

Account takeover of Facebook/Oculus accounts due to First-Party access_token stealing

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A malicious actor could steal a first-party access token of the Oculus application which he could use to access the Facebook/Oculus accounts.

This was possible because the Oculus application in Facebook, which was used to login to Oculus using Facebook accounts has auth.oculus.com/login/ endpoint as a valid redirect_uri. However, Oculus has switched to using Meta Accounts for login. This means that upon visiting auth.oculus.com/login/, the endpoint would redirect to auth.meta.com/oidc/ for login using Meta Accounts and then come back to the auth.oculus.com.

We can choose in www.facebook.com OAuth the response_type=token and the token would be passed to the next redirect URL until it reaches again auth.oculus.com. The problem here was that before, auth.oculus.com/login was protecting against token leakage through redirects by having the redirects being made using Javascript , however after the oculus login being changed to Meta accounts and not with Facebook , this protection disappeared and now it directly redirects to the URL initially found in auth.oculus.com/login/?redirect_uri=Redirect_Here. Redirect_Here could be any subdomain of oculus.com and some of them like forums.oculus.com which would redirect to a third party application which can have an open redirect to leak the token (

Setup:

1. Victim is logged-in to [Facebook.com](https://www.facebook.com)
2. Victim is not logged-in to [Oculus.com](https://www.oculus.com) (this is not necessary since we can use a logout CSRF here)

Attack:

- 1) Login CSRF the victim to his Meta account by redirecting to this page

<https://auth.meta.com/login/facebook/>

- 2) Open [https://www.facebook.com/v3.1/dialog/oauth?](https://www.facebook.com/v3.1/dialog/oauth?app_id=1517832211847102&redirect_uri=https://auth.oculus.com/login/?redirect_uri=https://forums.oculus.com/openredirect&response_type=token)

[app_id=1517832211847102&redirect_uri=https://auth.oculus.com/login/?](https://www.facebook.com/v3.1/dialog/oauth?app_id=1517832211847102&redirect_uri=https://auth.oculus.com/login/?redirect_uri=https://forums.oculus.com/openredirect&response_type=token)

[redirect_uri=https://forums.oculus.com/openredirect&response_type=token](https://www.facebook.com/v3.1/dialog/oauth?app_id=1517832211847102&redirect_uri=https://auth.oculus.com/login/?redirect_uri=https://forums.oculus.com/openredirect&response_type=token)

- 3) After the OAuth flow we can notice that the token ended up in

https://forums.oculusvr.com/openredirect#access_token=TOKEN

- 4) Eventually the access_token would be leaked to <https://ysamm.com>

The open redirect here was not fully disclosed since it's still not fully fixed.

Timeline

Sep 25, 2022 — \$44250 bounty awarded by Meta. (Including BountyCon bonuses and bonus for **Highest Impact Report**)

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SUMMARY

The goal of this blog is to share write-ups about bugs i have found in Facebook and reported to them under the Facebook bug bounty program.



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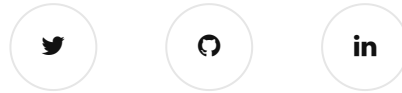


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