

# Crowdsec

## Application Security



Open WAF Day Barcelona

Actionable

Collective

Threat

Intelligence





## Why did we implement a WAF

“Any security software that can do pattern matching will be used as a poor man’s WAF at some point.”

- Majority of our users are only exposing/protecting HTTP servers
- At the time, modsecurity was EOL with no clear path for the future
- Some of them were using crowdsec as a WAF
  - But because we read logs, the block only happens after the request
  - Logs only give a very incomplete picture of the request

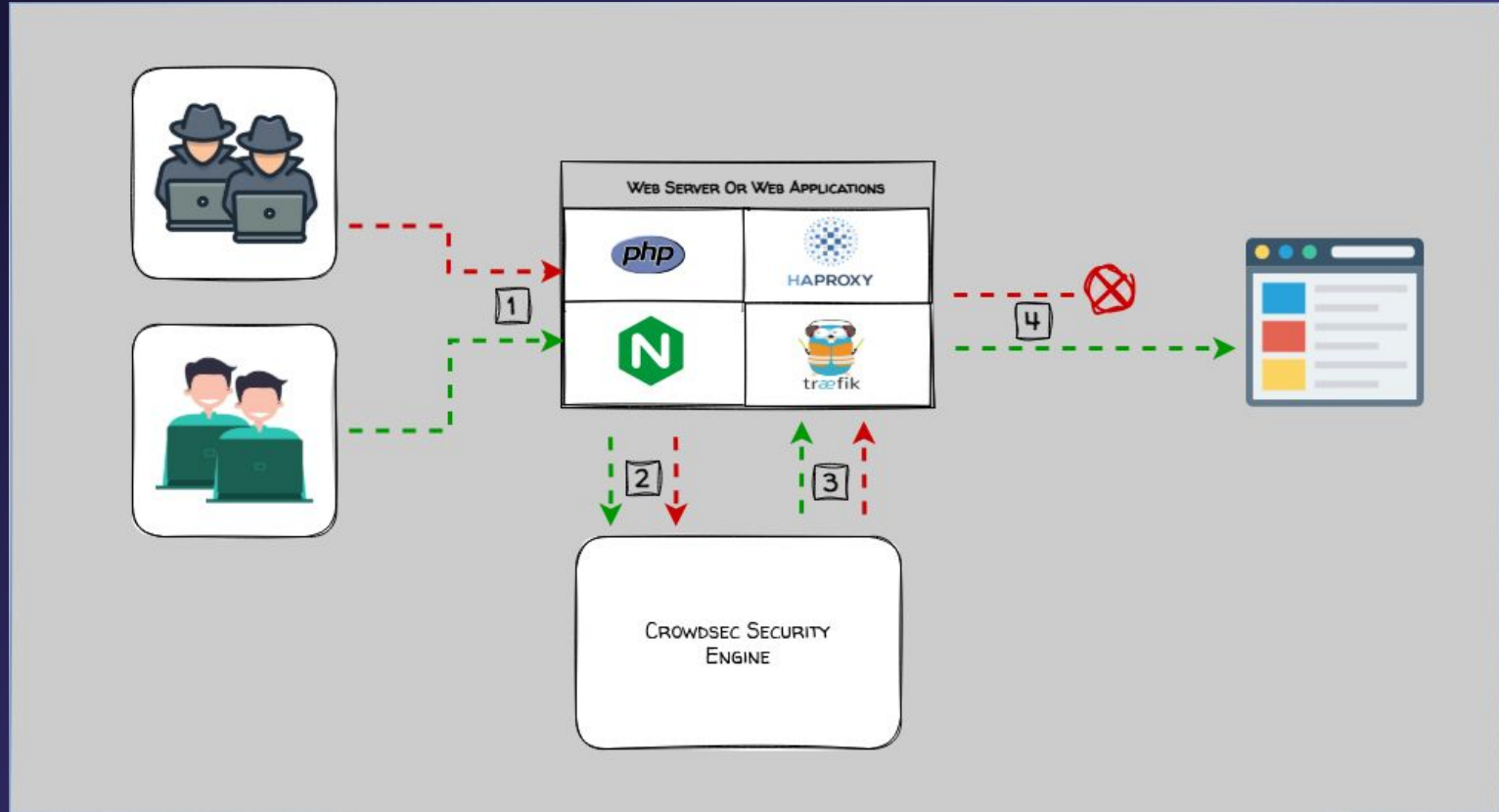


## Why Coraza

- We did not want to roll our own WAF engine
  - Already did that in the past (naxsi)
- Established project
- Implemented in Go
- modsecurity rules compatibility (although not 100%)
  - CRS compatibility



