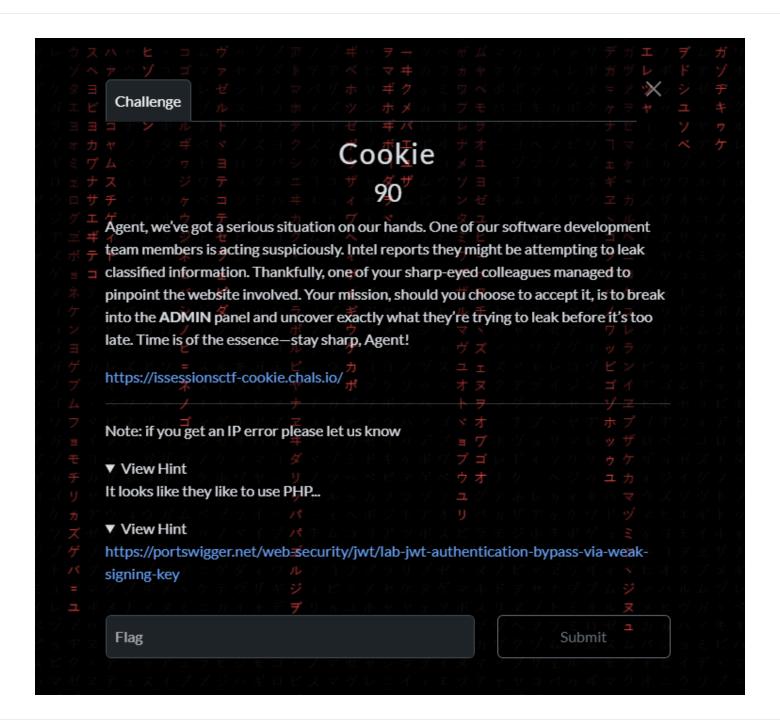
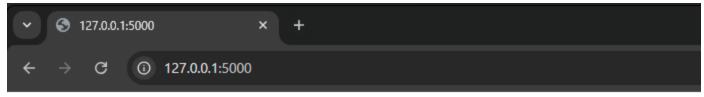
Cookie (Michael and Orlando)



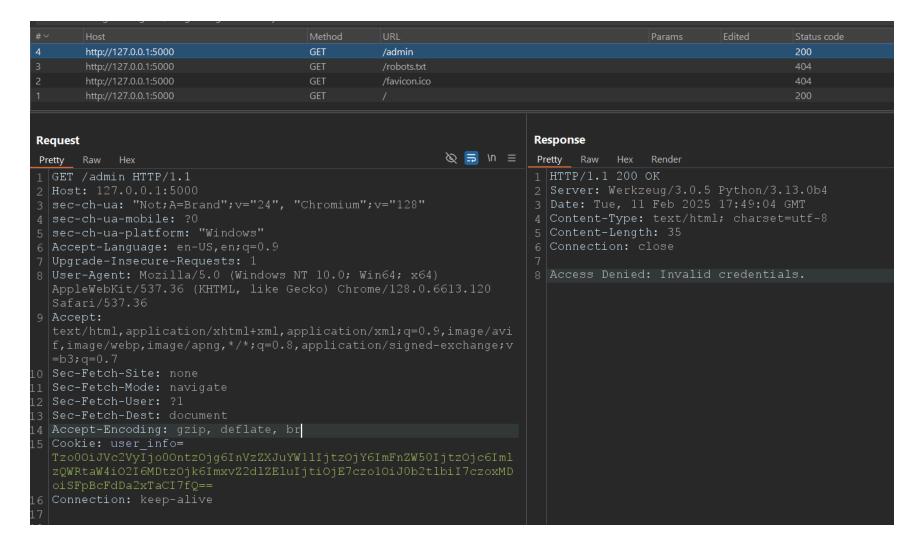
Enumeration

Initially the Website Has no functionality which guides the user into looking deeper using tools like Burp Suite. The site is also mentioning the Administrator which hints at the /admin endpoint which is common in many websites.

