



**PALADIN**  
BLOCKCHAIN SECURITY

# Smart Contract Security Assessment

Final Report

For Farmers Only

02 October 2021



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# Disclaimer

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The audit report has made all reasonable attempts to provide clear and articulate recommendations to the Project team with respect to the rectification, amendment and/or revision of any highlighted issues, vulnerabilities or exploits within the contracts provided. It is the sole responsibility of the Project team to sufficiently test and perform checks, ensuring that the contracts are functioning as intended, specifically that the functions therein contained within said contracts have the desired intended effects, functionalities and outcomes of the Project team.

# 1 Overview

This report has been prepared for FarmersOnly on the Avalanche network. Paladin provides a user-centred examination of the smart contracts to look for vulnerabilities, logic errors or other issues from both an internal and external perspective.

## 1.1 Summary

<b>Project Name</b>	Farmers Only
<b>URL</b>	<a href="https://farmersonly.farm">https://farmersonly.farm</a>
<b>Platform</b>	Avalanche
<b>Language</b>	Solidity

## 1.2 Contracts Assessed

Name	Contract	Live Code Match
MasterChef	0x27271ECd985F1B666e51209B033d93ddC5a36076	✓ MATCH
CornCoin	0xFcA54c64BC44ce2E72d621B6Ed34981e53B66CaE	✓ MATCH
Multicall	Only used on the frontend	✓ MATCH
LiqLocker	0xAfbD20B5E79fAdBc0c0B9AbA64cBb5d27D995bFD	✓ MATCH
Timelock	0xc14BFa11c072d5e5735092CEe376Be905B9D7359	✓ MATCH

## 1.3 Findings Summary

Severity	Found	Resolved	Partially Resolved	Acknowledged (no change made)
● High	1	-	1	-
● Medium	1	-	-	1
● Low	4	-	-	4
● Informational	11	-	-	11
Total	17	-	1	16

### Classification of Issues

Severity	Description
● High	Exploits, vulnerabilities or errors that will certainly or probabilistically lead towards loss of funds, control, or impairment of the contract and its functions. Issues under this classification are recommended to be fixed with utmost urgency.
● Medium	Bugs or issues with that may be subject to exploit, though their impact is somewhat limited. Issues under this classification are recommended to be fixed as soon as possible.
● Low	Effects are minimal in isolation and do not pose a significant danger to the project or its users. Issues under this classification are recommended to be fixed nonetheless.
● Informational	Consistency, syntax or style best practices. Generally pose a negligible level of risk, if any.

## 1.3.1 MasterChef

ID	Severity	Summary	Status
01	HIGH	Harvest rewards are sent twice to the user: one iteration circumvents the harvest lock	PARTIAL
02	MEDIUM	Gov privilege: Harvest interval can be set up to 600 days preventing harvests	ACKNOWLEDGED
03	LOW	updateEmissionRate has no maximum safeguard	ACKNOWLEDGED
04	LOW	poolExistence mapping not actively used to prevent addition of the same lpToken twice	ACKNOWLEDGED
05	LOW	Unsafe subtraction in deposit function	ACKNOWLEDGED
06	INFO	Usage of implicit return variables	ACKNOWLEDGED
07	INFO	Typographical errors in event capitalization	ACKNOWLEDGED
08	INFO	Internal canHarvest could break third party tools	ACKNOWLEDGED
09	INFO	Unnecessary integer arithmetic within userPoolLocked	ACKNOWLEDGED
10	INFO	Unnecessary casting of msg.sender to address	ACKNOWLEDGED
11	INFO	Unused variable endTime	ACKNOWLEDGED

## 1.3.2 CornCoin

ID	Severity	Summary	Status
12	LOW	mint function can be used to pre-mint large amounts of tokens before ownership is transferred to the Masterchef	ACKNOWLEDGED
13	INFO	Gas Optimizations: Unnecessary usage of MAX_CAP variable to keep track of total supply since can be used	ACKNOWLEDGED

### 1.3.3 Multicall

No issues found.