# Architecture





## Our Approach

- CRS handles the generic detection
- We are focusing on virtual patching rules
  - We aim for the setup to be as simple as possible
- Seclang is hard, hide it as much as possible from the user



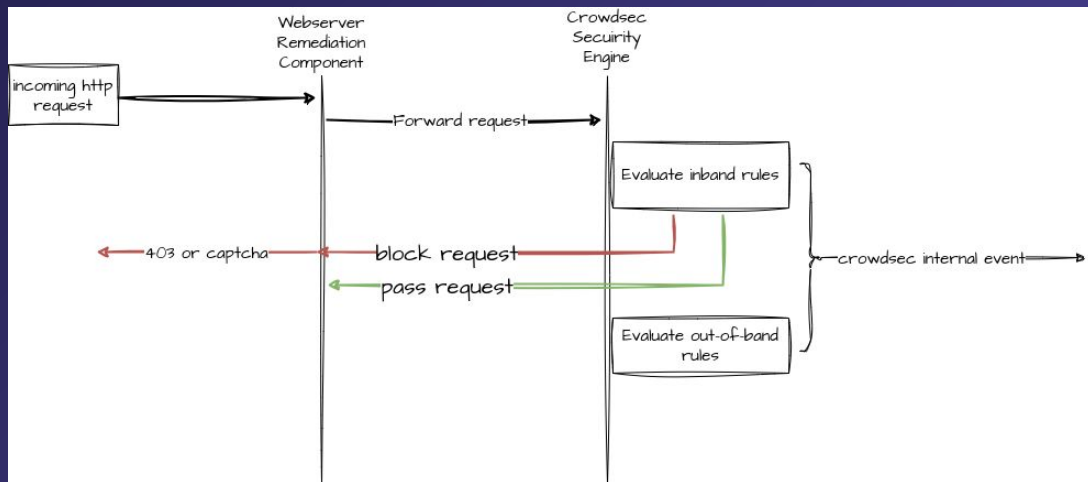
# Extending Coraza capabilities

- Out-Of-Band evaluation
- Behavioral detection
- Easier runtime configuration with hooks



## Extending Coraza capabilities : Out of band evaluation

- Testing a new rule directly in production
- Expensive rules
- Detect repetitive actions (eg, scrapping)
- We provide CRS as out-of-band by default:
  - Allows to use them on any website without configuration
  - But will not block any requests on its own







## Extending Coraza capabilities : Integration with crowdsec

- When a rule is matched:
  - A crowdsec event is generated
  - The event goes through the parsers/scenarios pipeline
  - Allow to take decisions upon out-of-band matches
  - Allow to take long term decisions against repeating offenders

```
type: leaky
format: 3.0
name: crowdsecurity/appsec-vpatch
description: "Identify attacks flagged by CrowdSec AppSec"
## See appsec-native.yaml for reasons why we created a negative startsWith here, we want to ignore
filter: "evt.Meta.log_type == 'appsec-block' && evt.Meta.rule_name not startsWith 'native_rule'"
distinct: evt.Meta.rule_name
leakspeed: "60s"
capacity: 1
groupby: evt.Meta.source_ip
blackhole: 1m
```



# Extending Coraza capabilities: hooks

- Allow for runtime configuration
- Think `SecRuleUpdateByXXX`, `SecRuleRemoveByXXX` but more flexible



# Extending Coraza capabilities: on\_load

- Executed during coraza initialization
- Can be used to globally disable rules (`SecRuleRemoveByXXX` alternative)
- Set a specific remediation (ban or captcha) globally

```
name: crowdsecurity/my-appsec-config
default_remediation: ban
inband_rules:
  - crowdsecurity/base-config
  - crowdsecurity/vpatch-*
on_load:
  - apply:
    - RemoveInBandRuleByName("my_rule")
    - SetRemediationByTag("my_tag", "captcha")
```



# Extending Coraza capabilities: pre\_eval

- Executed before the request is passed to coraza
- Can be used to disable rules based on the client request
- Set a specific remediation (ban or captcha) based on the request
- Full HTTP request is available

```
name: crowdsecurity/my-appsec-config
default_remediation: ban
inband_rules:
  - crowdsecurity/base-config
  - crowdsecurity/vpatch-*
pre_eval:
  - filter: IsInBand == true && req.RemoteAddr == "192.168.1.1"
  apply:
    - RemoveInBandRuleByName("my_rule")
```