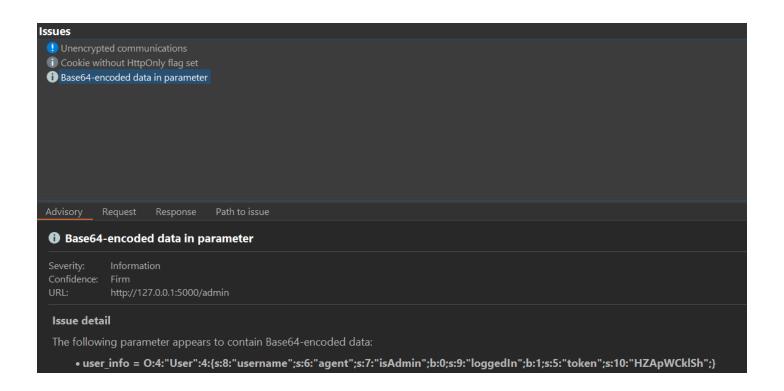


Welcome, please login. Ask the Administrator for the login page path

If the user tries to access the /admin endpoint they get an "Access Denied" Error message.



if the User has Burp Suite pro they can perform a scan which will point out there is something hidden in the cookie. In this case It won't scream deserialization because we purposely wrote the PHP incorrectly so that it wouldn't fully detect it as well as to show the users that this is the parameter to change.



As can be seen in the screenshot above the website is validating a user and their access based on 3 parameters: the username, isAdmin, and the token.

if someone changes the username to that of a valid user and they change is admin to true, but they don't change the token then they would not get admin access because that token pertains to a user.

For the username there are only 2 obvious options: administrator and admin. We left it as admin to make it easier since its the same as the endpoint.

```
Request | Response | Pretty Raw | Hex | Response | Pretty Raw | Hex | Remote | Remot
```

Exploit (Stage 1)

The player can either change this cookie on the repeater tab or they can take it somewhere decode it and then change it and re-encode it.

During the CTF multiple players would simply change 2 of the parameters that required changing but would still leave the token in place. To bypass the token needed. The players needed to use the vulnerable comparison that older versions of PHP have.

When comparing different data types, PHP automatically converts one value to match the other. So if a player comparing an integer to a string will result in the string being converted to a number. In this case we are trying to emulate an older version of PHP so a comparison of 0 to a string in the backend would still result in true because PHP treats the whole token like an integer 0.

```
main.php

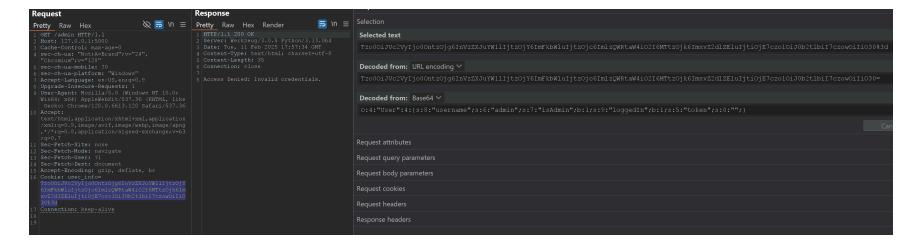
1 <?php
2 $string = "hello";
3
4 if ($string == 0) {
    echo "The string '$string' is considered equal to 0 in PHP!";
6 } else {
    echo "The string '$string' is not equal to 0.";
8 }
9 ?>
10

The string 'hello' is considered equal to 0 in PHP!
...Program finished with exit code 0
Press ENTER to exit console.
```

This is an example of how the token would be evaluated.

```
if ($user['token'] === $givenToken) {
  echo "Token matches user: " . $user['username'] . "\n";
  $matchFound = true;
  break;
}
```

Some players did change it to 0 but they broke the format of the cookie as seen below which resulted in the exploit not working.



