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Emotet takes the 64-bit Route

By Rajesh RMay 16, 2022

Emotet is a downloader malware which has been used in many spam campaigns. A couple of weeks back my colleague uncovered the delivery mechanism and the initial components of the Emotet kill chain in this [blog](#). We noticed that Emotet has been actively evolving its delivery mechanism to avoid detection. In 2019, right before the take down, it changed its payload from EXE to DLL. Right after that, botnets like Qbot and IcedID followed this pattern. In the week prior to writing this blog, we observed Emotet making a sudden shift to 64-bit payloads. However, there is no change in its overall kill chain.



Figure 1: Emotet workflow

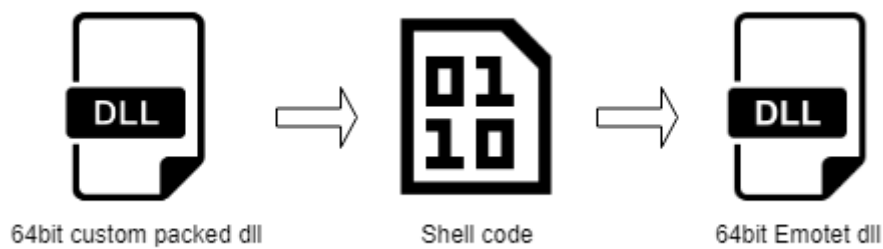


Figure 2: Emotet payload unpack flow

First level payload (Custom packed)

The first level payload was a 64-bit DLL executed by the spam document having the Emotet payload using regsvr32.exe. First level payload was a custom packed DLL with a lot of random export functions with junk code. The malicious component was found only in WinMain and DllRegisterServer functions.

Ordinal	Function RVA	Name Ordinal	Name RVA	Name
(nFunctions)	Dword	Word	Dword	szAnsi
00000001	00047480	0000	0006681E	DllRegisterServer
00000002	00045E30	0001	0006667F	AXzdozgUWyB
00000003	00045D20	0002	0006668B	AYPMgilKGvwRZCBecChr
00000004	000453D0	0003	000666A0	AeirHZ
00000005	00045C90	0004	000666A7	AgcSGT
00000006	00045F40	0005	000666AE	AgpSnXXdWieVVsvGyhysuEPH
00000007	00045B10	0006	000666C7	AiTIZjfbujl
00000008	00045DF0	0007	000666D4	AmnuouuymAIH
00000009	00045C50	0008	000666E1	BAIVJZTIYQFXwwDJ
0000000A	000456A0	0009	000666F2	BBwDKUmURRpQWbEgDHVSoXLIG
0000000B	00045F20	000A	0006670C	BCHYkv
0000000C	00045170	000B	00066713	BJPZicYPeltHvz
0000000D	00045EB0	000C	00066722	BhnwXpzBOsgU
0000000E	00045A50	000D	0006672F	BiFbolmLGZBRI
0000000F	00045150	000E	0006673D	CDWJWoVaVWKM
00000010	00045780	000F	0006674A	CEBMNbcJfvFOQDlvthhZgUuJAk
00000011	00045810	0010	00066765	CiYCKYydFbvIXH
00000012	00045480	0011	00066774	CxpIOrRE
00000013	000456E0	0012	0006677D	DDdVbebANOSGosoGNSA
00000014	000456D0	0013	00066791	DDonokEQuBdDuvkCdMAOXVO

Figure 3: 64bit Custom packed DLL export functions

The main function contains a lot of byte variables containing encrypted shell code which then allocates heap memory with “PAGE_EXECUTE_READWRITE” permission and proceeds to decrypt and execute the shell code.

```
local_89 = 0x68;
local_88 = 0x98;
local_87 = 0xd5;
local_86 = 0x28;
local_85 = 0x33;
local_84 = 0xb3;
local_83 = 0x3c;
local_82 = 0xad;
local_81 = 0x15;
local_80 = 0x12;
local_7f = 0x70;
local_7e = 6;
local_7d = 0xbf;
local_7c = 0x3e;
local_7b = 0x49;
local_7a = 0x1a;
local_79 = 0x6b;
local_78 = 0xf4;
local_77 = 0x9b;
local_76 = 0x25;
local_75 = 0x6a;
local_74 = 0x85;
pcVar3 = "st41eFN4Jm2#w_55Fk6^YP*p!UOz*QHxJswYwA#+ZkX>*";
pcVar4 = local_68;
for (lVar2 = 0x2e; lVar2 != 0; lVar2 = lVar2 + -1) {
    *pcVar4 = *pcVar3;
    pcVar3 = pcVar3 + 1;
    pcVar4 = pcVar4 + 1;
}
local_bb8 = 0xb35;
local_38 = (code *)VirtualAlloc((LPVOID)0x0, 0xb35, 0x3000, 0x40);
Decryption((longlong)local_ba8, (longlong)local_38, (longlong)loc
DAT_1006fec0 = (*local_38)(param_1, local_68, 0x2e, local_30);
FUN_1002a690(local_20 ^ (ulonglong)stack0xffffffffffff418);
return;
```

