



ParaSwap PortikusV2

Security Audit Report

July 12, 2025

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1 | Introduction

1.1 About ParaSwap PortikusV2

Portikus is an intent-based protocol designed to facilitate gasless swaps through the execution of signed user intents by authorized agents. The protocol's architecture is centered around a registry of agents and modules and a factory for adapter creation. The key aspects of the protocol include Intent Execution, Permission Management and Modularity and Extensibility.

1.2 Audit Scope

Initial audit:

- Repository: <https://github.com/paraswap/portikus-contracts/tree/feat/v2>
- Review Commit: a82704f
- Final Commit: 5e25c76

Cross Chain Across Audit:

- Repository: <https://github.com/paraswap/portikus-contracts/tree/feat/cross-chain-across>
- Review Commit: 54a8456
- Final Commit: 9a3dea0

Buy Settlement Module Audit:

- Repository: <https://github.com/VeloraDEX/portikus-contracts/tree/feat/buy-settlement-module>
- Review Commit: 61fafca
- Final Commit: 8c839a9

1.3 Changelog

Version	Date
Initial Audit	September 25, 2024
Cross Chain Across Audit	February 5, 2025
Buy Settlement Module Audit	July 12, 2025

2 | Overall Assessment

This report has been compiled to identify issues and vulnerabilities within the ParaSwap PortikusV2 protocol. Throughout this audit, we identified 8 issues spanning various severity levels. By employing auxiliary tool techniques to supplement our thorough manual code review, we have discovered the following findings.

Severity	Count	Acknowledged	Won't Do	Addressed
Critical	-	-	-	-
High	1	-	-	1
Medium	5	-	-	5
Low	2	2	-	-
Informational	-	-	-	-
Total	8	2	-	6

3 | Vulnerability Summary

3.1 Overview

Click on an issue to jump to it, or scroll down to see them all.

- H-1** [Bypass of Fees for ETH Orders in directSettleBatch\(\)](#)
- M-1** [Failure to Pull Tokens from Agent via Permit2](#)
- M-2** [Incorrect Permit Amount for Fillable Direct Settlement](#)
- M-3** [Revised Logic to Install Module in install\(\)](#)
- M-4** [Revised Bridging of ETH in _bridgeWithAcross\(\)](#)
- M-5** [Incomplete Order Information in FillableOrderHashLib::hash\(\)](#)
- L-1** [Potential Risks Associated with Centralization](#)
- L-2** [Improved Validation of Module in install\(\)](#)

3.2 Security Level Reference

In web3 smart contract audits, vulnerabilities are typically classified into different severity levels based on the potential impact they can have on the security and functionality of the contract. Here are the definitions for critical-severity, high-severity, medium-severity, and low-severity vulnerabilities:

Severity	Description
C-X (Critical)	A severe security flaw with immediate and significant negative consequences. It poses high risks, such as unauthorized access, financial losses, or complete disruption of functionality. Requires immediate attention and remediation.
H-X (High)	Significant security issues that can lead to substantial risks. Although not as severe as critical vulnerabilities, they can still result in unauthorized access, manipulation of contract state, or financial losses. Prompt remediation is necessary.
M-X (Medium)	Moderately impactful security weaknesses that require attention and remediation. They may lead to limited unauthorized access, minor financial losses, or potential disruptions to functionality.
L-X (Low)	Minor security issues with limited impact. While they may not pose significant risks, it is still recommended to address them to maintain a robust and secure smart contract.
I-X (Informational)	Warnings and things to keep in mind when operating the protocol. No immediate action required.
U-X (Undetermined)	Identified security flaw requiring further investigation. Severity and impact need to be determined. Additional assessment and analysis are necessary.

3.3 Vulnerability Details

3.3.1 [H-1] Bypass of Fees for ETH Orders in directSettleBatch()

Target	Category	IMPACT	LIKELIHOOD	STATUS
DirectSettlementModule.sol	Business Logic	High	Medium	Addressed

The `DirectSettlementModule` contract provides the `directSettleBatch()` function to facilitate the agent in settling a batch of orders in a single call. During our code review, we noticed that the agent can bypass the fees (protocol fees and partner fees) by settling multiple orders whose destination token is the native ETH.

In the following, we show the code snippet from the `DirectSettlementModule::_post()` function, which is used to process fees and pay for the order. Specifically, if the destination token is ETH, there is a check to ensure the amount of ETH received (`msg.value`) is greater than the required amount (line 154). Afterward, the function invokes the `processFees()` function to compute and collect the fees (line 159). It is important to note that the fees are recorded for the fee owners but are not reduced from the `msg.value`. Finally, the output asset is transferred to the order beneficiary (line 162).

