

Module 1

A journey from high level languages, through assembly, to the running process

https://github.com/hasherezade/malware_training_voll

Introduction



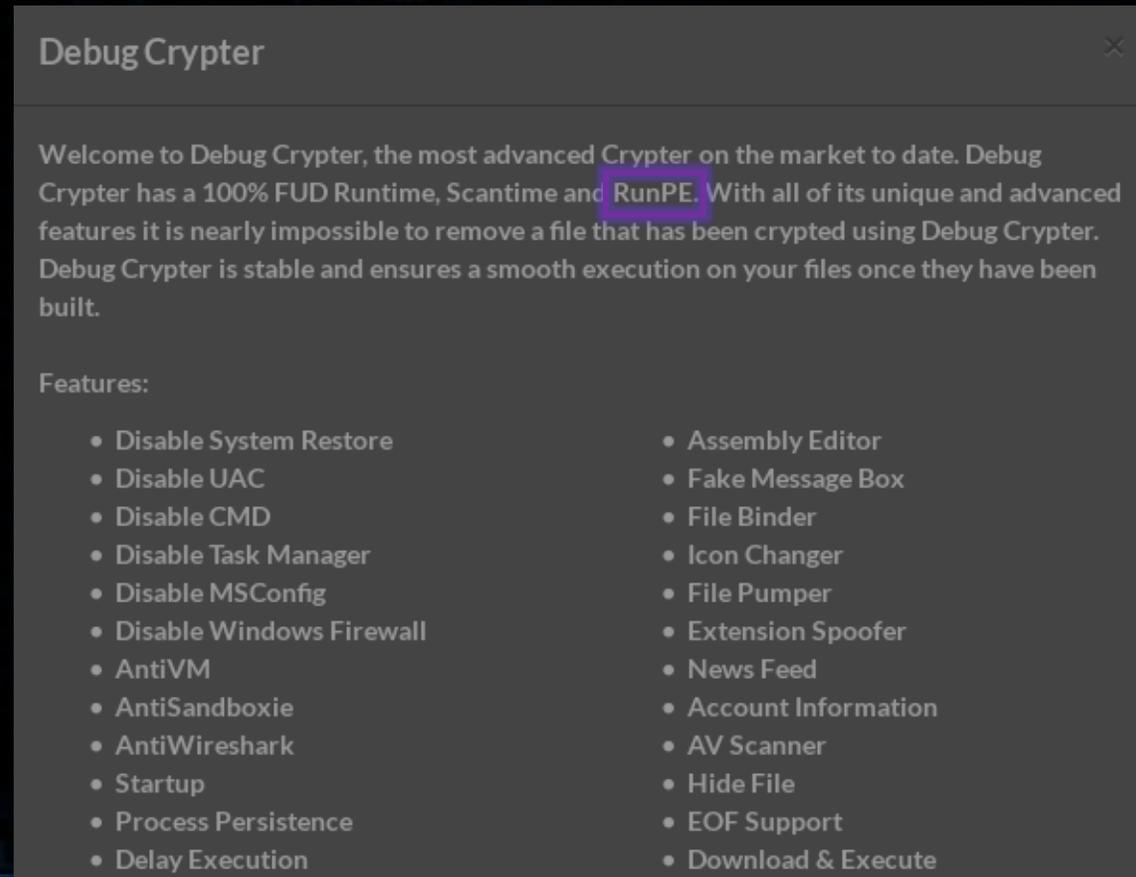
PE injections in malware

- At various stages of execution, malware may inject its implants to other processes
 - Typical goals: process impersonation, API hooking
- Every malware author wants to avoid dropping the malicious file on the disk, so various flavors of manual loading are deployed
 - The official Win API does not support loading file from a memory buffer (only from a file)
- Almost every malware crypter uses some technique of PE injection