Encrypted bytes
stored as variables

Decrypt and
Execution of shell
code

Figure 4: Shell code decryption by custom packed DLL

Second level payload (Shell code)

The shell code’s purpose is to load the DLL and API used in the next level of the payload, which decrypts the Emotet’s core payload.

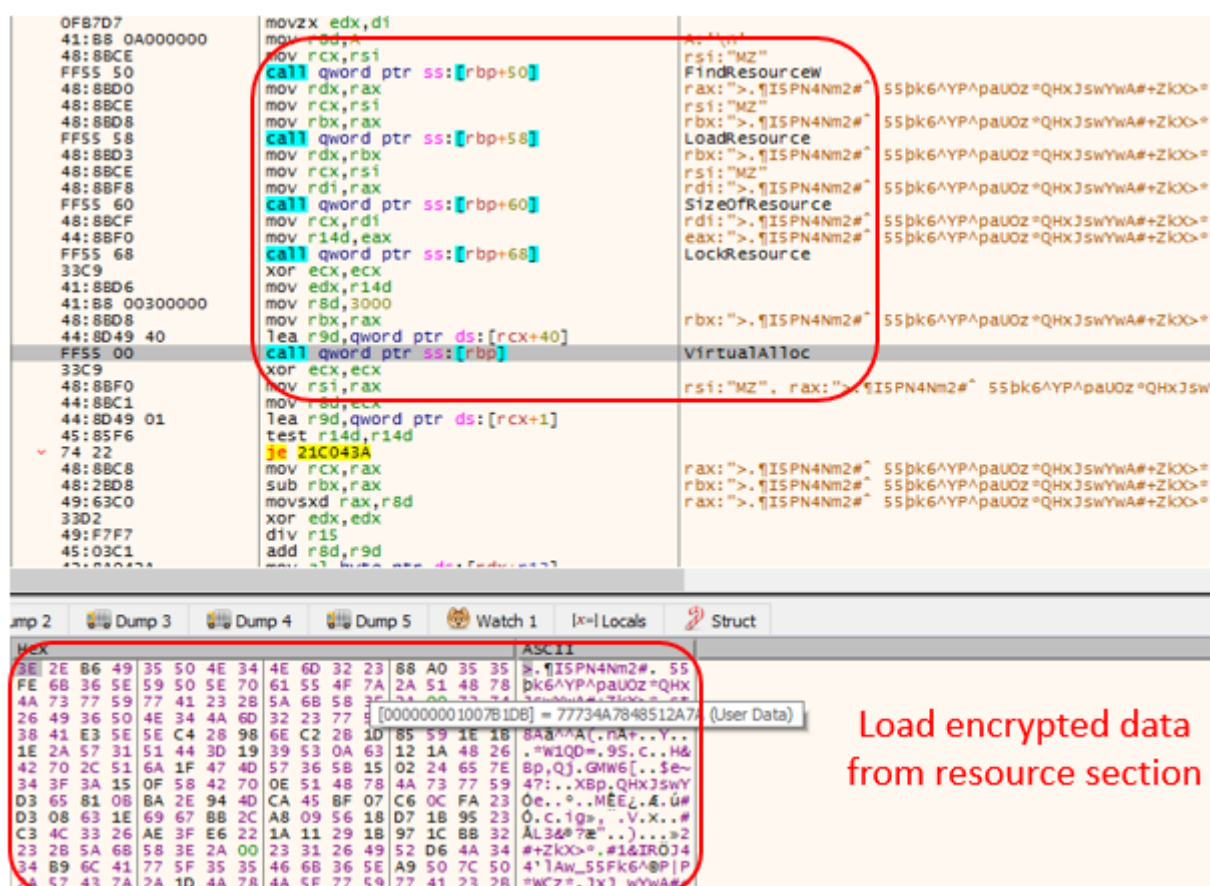


Figure 5: Shell code load encrypted data from resource section

The shell code's function was to decrypt and execute the 64-bit DLL payload which has Emotet's main functionality. In order to avoid detection, the shell code copies the decrypted DLL file content to a heap memory without the DOS header. It then sets permission to regions of the copied file based on PE sections characteristics in the section header having the partial copied file using VirtualProtect API.