### 1.3.4 LiqLocker

ID	Severity	Summary	Status
14	INFO	Usage of transfer in contrast to safeTransfer might prevent withdrawals on tokens which are not implemented correctly	ACKNOWLEDGED
15	INFO	farmersOnlyDev can be made constant	ACKNOWLEDGED
16	INFO	unlockTimestamp can be made immutable	ACKNOWLEDGED
17	INFO	Lack of event for the withdraw function	ACKNOWLEDGED

### 1.3.5 Timelock

No issues found.

## 2 Findings

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### 2.1 MasterChef

The Masterchef is a fork of Goose Finance's Masterchef with inspiration drawn from other projects like PantherSwap. A notable feature of forking the latter is the removal of the `migrator` function, which as of late has been used maliciously to steal user's tokens. In addition, in comparison to Goose Finance, FarmersOnly has limited the deposit fee to at most 4%. We commend FarmersOnly on their decision to fork a relatively safer version of the Masterchef and trim down the governance privileges with regards to the deposit fees.

The most notable features of this version of the MasterChef are the harvest lockups and deposit fee limitation. The initial emission rate is 0.0035 tokens per second.


#### 2.1.1 Privileged Roles

The following functions can be called by the owner of the contract:

- `add`
- `set`
- `setDevAddress`
- `setFeeAddress`
- `updateEmissionRate`
- `updateStartTime`



## 2.1.2 Issues & Recommendations

Issue #01	Harvest rewards are sent twice to the user: one iteration circumvents the harvest lock
Severity	 HIGH SEVERITY
Description	<p>In the current implementation of FarmersOnly, both a Panther-like and Goose-like reward mechanism are included. Since we could not find any information on the frontend with regards to the Goose-like reward mechanism, we assume it is included by accident.</p> <p>Currently, whenever a reward is harvested, it is both locked up and distributed to the user resulting in an eventual double reward for users.</p>
Recommendation	<p>Consider removing the goose-like reward distribution within deposit and withdraw:</p> <pre>if (user.amount &gt; 0) {     uint256 pending =     user.amount.mul(pool.accCornPerShare).div(1e18).sub(user.rewardDebt);     if (pending &gt; 0) {         safeCornTransfer(msg.sender, pending);     } }</pre>

As the client did not want to redeploy due to their launch being imminent, we worked together with the client to find a way to allow them to mitigate this issue without redeploying.

First of all, there were two ways the project could deal with this issue without redeploying: 1) they could either claim the feature and be the first farm to combine both Goose and Panther features, or 2) they could set the harvest locks to zero which would result in them becoming a Goose-like Masterchef with twice the emission rate. The client opted for the latter (no harvest locks).

But there was a very important issue remaining: while users would receive twice their allocated rewards, the Masterchef would only mint them once. This would result in the Masterchef quickly being drained of native tokens and the native pool no longer being able to withdraw.

As a way to mitigate this issue, the client added a dummy pool at pid 13 which mints half of the emission rate but is never harvestable. These tokens can then be used as rewards for the other pools. It should be noted that the admin should always maintain half of the allocation points on this pool and call `updatePool(13)` sufficiently frequently.

This issue is only marked as partially resolved since the code still has this vulnerability. Due to the mitigation, the consequences will not be present as long as the dummy pool maintains 50% of the allocation points and `updatePool` is called periodically on it. It is thus properly mitigated within the active deployment of the code but we leave this issue partially open to prevent this Masterchef from being blindly copied by third-party forks.

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**Issue #02****Gov privilege: Harvest interval can be set up to 600 days preventing harvests****Severity** MEDIUM SEVERITY**Location**Line 1083

```
uint256 public constant MAXIMUM_HARVEST_INTERVAL = 4 hours;
```

Line 1185

```
poolInfo[_pid].harvestInterval = _harvestInterval * 1 hours;
```

**Description**


The code allows a harvest interval of at most  $4 * 1 \text{ hour} * 1 \text{ hour}$  second to be set by the governance. We expect that the goal was to limit this interval to  $4 * 1 \text{ hour}$  however. Since the harvest interval is specified in seconds, the harvest interval can be set to 3600 times higher than what is intended.