# Extending Coraza capabilities: post\_eval

- Executed after coraza returns
- Intended for debugging or threat hunting
- Can dump the full request to disk
- Has access to the request for filtering

```
name: crowdsecurity/my-appsec-config
default_remediation: ban
inband_rules:
  - crowdsecurity/base-config
  - crowdsecurity/vpatch-*
post_eval:
  - filter: IsInBand == true
  apply:
    - DumpRequest().NoFilters().WithBody().ToJSON()
```



# Extending Coraza capabilities: on\_match

- Only called if a request has matched
- Has access to the full request
- Last chance to change the remediation
- Can prevent an event (or alert) from being created

```
name: crowdsecurity/my-appsec-config
default_remediation: ban
inband_rules:
  - crowdsecurity/base-config
  - crowdsecurity/vpatch-*
on_match:
  - filter: IsInBand == true && req.RemoteAddr == "192.168.1.1"
    apply:
      - CancelAlert()
      - CancelEvent()
  - filter: |
      any( evt.Appsec.MatchedRules, #.name == "crowdsecurity/vpatch-env-access") and
      req.RemoteAddr = "192.168.1.1"
    apply:
      - SetRemediation("allow")
  - filter: evt.Appsec.MatchedRules.GetURI() contains "/foobar/"
    apply:
      - SetRemediation("allow")
```



# Custom rules format

```
rules:
  - and:
    - zones:
      - URI
    transform:
      - lowercase
    match:
      type: endsWith
      value: /wp-admin/admin-ajax.php
  - zones:
    - ARGS
    variables:
      - action
    match:
      type: equals
      value: duplicator_download
  - zones:
    - ARGS
    variables:
      - file
    match:
      type: contains
      value: ".."
```

- Seclang can be very terse
- Lots of gotchas if you are not familiar with it
- Temporary solution
- End goal is `req.URI endsWith "/wp-admin/admin-ajax.php" && req.args.action == "duplicator\_download" && ".." in req.args.file`



# Custom rules format

```
SecRule REQUEST_FILENAME "@endsWith /wp-admin/admin-ajax.php"  
"id:100238081,phase:2,deny,log,msg:'crowdsecurity/vpatch-CVE-2020-11738',tag:'crowdsec-cr  
owdsecurity/vpatch-CVE-2020-11738',t:lowercase,chain"  
SecRule ARGS_GET:action "@streq duplicator_download"  
"id:90315028,phase:2,deny,log,msg:'crowdsecurity/vpatch-CVE-2020-11738',tag:'crowdsec-cro  
wdsecurity/vpatch-CVE-2020-11738',chain"  
SecRule ARGS_GET:file "@contains .."  
"id:956980145,phase:2,deny,log,msg:'crowdsecurity/vpatch-CVE-2020-11738',tag:'crowdsec-cr  
owdsecurity/vpatch-CVE-2020-11738'"
```





# Testing

- Two main goals:
  - Make contributing new rules easier:
    - Anybody can submit new rules for integration, so we need to have an easy way to test them (for correctness and false positives)
  - Make reviewing (and understanding them) rules easier



## Testing for true positives

- Make sure a new rule blocks exploitation attempts
  - Use existing exploits
  - Reverse the patch to write it
- Based on crowdsec existing testing framework
- Use nuclei templates to describe HTTP requests
- Test for behaviour, not internal state
- End-to-end test:
  - Client -> web server -> crowdsec



## Testing for true positives

```
appsec-rules:  
- ./appsec-rules/crowdsecurity/base-config.yaml  
- ./appsec-rules/crowdsecurity/vpatch-CVE-2024-8963.yaml  
nuclei_template: test-CVE-2024-8963.yaml
```



# Testing for true positives

```
id: test-CVE-2024-8963
info:
  name: test-CVE-2024-8963
  author: crowdsec
  severity: info
  description: test-CVE-2024-8963 testing
  tags: appsec-testing
http:
  - raw:
    - |
      GET /client/index.php%3F.php/gsb/users.php HTTP/1.1
      Host: {{Hostname}}
      Content-Type: application/x-www-form-urlencoded

  cookie-reuse: true
  matchers:
    - type: dsl
      condition: and
      dsl:
        - "status_code_1 == 403"
```