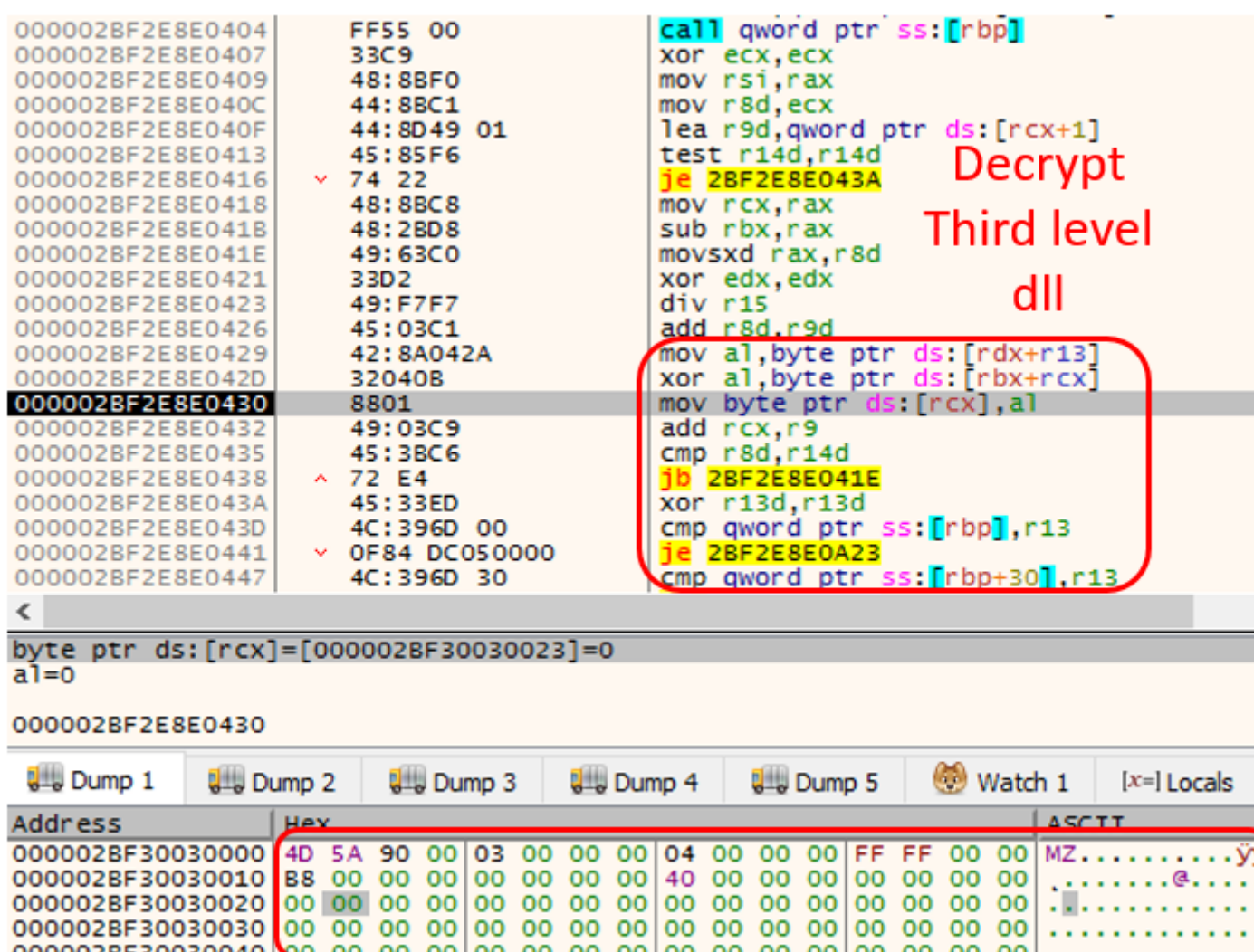


Figure 6: Decrypt third level payload which is Emotet's main DLL


```
if (((((pcStack248 != UndefinedFunction_00000000) && (pcStack200 != UndefinedFunction_00000000))
&& (pcStack216 != UndefinedFunction_00000000)) &&
((pcStack192 != UndefinedFunction_00000000 && (pcStack136 != UndefinedFunction_00000000)))) &&
((piVar27 = (int *) (pbVar16 + *(int *) (pbVar16 + 0x3c)), *piVar27 == 0x4550 &&
((*(short *) (piVar27 + 1) == -0x799c && ((piVar27[0xe] & 1U) == 0)))))) {
uVar35 = uVar17;
if (*(ushort *) ((longlong)piVar27 + 6) != 0) {
uVar34 = (ulonglong) *(ushort *) ((longlong)piVar27 + 6);
piVar21 = (int *) ((ulonglong) *(ushort *) (piVar27 + 5) + 0x24 + (longlong)piVar27);
do {
if (piVar21[1] == 0) {
uVar11 = *piVar21 + piVar27[0xe];
}
else {
uVar11 = piVar21[1] + *piVar21;
}
if ((uint)uVar35 < uVar11) {
uVar35 = (ulonglong)uVar11;
}
piVar21 = piVar21 + 10;
uVar34 = uVar34 - 1;
} while (uVar34 != 0);
}
```

