can't correctly parse the other type of dynamic arrays.

status - fixed

The issue is no longer present in: https://github.com/gnosis/zodiac-modifier-roles/tree/454be9d3c26f90221ca717518df002d1eca1845f/contracts

3. Maximum number of params in a function call should be explicitly enforced

Severity: minor

Currently contract doesn't explicitly enforce maximum number of params but implicitly the number is limited by the size of the config variable. This might lead to unpredictable behavior.

status - fixed

The issue is no longer present in: https://github.com/gnosis/zodiac-modifier-roles/tree/454be9d3c26f90221ca717518df002d1eca1845f/contracts