## Testing for false positives

- Make sure a new rule will not trigger false positives
- Finding a good dataset of legitimate queries is hard !
  - You can either build your own (very time consuming)
  - Or try to find an existing one
- Settled on open-appsec legitimate queries dataset
  - Contains about 1 millions HTTP request made on 185 websites
- CI job spawns nginx + crowdsec and replay all the requests



# Community

- ~100k active crowdsec installations
  - ~3.5k WAF users
  - One installation can cover a lot of websites



# Most reported virtual patching rules

| <input type="button" value="total_signals"/> | <input type="button" value="scenario"/> | <input type="button" value="total_ips"/> |
|--|---|--|
| 976,196                                      | crowdsecurity/vpatch-env-access         | 16,950                                   |
| 473,228                                      | crowdsecurity/vpatch-git-config         | 13,024                                   |
| 56,598                                       | crowdsecurity/vpatch-symfony-profiler   | 3,729                                    |
| 36,853                                       | crowdsecurity/vpatch-laravel-debug-mode | 2,796                                    |
| 63,294                                       | crowdsecurity/vpatch-CVE-2017-9841      | 1,464                                    |
| 3,277  | crowdsecurity/vpatch-CVE-2022-41082     | 1,121                                    |
| 10,148                                       | crowdsecurity/vpatch-CVE-2024-4577      | 864                                      |
| 1,846  | crowdsecurity/vpatch-CVE-2018-20062     | 287                                      |
| 1,133  | crowdsecurity/vpatch-CVE-2023-23752     | 275                                      |
| 811  | crowdsecurity/vpatch-CVE-2022-35914     | 187                                      |



# Most reported CRS rules

| total_signals | crs_id | total_ips |
|---------------|--------|-----------|
| 606,619       | 930130 | 7,124     |
| 56,374        | 920350 | 1,898     |
| 89,669        | 942100 | 1,875     |
| 69,266        | 920440 | 1,556     |
| 60,786        | 953100 | 1,420     |
| 62,714        | 920420 | 1,392     |
| 68,061        | 932235 | 1,337     |
| 72,842        | 933150 | 1,193     |
| 27,672        | 941100 | 1,096     |
| 43,789        | 941160 | 969       |



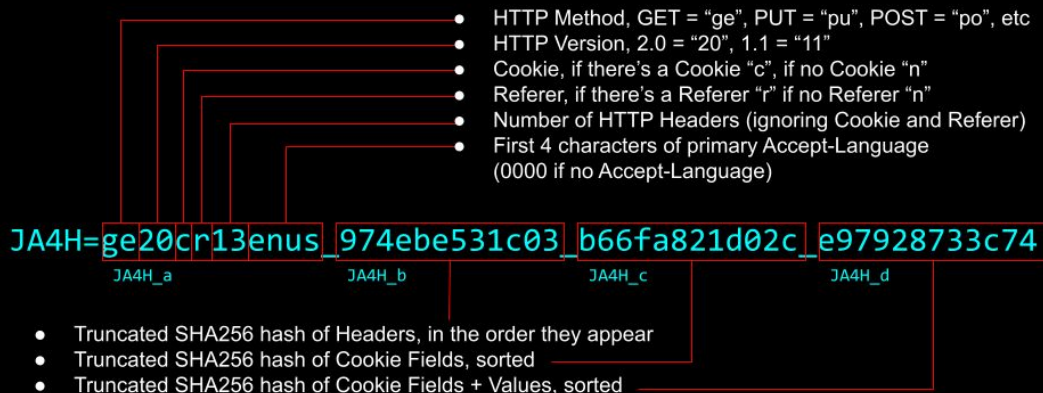


# Bot Classification

- When a request is blocked, JA4H hash is computed
- Most bots don't even bother to properly impersonate a web browser
  - They might have the proper UA
  - But no accept-language, send very little headers, ...



## JA4H: HTTP Client Fingerprint





# What's next

- Automate rule creation
  - PoC for now, we had great success using an LLM to automatically generate a virtual-patching rule from an exploit
- OpenAPI schema validation
  - Goes further than just JSON schema validation



CrowdSec

**Crowdsec Documentation:** <https://docs.crowdsec.net/>

**WAF Documentation:** <https://docs.crowdsec.net/docs/next/appsec/intro>

**Discord:** <https://discord.com/invite/crowdsec>

**Rules:**

<https://github.com/crowdsecurity/hub/tree/master/appsec-rules/crowdsecurity>