PE injections in malware

- Crypters

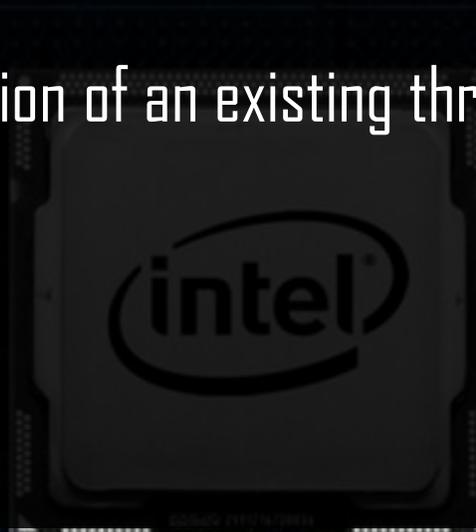


Techniques of PE injection



Manual loading of EXE file

1. Map from Raw Format into Virtual Format
2. Apply relocations
3. Fill imports
4. ~~Connect to PEB~~
5. Execute the code (create a new thread of redirect execution of an existing thread)



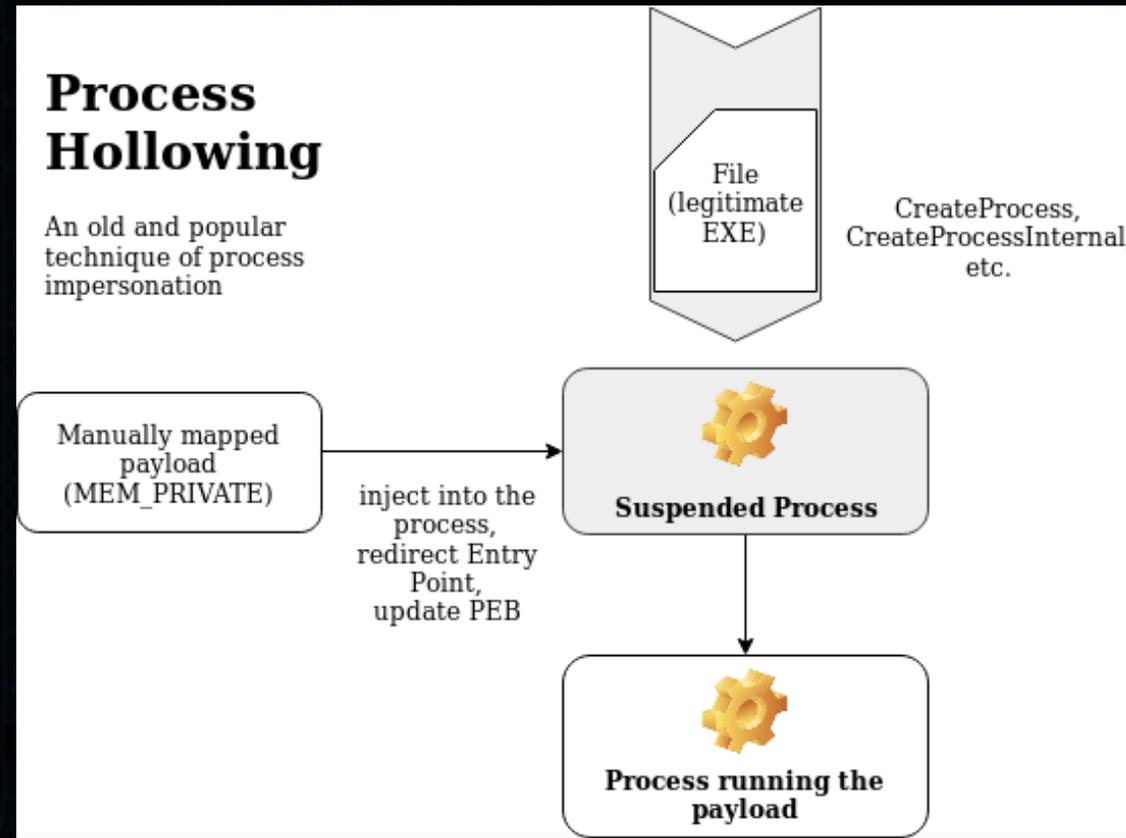
Process Hollowing

1. Map from Raw Format into Virtual Format
2. Apply relocations
- ~~3. Fill imports~~
4. Connect to PEB
5. Execute the code: redirect the Entry Point