Compare PE and copy PE
file without DOS header

Figure 7: Copy decrypted PE file without DOS header to another heap memory

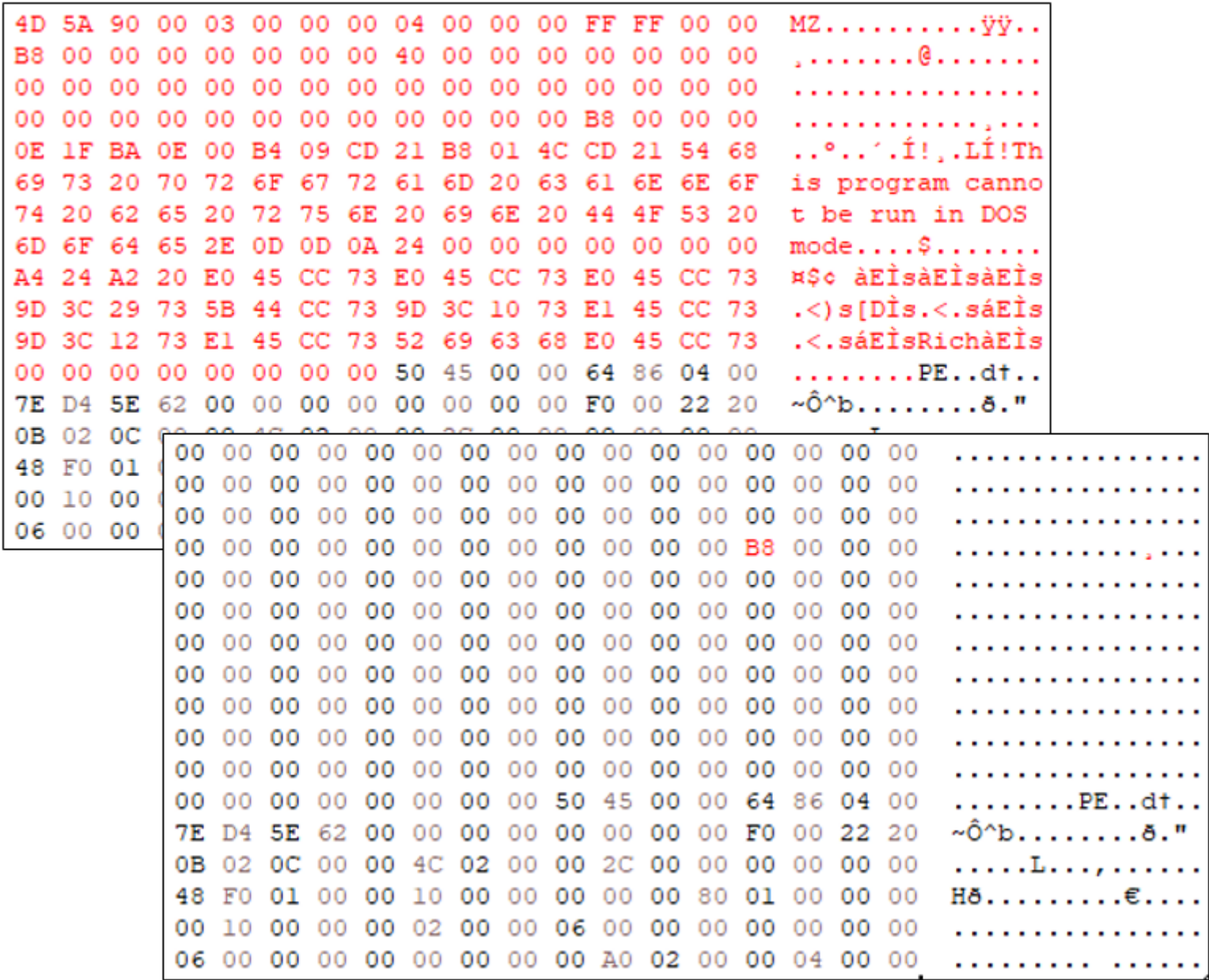


Figure 8: Partially Copied PE file

Then the shell code executes the main function of the third level DLL (partially copied DLL) which only checks the parameter and returns to the shell code. With this the main function and shell code execution is completed. After this regsvr32.exe executes the “DllRegisterServer” of first level Emotet export function which in turn executes the third level “DllRegisterServer”.