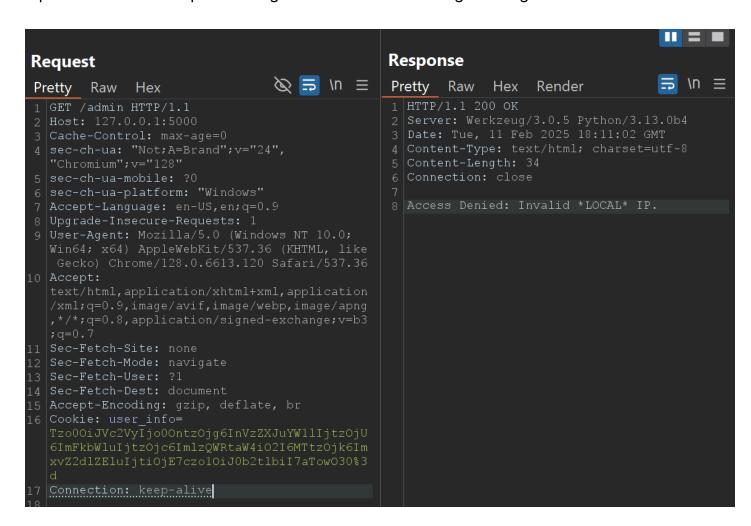
Once everything is fixed as such the user can move on to the next step.

```
Decoded from: Base64 >

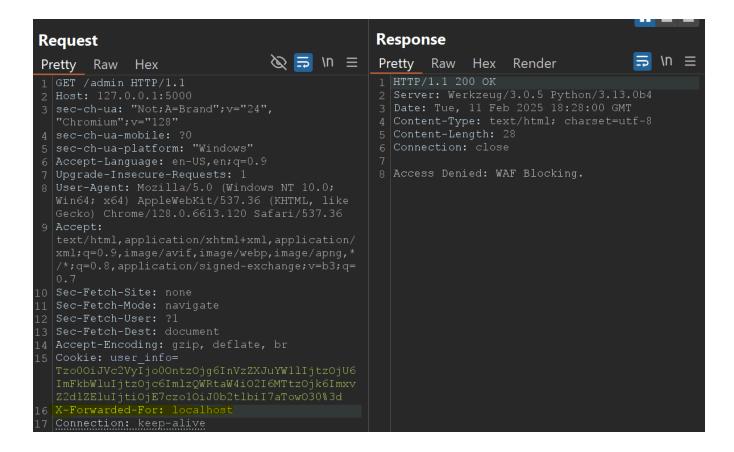
0:4:"User":4:{s:8:"username";s:5:"admin";s:7:"isAdmin";b:1;s:9:"loggedIn";b:1;s:5:"token";i:0;}
```

Stage 2

After the request is sent the endpoint now gives a new error message stating that our IP is invalid.



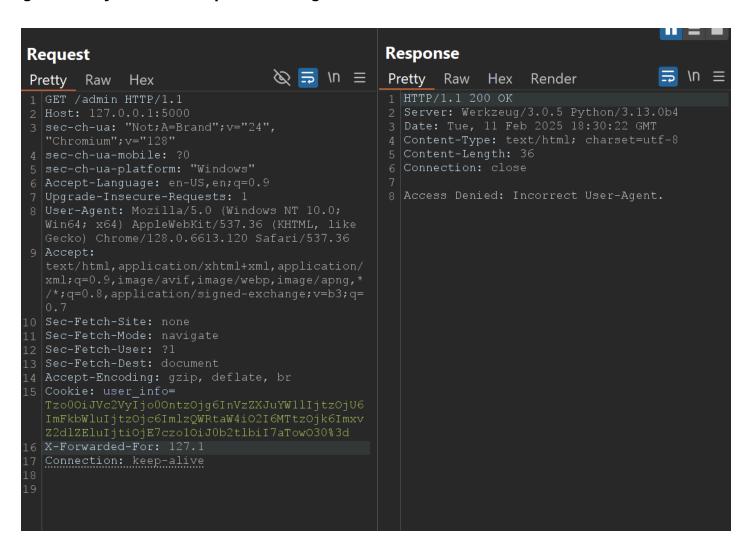
If the user attempts to change the Ip to their <u>localhost</u> then they would get a command stating that there is a WAF in place blocking these IP.



The trick here is to now play with the IP's that represent localhost.

https://github.com/swisskyrepo/PayloadsAllTheThings/blob/master/Server Side Request Forgery/README.md

Sadly while at KPMG the <u>localhost</u> IP kept getting blocked. So we simplified the challenge and allowed users to get the flag once they reached the previous stage.



Here we can see that after changing the IP to 127.1 we got to the next stage. Now the we get an error indicating the need to change to a new User-Agent.

STAGE 3

The User-Agent header was used with the hint that was given to bypass the block and finally get the flag. (This hint was removed later once the players started having issues with the IP block)