Manual PE loading

- Process Hollowing



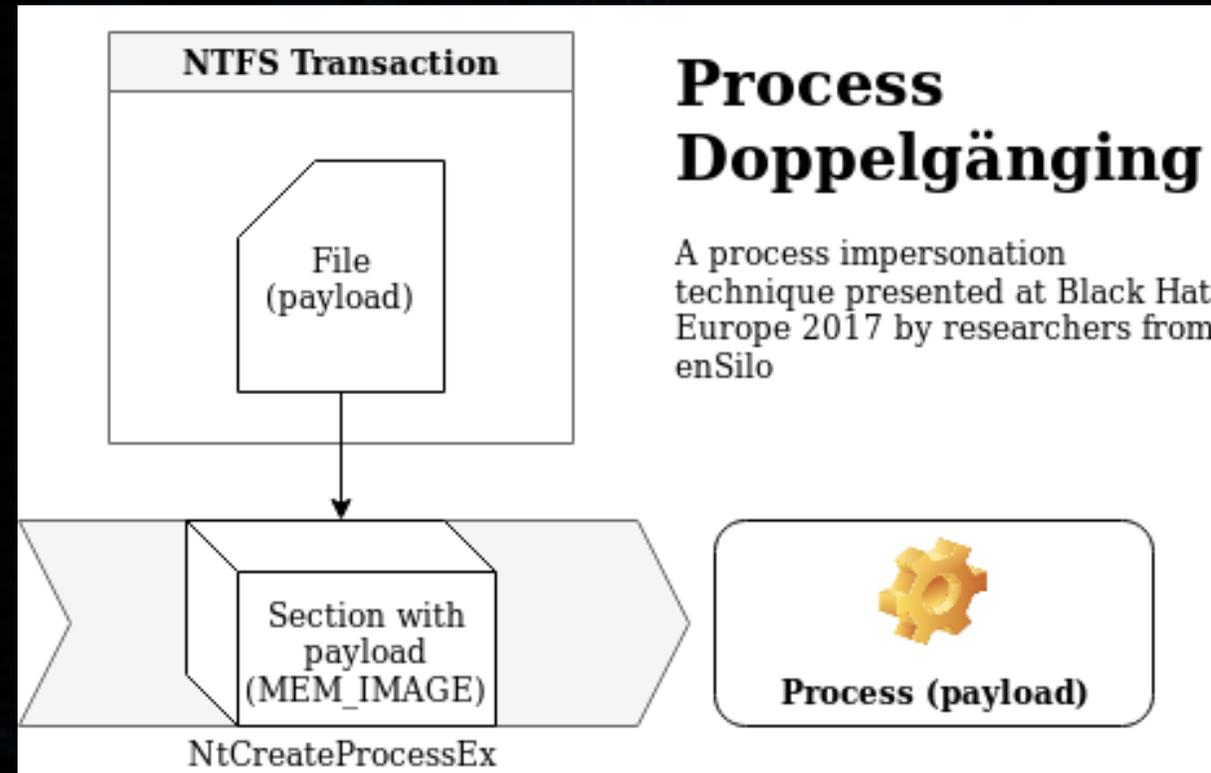
Process Doppelganging

- Map from Raw Format into Virtual Format (create a Section)
- ~~Apply relocations~~
- ~~Fill imports~~
- Execute the code: create the process out of the Section