Note that for users this is not really a larger risk than the standard governance privileges. Even when this is resolved, in any Masterchef, the admin can simply disable rewards on a pool by setting the pool `allocPoints` to zero. This issue has thus been marked as medium risk not because of the governance privilege, but because the intention of the code was wrongly implemented.

**Recommendation**

Consider not multiplying by 1 hours in the `harvestInterval` setting.

**Resolution** ACKNOWLEDGED



**Issue #03****updateEmissionRate has no maximum safeguard****Severity** LOW SEVERITY**Description**

Projects sometimes update their emission rate to a severely high number either by accident or with malicious intent.

**Recommendation**

Consider adding a MAX\_EMISSION\_RATE variable and setting it to a reasonable value.

```
require(_cornPerSecond <= MAX_EMISSION_RATE, "Too high");
```


**Resolution** ACKNOWLEDGED**Issue #04****poolExistence mapping not actively used to prevent addition of the same lpToken twice****Severity** LOW SEVERITY**Description**



The code contains a poolExistence mapping that keeps track of whether a token has been added as a pool. In addition, there is a nonDuplicated modifier that can be used to prevent a token from being added twice. However, this modifier is currently completely unused throughout the contract, which makes us suspect that this functionality is accidentally misimplemented.



**Recommendation**

Consider actively checking that poolExistence is false by adding the nonDuplicated modifier to the add function.

```
function add(uint256 _allocPoint, IBEP20 _lpToken, uint16  
_depositFeeBP, uint256 _harvestInterval, bool _withUpdate)  
external onlyOwner nonDuplicated(_lpToken) {
```

**Resolution** ACKNOWLEDGED

Issue #05	Unsafe subtraction in deposit function
Severity	 LOW SEVERITY
Location	<u>Line 1267</u> <code>_amount = pool.lpToken.balanceOf(address(this)) - balanceBefore;</code>
Description	<p>The deposit function contains a subtraction that is not protected against underflow. This could in theory result in the deposit amount being a very large number in case a weird token is added that decreases the contract balance after deposits.</p> <p>This issue is marked as low-risk since we know of no such tokens.</p>
Recommendation	Consider using SafeMath's sub instead.
Resolution	 ACKNOWLEDGED

Issue #06	Usage of implicit return variables
Severity	 INFORMATIONAL
Location	<u>Lines 1137-1139 (example)</u> <pre>function blockTimestamp() external view returns (uint time) {     time = block.timestamp; }</pre>
Description	Using return variables and then implicitly returning without a return statement can be confusing for third-party reviewers as they need to double check that no globally scoped variable has been modified.
Recommendation	<p>Consider following best-practice and returning variables explicitly. In the example the line of code would be replaced with the following code:</p> <pre>return block.timestamp;</pre>
Resolution	 ACKNOWLEDGED

**Issue #07****Typographical errors in event capitalization****Severity** INFORMATIONAL**Location**Lines 1141-1142

```
event addPool(uint256 indexed pid, address lpToken, uint256  
allocPoint, uint256 depositFeeBP, uint256 harvestInterval);  
event setPool(uint256 indexed pid, address lpToken, uint256  
allocPoint, uint256 depositFeeBP, uint256 harvestInterval);
```

**Description**

Throughout the contract, events are capitalised; however for the addPool and setPool event, this capitalisation has been forgotten which might signal inconsistency to third-party reviewers.

**Recommendation**

Consider capitalising the two events in question to AddPool and SetPool as is best practice for events.

**Resolution** ACKNOWLEDGED**Issue #08****Internal canHarvest could break third party tools****Severity** INFORMATIONAL**Location**Line 1242


```
function canHarvest(uint256 _pid, address _user) internal view  
returns (bool) {
```

**Description**

The canHarvest function is relatively popular among third-party tools that can interact with Panther-like Masterchefs. However, within this version of the contract, this function is marked as `internal`, making it impossible for these tools to call it.