However, if an agent tries to settle a batch of orders with ETH as the destination token, it is easy to pass the check `msg.value < amount` (line 154) for each order, because `msg.value` represents the total ETH amount used to settle all the orders. As a result, the agent can provide a crafted amount of ETH that only covers the order beneficiaries' payments, excluding the fees. This leaves a bad debt of ETH in the adapter, and the fee owners cannot be paid their fees.

Based on this, it is recommended to add a check in the `directSettleBatch()` function to ensure that the received `msg.value` is sufficient to cover the total required amount, including both the orders and the associated fees.

DirectSettlementModule::_post()

```
135 function _post(Order memory order, uint256 amount, bytes32 orderHash) internal {
136     // Init returnAmount, protocolFee and partnerFee
137     uint256 returnAmount;
138     uint256 protocolFee;
139     uint256 partnerFee;
140     // If beneficiary is not set, transfer to the owner
141     address beneficiary;
142     if (order.beneficiary == address(0)) {
143         beneficiary = order.owner;
144     } else {
145         beneficiary = order.beneficiary;
146     }
```

```
147 // Revert if the amount is less than the destAmount
148 if (amount < order.destAmount) {
149     revert InsufficientReturnAmount();
150 }
151 // Receive the output assets and process fees
152 if (order.destToken == ERC20UtilsLib.ETH_ADDRESS) {
153     // Check if the received ETH is less than the amount
154     if (msg.value < amount) {
155         revert InsufficientReturnAmount();
156     }
157     // Process fees
158     (returnAmount, partnerFee, protocolFee) =
159         order.partnerAndFee.processFees(ERC20UtilsLib.ETH_ADDRESS, amount,
160             order.expectedDestAmount);
161 } else {...}
162 // Transfer the output asset to the beneficiary
163 order.destToken.transferTo(beneficiary, returnAmount);
164 ...
165 }
```

Note that the same issue exists in the `FillableDirectSettlementModule` contract as well.

Remediation Add a proper check in the `directSettleBatch()` function to ensure that the received `msg.value` is sufficient to cover the total required amount.

3.3.2 [M-1] Failure to Pull Tokens from Agent via Permit2

Target	Category	IMPACT	LIKELIHOOD	STATUS
Multiple Files	Business Logic	High	Medium	Addressed

The `DirectSettlementModule` has been enhanced to support both buy and sell orders with a more secure reverse flow approach, where `_postSell()` handles sell orders, transfers destination tokens from agent to beneficiary and collects source tokens from owner. However, the contract uses `safeTransferFrom()` to transfer destination tokens from the agent, which doesn't properly handle cases where tokens are permitted or transferred via Permit2. The problem manifests in two scenarios:

- **Double Transfer Attempt:** When `_executeAgentPermit()` has already transferred destination tokens from the agent via `Permit2::permitTransferFrom()`, `_postSell()` attempts to transfer the same tokens again using `safeTransferFrom()`. This causes the agent to pay double the destination tokens to settle the order.
- **Settlement Failure:** When the agent's allowance is granted through Permit2, `_postSell()` cannot transfer the agent's destination tokens through `safeTransferFrom()`, causing the order settlement to fail.

Note that the same issue exists in the `_postSell()` and `_postBuy()` functions of all settlement modules.

DirectSettlementModule::_postSell()

```
264 function _postSell(Order calldata order, uint256 amount, bytes32 orderHash,
    bytes calldata bridgeData) internal {
265     // Ensure the amount meets the minimum required by the order
266     if (amount < order.destAmount) {
267         revert InsufficientReturnAmount();
268     }
269     ...
270     // 1. First transfer destination tokens to the beneficiary (reverse flow)
271     if (order.destToken != ERC20UtilsLib.ETH_ADDRESS) {
272         // For ERC20 tokens, transfer from agent to this contract
273         order.destToken.safeTransferFrom(msg.sender, address(this), amount);
274     }
275     ...
276 }
```

Remediation Replace `safeTransferFrom()` with `ERC20UtilsLib::transferFrom()`, which properly handles both Permit2 allowances and traditional ERC20 allowances based on the permit data length.