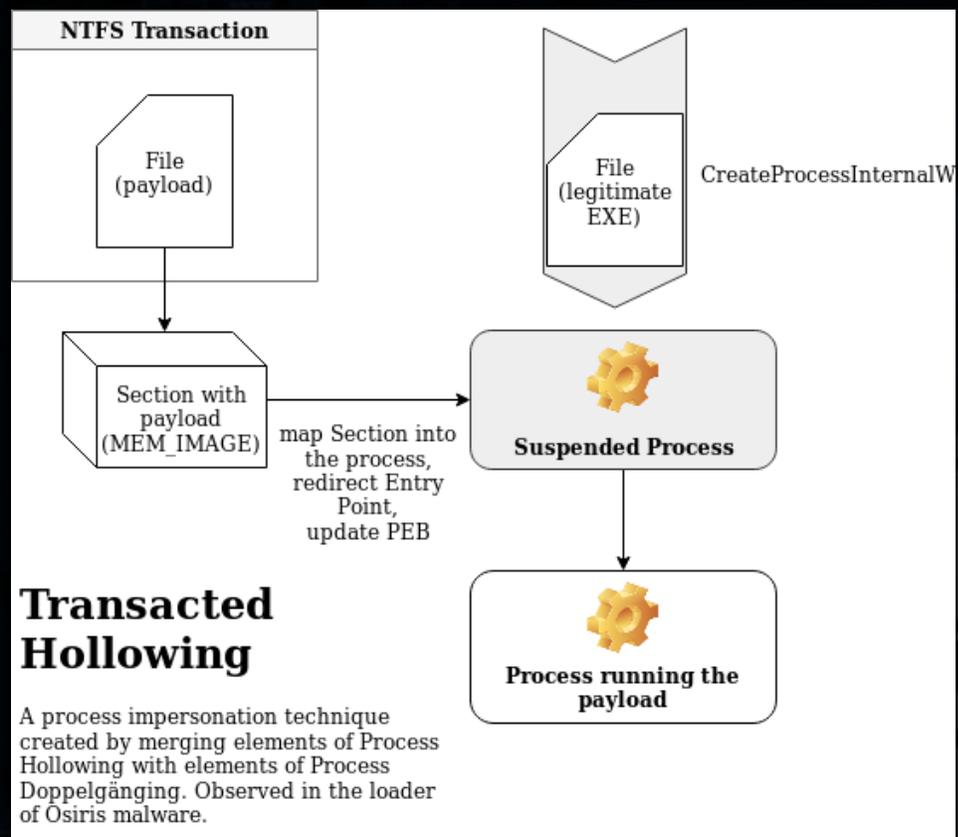
Process Doppelganging

- Overview



Transacted Hollowing

- Overview



Module Overloading

- An idea of @TheRealWover
- PoC implemented by me
 - https://github.com/hasherezade/module_overloading
- Similar to DLL hollowing, but the implant is not connected to the list of modules (may deceive some tools that search for the artefacts typical for hollowing)