**Recommendation**

Consider making the canHarvest function public. Furthermore, user can be of type memory to reduce gas usage.

**Resolution** ACKNOWLEDGED

**Issue #09****Unnecessary integer arithmetic within userPoolLocked****Severity** INFORMATIONAL**Location**Lines 1174-1178

```
function userPoolLockup(uint _pid, address _user) external view
returns (int lock) {
    UserInfo storage user = userInfo[_pid][_user];
    lock = int(user.nextHarvestUntil) - int(block.timestamp);
    if(lock < 0) lock = 0;
}
```


**Description**

It is best practice within solidity to avoid using integers that can go negative wherever they are not necessary, this is because third-party reviewers are often not as comfortable with them.

**Recommendation**


Consider simplifying the function to use simple uint256.

```
function userPoolLockup(uint _pid, address _user) external view
returns (uint256) {
    UserInfo storage user = userInfo[_pid][_user];
    if (block.timestamp >= user.nextHarvestUntil) {
        return 0;
    }
    return user.nextHarvestUntil - block.timestamp;
}
```

**Resolution** ACKNOWLEDGED

## Issue #10 Unnecessary casting of msg.sender to address

### Severity

 INFORMATIONAL

### Description

Example: `address(msg.sender)`

Throughout the contract, `msg.sender` is sometimes explicitly cast as an address. Since the type of this variable is already address, this is redundant.

### Recommendation


Consider omitting these explicit casts.

### Resolution

 ACKNOWLEDGED

## Issue #11 Unused variable endTime

### Severity

 INFORMATIONAL

### Location

Line 1126  
`uint public endTime = 0;`


### Description

Variables that are unused should be removed from the source code to reduce code complexity for third-party reviewers.

### Recommendation

Consider removing the above variable.

### Resolution

 ACKNOWLEDGED

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## 2.2 CornCoin

The CornCoin is a simple ERC-20 token with a maximum supply cap of 7000 tokens. After the contract is created, ownership should be manually transferred by the admin to the MasterChef to allow the MasterChef to start minting tokens when farming starts. Once the total supply reaches 7000 tokens, minting will start reverting which should be handled within the Masterchef.

### 2.2.1 Token Overview



<b>Address</b>	0xFcA54c64BC44ce2E72d621B6Ed34981e53B66CaE
<b>Token Supply</b>	7,000
<b>Decimal Places</b>	18
<b>Transfer Max Size</b>	None
<b>Transfer Min Size</b>	None
<b>Transfer Fees</b>	None

### 2.2.2 Privileged Roles

The following functions can be called by the owner of the contract:

- `mint`

## 2.2.3 Issues & Recommendations

<b>Issue #12</b>	<b>mint function can be used to pre-mint large amounts of tokens before ownership is transferred to the Masterchef</b>
<b>Severity</b>	 LOW SEVERITY
<b>Description</b>	<p>The <code>mint</code> function could be used to pre-mint tokens for legitimate uses including, but not limited to, the injection of initial liquidity, token presale, or airdrops; however, this function may also be used to pre-mint and dump tokens when the token contract has been deployed but before ownership is set to the Masterchef contract.</p> <p>This risk is prevalent amongst less-reputable projects, and any pre-mints can be prominently seen on the Blockchain.</p>
<b>Recommendation</b>	Consider being forthright if this <code>mint</code> function has been used by letting your community know how much was minted, where they are currently stored, if a vesting contract was used for token unlocking, and finally the purpose of the mints.
<b>Resolution</b>	 ACKNOWLEDGED




**Issue #13****Gas Optimizations: Unnecessary usage of MAX\_CAP variable to keep track of total supply since \_totalSupply can be used****Severity** INFORMATIONAL**Description**

Traditionally, tokens with a maximum supply cap keep track of the amount of minted tokens through a variable MAX\_CAP. However, since FarmersOnly also deducts this value when tokens are burned, it is in fact identical to the \_totalSupply variable.

**Recommendation**

Consider whether the MAX\_CAP is supposed to decrease again on burns (eg. the Masterchef can mint again after some tokens are burned). If this is desired behavior, \_totalSupply can just be used; otherwise, consider removing the MAX\_CAP adjustment from the burn function.