3.3.3 [M-2] Incorrect Permit Amount for Fillable Direct Settlement

Target	Category	IMPACT	LIKELIHOOD	STATUS
FillableDirectSettlementModule	Business Logic	High	High	Addressed

In the `FillableDirectSettlementModule` contract, the `executeAgentPermit()` function is responsible for executing the permit for the Agent, allowing the contract to transfer tokens on the agent's behalf. The amount to be permitted should be carefully determined based on the order type: for buy orders, the permit amount should reflect the actual fillable destination amount; for sell orders, it should be the amount provided by the agent.

However, in the current implementation, the function uses the whole order's `destAmount` as the permit amount for buy orders, rather than the actual fillable destination amount (i.e., `orderData.fillAmountOut`). This can result in the contract requesting a permit for a larger amount than is actually needed to fulfill the order. As a result, if the permit is given via `Permit2`, the agent may unintentionally grant a higher allowance than necessary, or the contract may transfer more destination tokens from the agent than required for the specific order fill.

FillableDirectSettlementModule::_executeAgentPermit()

```
184 function _executeAgentPermit(  
185     Order calldata order,  
186     bool isBuy,  
187     uint256 amount,  
188     bytes calldata agentPermit  
189 ) internal  
190 {  
191     // Skip if no permit data is provided  
192     if (agentPermit.length == 0) return;  
  
194     // For non-ETH destination tokens, execute permit  
195     if (order.destToken != ERC20UtilsLib.ETH_ADDRESS) {  
196         uint256 permitAmount = isBuy ? order.destAmount : amount;  
197         order.destToken.permit(  
198             agentPermit,  
199             msg.sender, // agent is the msg.sender  
200             order.deadline,  
201             permitAmount,  
202             address(this) // recipient is this contract  
203         );  
204     }  
205 }
```

Remediation Update the `executeAgentPermit()` function to use `orderData.fillAmountOut` as the permit amount for buy orders.

3.3.4 [M-3] Revised Logic to Install Module in install()

Target	Category	IMPACT	LIKELIHOOD	STATUS
ModuleManagerLib.sol	Business Logic	Medium	Medium	Addressed

The `ModuleManagerLib::install()` function is responsible for installing new modules into the adapter. This process involves fetching the function selectors of the module and updating internal mappings to link the module's functions with its storage.

The code snippet below highlights the logic of how a module is added to the modules array and how the function selectors are associated with the module in the `moduleToSelectors` mapping. Afterward, the reverse association from the function selectors to the module is set up in the `selectorToModule` mapping.

However, there is a lack of recording the module's position (`ms.moduleToSelectors[module].moduleAddressPosition`), which is necessary to maintain the modules list. Our analysis shows that the module's position should be set to `ms.modules.length - 1`.

Additionally, there is a potential flaw in how the function selectors's positions are calculated and tracked. Specifically, the position of each function selector (`functionSelectorPosition`) is calculated starting from the module's selectors length (`ms.moduleToSelectors[module].selectors.length`), rather than from 0 (line 101). A recommended approach is to start the function selectors's positions from 0.

Example Privileged Operations in ExecutorManager

```
90 function install(address module) external {
91     // Get adapter module storage
92     ModuleStorage storage ms = modulesStorage();
93     // Get module function selectors
94     bytes4[] memory selectors = IModule(module).selectors();
95     // Add module to modules
96     ms.modules.push(module);
97     // Set selectors in moduleToSelectors
98     ms.moduleToSelectors[module].selectors = selectors;
99
100    // Get selector position
101    uint32 selectorPosition = uint32(ms.moduleToSelectors[module].selectors.length
102    );
103    // Set module in selectorToModule
104    for (uint256 i = 0; i < selectors.length; i++) {
105        address oldModule = ms.selectorToModule[selectors[i]].moduleAddress;
106        // If a selector is already set, revert as it would cause a conflict
107        if (oldModule != address(0)) {
108            // If a selector is already set the owner should uninstall the old
109            // module first
110            revert SelectorAlreadySet(selectors[i], oldModule);
111        }
112        ms.selectorToModule[selectors[i]] = module;
113    }
114}
```

```

109     }
110     ms.selectorToModule[selectors[i]].functionSelectorPosition =
        selectorPosition;
111     ms.selectorToModule[selectors[i]].moduleAddress = module;
112     // Increase selectorPosition
113     selectorPosition++;
114 }
115 }

```

Remediation Revisit the `install()` function to properly update the the module's position and the function selectors's positions.