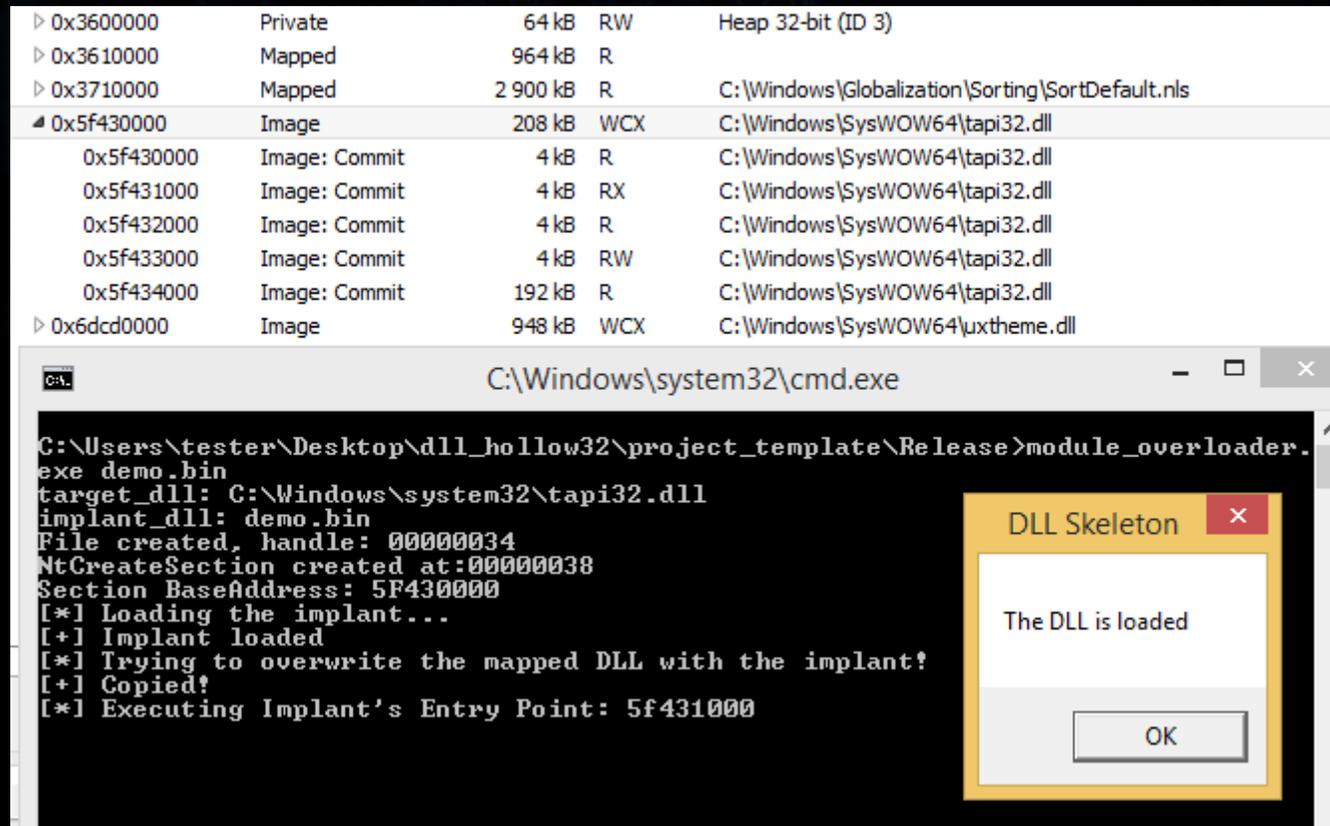
Module Overloading

1. Load a target DLL as MEM_IMAGE
2. Load the implant DLL manually (with filling imports)
3. Relocate the implant to the target base
4. Overwrite the target image with the implant
5. Fetch implant's Entry Point
6. Execute the implant



Module Overloading

In action:



The screenshot displays a Windows task manager window showing memory usage for a process. The memory usage is as follows:

Address	Usage	Size	Access	Path
0x3600000	Private	64 kB	RW	Heap 32-bit (ID 3)
0x3610000	Mapped	964 kB	R	
0x3710000	Mapped	2 900 kB	R	C:\Windows\Globalization\Sorting\SortDefault.nls
0x5f430000	Image	208 kB	WCX	C:\Windows\SysWOW64\tapi32.dll
0x5f430000	Image: Commit	4 kB	R	C:\Windows\SysWOW64\tapi32.dll
0x5f431000	Image: Commit	4 kB	RX	C:\Windows\SysWOW64\tapi32.dll
0x5f432000	Image: Commit	4 kB	R	C:\Windows\SysWOW64\tapi32.dll
0x5f433000	Image: Commit	4 kB	RW	C:\Windows\SysWOW64\tapi32.dll
0x5f434000	Image: Commit	192 kB	R	C:\Windows\SysWOW64\tapi32.dll
0x6dcd0000	Image	948 kB	WCX	C:\Windows\SysWOW64\uxtheme.dll

Below the task manager window, a command prompt window titled "C:\Windows\system32\cmd.exe" is open. It shows the execution of a tool named "module_overloader.exe" with the following output:

```
C:\Users\tester\Desktop\dll_hollow32\project_template\Release>module_overloader.exe demo.bin
target_dll: C:\Windows\system32\tapi32.dll
implant_dll: demo.bin
File created, handle: 00000034
NtCreateSection created at:00000038
Section BaseAddress: 5F430000
[*] Loading the implant...
[+] Implant loaded
[*] Trying to overwrite the mapped DLL with the implant!
[+] Copied!
[*] Executing Implant's Entry Point: 5f431000
```

A small dialog box titled "DLL Skeleton" is overlaid on the command prompt, displaying the message "The DLL is loaded" and an "OK" button.

Exercise 1

- Let's take a look at the implementation
 - Process Hollowing (aka Run PE):
 - https://github.com/hasherezade/libpeconv/blob/master/run_pe
 - Process Doppelganging:
 - https://github.com/hasherezade/process_doppelganging
 - Module Overloading:
 - https://github.com/hasherezade/module_overloading