**Resolution** ACKNOWLEDGED

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## 2.3 Multicall

The multicall contract is a clean fork of the standard Multicall contract by MakerDAO to provide more efficient frontend queries. It allows the frontend to query for multiple values in a single RPC call. This saves a lot of back-and-forth between the RPC and the frontend and improves the user experience.

It should be noted that if one of these subcalls fails, the whole multicall will fail. If partial failure is expected the client should consider MulticallV2.

### 2.3.1 Issues & Recommendations

No issues found.



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## 2.4 FarmersOnlyLiqLocker



The FarmersOnlyLiqLocker is an LP locking contract that only allows the withdrawal of tokens after 1 year after deployment has passed.

For the deployed contract, tokens will be unlocked on Sun Oct 02 2022 08:23:40 GMT+00. Tokens can only be withdrawn by the dev wallet:  
0xE68753bD98d29D20C8768b05f90c95D66AEf1a8.

As of the time of publish of this audit, no tokens have been locked inside the locker.

## 2.4.1 Issues & Recommendations

<b>Issue #14</b>	<b>Usage of transfer in contrast to safeTransfer might prevent withdrawals on tokens which are not implemented correctly</b>
<b>Severity</b>	 INFORMATIONAL
<b>Description</b>	<p>A very small subset of tokens has wrongly implemented the ERC-20 specification in the sense that their transfer function does not return a boolean result. These tokens cannot be withdrawn through the FarmersOnlyLiqLocker.</p> <p>This issue is marked as informational as these days there are very few such tokens and neither LP tokens nor the CornCoin has this issue. We suspect it is unlikely that the dev will ever wish to lock such a token.</p>
<b>Recommendation</b>	Consider using the OpenZeppelin SafeERC20.
<b>Resolution</b>	 ACKNOWLEDGED

<b>Issue #15</b>	<b>farmersOnlyDev can be made constant</b>
<b>Severity</b>	 INFORMATIONAL
<b>Description</b>	Variables that are never changed throughout the contract can be marked as constant for gas saving purposes.
<b>Recommendation</b>	Consider marking the above variables as constant.
<b>Resolution</b>	 ACKNOWLEDGED

## Issue #16      unlockTimestamp can be made immutable

### Severity

 INFORMATIONAL

### Description

Variables that are never changed throughout the contract but are defined within the constructor can be marked as immutable for gas saving purposes.

### Recommendation

Consider marking the aforementioned variables as immutable.

### Resolution

 ACKNOWLEDGED

## Issue #17      Lack of event for the withdraw function

### Severity

 INFORMATIONAL


### Description

Important functions should emit events to keep a track record of when and how they have been called.

### Recommendation

Consider adding events to the above function.

### Resolution

 ACKNOWLEDGED



## 2.5 Timelock

The Timelock contract is a clean fork of Compound Finance's timelock. This is the most common contract used in DeFi to time lock governance access and is thus compatible with most third-party tools.

Parameter	Value	Description
<b>Delay</b>	8 hours	The <code>delay</code> indicates the time the administrator has to wait after queuing a transaction to execute it.
<b>Minimum Delay</b>	8 hours	<p>The <code>minDelay</code> indicates the lowest value that the <code>delay</code> can minimally be set.</p> <p>Sometimes, projects will queue a transaction that sets the <code>delay</code> to zero with the hope that nobody notices it. However, because of the minimum delay parameter, the value of <code>delay</code> can never be lower than that of the <code>minDelay</code> value. Note that the administrator could still queue a transaction to simply transfer the ownership back to their own account so it is still important to inspect every transaction carefully.</p>
<b>Grace Period</b>	14 days	After the <code>delay</code> has expired after queueing a transaction, the administrator can only execute it within the grace period. This is to prevent them from hiding a malicious transaction among much earlier transactions, hoping that it goes unnoticed or buried, which can be executed in the future.

### 2.5.1 Issues & Recommendations

No issues found.



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