3.3.5 [M-4] Revised Bridging of ETH in `_bridgeWithAcross()`

Target	Category	IMPACT	LIKELIHOOD	STATUS
BridgeLib.sol	Business Logic	Medium	Medium	Addressed

The `_bridgeWithAcross()` function in the BridgeLib library is responsible for bridging tokens to the destination chain using the Across protocol. The function supports both ETH and ERC-20 tokens. However, it treats all input tokens as ERC-20 incorrectly and fails to handle ETH.

Specifically, for ERC-20 tokens, the function approves the Across to pull tokens during the deposit process. However, ETH does not require approval, and attempting to approve ETH will result in a transaction revert. Additionally, if the token to bridge is ETH, the Across protocol requires the input token to be specified as WETH (wrapped ETH), which is not properly handled in current implementation.

To properly support ETH bridging, we recommend removing the approval step for ETH, as it is unnecessary and causes transaction failures. Additionally, use WETH as the input token to comply with Across protocol requirements.

BridgeLib::_bridgeWithAcross()

```

30 function _bridgeWithAcross(
31     address pool,
32     Order memory order,
33     address beneficiary,
34     uint256 inputAmount,
35     bytes calldata data
36 )
37 internal
38 {
39     BridgeData memory bridgeData = abi.decode(data, (BridgeData));
40     uint256 bridgeFee =

```

```

41         bridgeData.relayerFee > order.bridge.maxRelayerFee ? order.bridge.
            maxRelayerFee : bridgeData.relayerFee;
42     uint256 outputAmount = inputAmount - bridgeFee;

44     // As pool address is a proxy, give approval only for the swap amount
45     order.destToken.safeApproveWithRetry(pool, inputAmount);

47     AcrossPoolInterface(pool).depositV3(
48         order.owner,
49         beneficiary,
50         order.destToken,
51         order.bridge.outputToken,
52         inputAmount,
53         outputAmount,
54         ...
55     );
56 }

```

Remediation Revisit the `_bridgeWithAcross()` function to remove the approval step for ETH and use WETH as the input token for ETH to align with Across protocol requirements.

3.3.6 [M-5] Incomplete Order Information in `FillableOrderHashLib::hash()`

Target	Category	IMPACT	LIKELIHOOD	STATUS
FillableOrderHashLib.sol	Data Integrity	Medium	Medium	Addressed

The Portikus protocol allows authorized agents to settle user orders based on user signatures. However, in the `FillableOrderHashLib::hash()` function, the order hash calculation does not include the newly added bridge information. As a result, an agent could potentially modify the bridge details of a signed order, altering the user's original intent.

To mitigate this risk, we recommend including the bridge information in the fillable order hash to ensure the integrity of the order and prevent potential manipulation.

FillableOrderHashLib::hash()

```

33 function hash(Order memory order) internal pure returns (bytes32) {
34     return keccak256(
35         abi.encode(
36             _FILLABLE_ORDER_TYPEHASH,
37             order.owner,
38             order.beneficiary,
39             order.srcToken,
40             order.destToken,
41             order.srcAmount,

```

```

42         order.destAmount,
43         order.expectedDestAmount,
44         order.deadline,
45         order.nonce,
46         order.partnerAndFee,
47         keccak256(order.permit)
48     )
49 );
50 }

```

Remediation Revisit the `FillableOrderHashLib::hash()` function to include the bridge information in the fillable order hash.

3.3.7 [L-1] Potential Risks Associated with Centralization

Target	Category	IMPACT	LIKELIHOOD	STATUS
Multiple Contracts	Security	Medium	Low	Acknowledged

In the `PortikusV2` protocol, the presence of a privileged `owner` account introduces risks of centralization, as it holds significant control and authority over critical operations governing the protocol. In the following, we highlight the representative functions that are potentially affected by the privileges associated with this privileged account.

Examples of Privileged Operations

```

111 function install(address module) external {
112     // Get adapter module storage
113     ModuleStorage storage ms = modulesStorage();
114     // Get module function selectors
115     bytes4[] memory selectors = IModule(module).selectors();
116     // Add module to modules
117     ms.modules.push(module);
118     // Set selectors in moduleToSelectors
119     ms.moduleToSelectors[module].selectors = selectors;
120
121     // Get selector position
122     uint32 selectorPosition = uint32(ms.moduleToSelectors[module].selectors.length);
123     // Set module in selectorToModule
124     for (uint256 i = 0; i < selectors.length; i++) {
125         address oldModule = ms.selectorToModule[selectors[i]].moduleAddress;
126         // If a selector is already set, revert as it would cause a conflict
127         if (oldModule != address(0)) {
128             // If a selector is already set the owner should uninstall the old
129             // module first
130         }
131     }
132 }

```

```

129         revert SelectorAlreadySet(selectors[i], oldModule);
130     }
131     ms.selectorToModule[selectors[i]].functionSelectorPosition =
        selectorPosition;
132     ms.selectorToModule[selectors[i]].moduleAddress = module;
133     // Increase selectorPosition
134     selectorPosition++;
135 }
136 }

138 function setProtocolFeeClaimer(address protocolFeeClaimer) external onlyOwner {
139     protocolFeeClaimer.setFeeClaimer();
140 }

142 /// @inheritdoc IRegistry
143 function registerAgent(address[] calldata _agents) external onlyOwner {
144     // Loop through the agents and register them
145     for (uint256 i = 0; i < _agents.length; i++) {
146         address agent = _agents[i];
147         if (!isAgentRegistered[agent]) {
148             agents.push(agent);
149             isAgentRegistered[agent] = true;
150             emit AgentRegistered(agent);
151         }
152     }
153 }

155 /// @inheritdoc IRegistry
156 function registerModule(address[] calldata _modules) external onlyOwner {
157     // Loop through the modules and register them
158     for (uint256 i = 0; i < _modules.length; i++) {
159         address module = _modules[i];
160         if (!isModuleRegistered[module]) {
161             modules.push(module);
162             isModuleRegistered[module] = true;
163             emit ModuleRegistered(module);
164         }
165     }
166 }

```

Remediation To mitigate the identified issue, it is recommended to introduce multi-sig mechanism to undertake the roles of the privileged accounts. Moreover, it is advisable to implement timelocks to govern all modifications to the privileged operations.

3.3.8 [L-2] Improved Validation of Module in install()

The `install()` function in the `ModuleManagerLib` library is responsible for installing a new module by adding the module's function selectors and updating the mappings to link the module's address

Target	Category	IMPACT	LIKELIHOOD	STATUS
ModuleManagerLib.sol	Coding Practices	Low	Low	Acknowledged

with the selectors. However, the current implementation lacks a validation check to ensure that the selectors array is not empty before proceeding with the installation. This omission can lead to issues in the `uninstall()` function.

As the code snippet shows, the `uninstall()` function retrieves the `selectors.length` and checks whether the module has been installed by ensuring that `selectors.length` is greater than zero (line 116). If the module's selectors length is zero, the `uninstall()` function fails to properly remove the module because the selectors array is empty. This can leave the protocol in an inconsistent state.

Based on this, it is recommended to add a validation check in the `install()` function to ensure that the selectors array is not empty.

```

ModuleManagerLib.sol

91 function install(address module) external {
92     // Get adapter module storage
93     ModuleStorage storage ms = modulesStorage();
94     // Get module function selectors
95     bytes4[] memory selectors = IModule(module).selectors();
96     // Add module to modules
97     ms.modules.push(module);
98     // Set selectors in moduleToSelectors
99     ms.moduleToSelectors[module].selectors = selectors;
100     ...
101 }

103 /*////////////////////////////////////*/
104                                     UNINSTALL
105 /*////////////////////////////////////*/

107 /// @notice Remove a module from the adapter, removing all of its function
    selectors
108 /// @param module The address of the module to uninstall
109 function uninstall(address module) external {
110     // Get adapter module storage
111     ModuleStorage storage ms = modulesStorage();
112     // Get module function selectors
113     bytes4[] memory selectors = ms.moduleToSelectors[module].selectors;

115     // Check if the module is actually installed
116     if (selectors.length == 0) {
117         revert ModuleNotInstalled(module);
118     }
119     ...
120 }

```

Remediation Add a validation check in the `install()` function to ensure that the module's selectors array is not empty.

Response By Team The team will make sure to only register valid modules.

4 | Appendix

4.1 About AstraSec

AstraSec is a blockchain security company that serves to provide high-quality auditing services for blockchain-based protocols. With a team of blockchain specialists, AstraSec maintains a strong commitment to excellence and client satisfaction. The audit team members have extensive audit experience for various famous DeFi projects. AstraSec's comprehensive approach and deep blockchain understanding make it a trusted partner for the clients.

4.2 Disclaimer

The information provided in this audit report is for reference only and does not constitute any legal, financial, or investment advice. Any views, suggestions, or conclusions in the audit report are based on the limited information and conditions obtained during the audit process and may be subject to unknown risks and uncertainties. While we make every effort to ensure the accuracy and completeness of the audit report, we are not responsible for any errors or omissions in the report.

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4.3 Contact

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