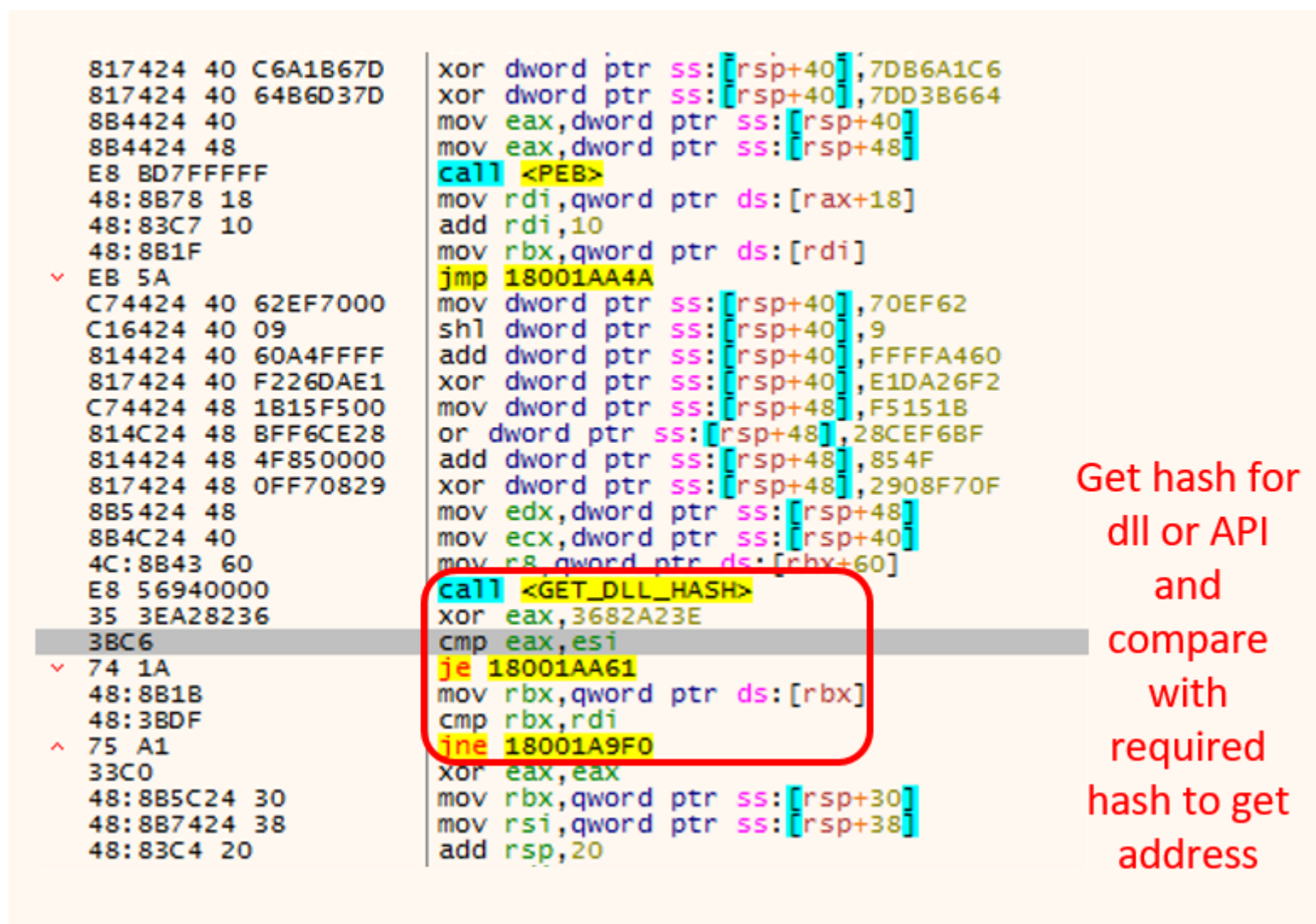


Figure 11: Get API address from loaded memory

Every string used in the Emotet for API argument is decrypted at the time it is needed and removed from memory after it is used. Below is the screenshot of string “%s %s”, used in string concatenation, being decrypted.

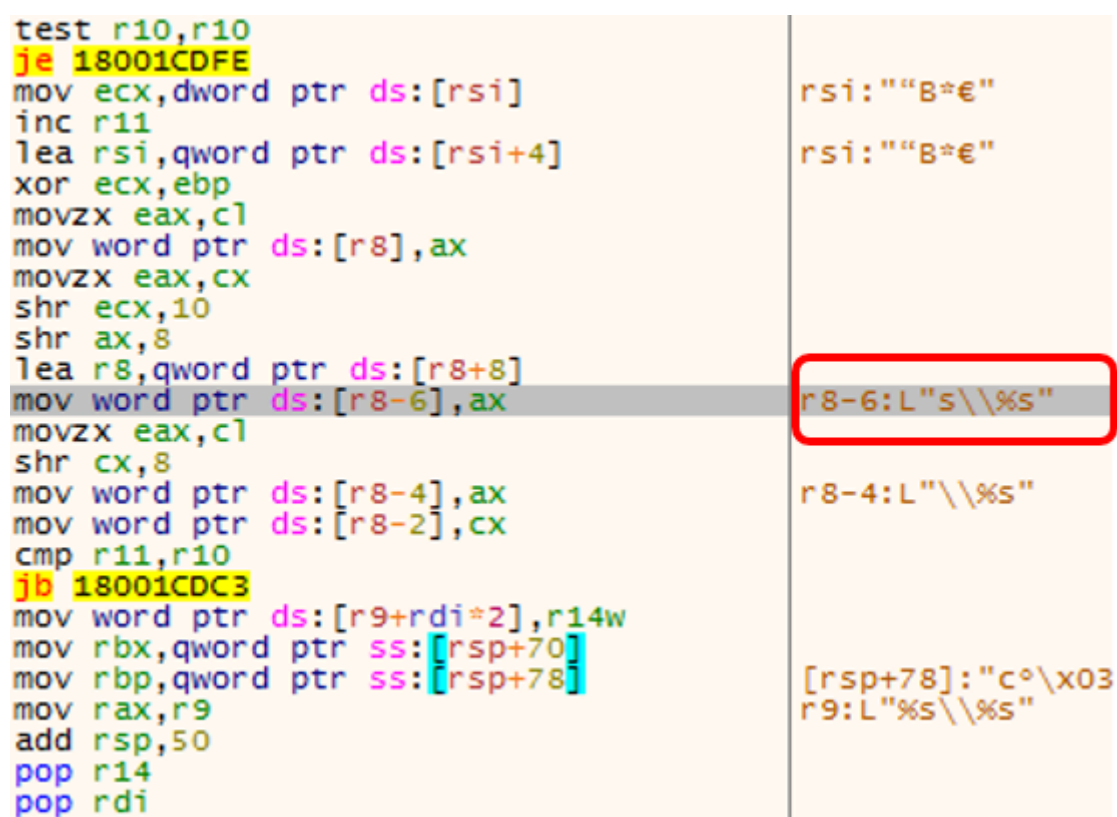


Figure 12: String decryption loop

Emotet then copies itself to the ProgramData folder on its first run. It does so by comparing `GetSystemTimeAsFileTime` and `GetFileInformationByHandleEx(_FILE_BASIC_INFO)` with a constant value. Based on the result, the Emotet binary is self-copied in the folder ProgramData and deletes the “Zone.Identifier” component of the copied file or executes the Emotet’s main functionality. `GetFileInformationByHandleEx(_FILE_BASIC_INFO)` is used to retrieve file creation time from the zone identifier. Now the copied file will be less than the saved constant value.

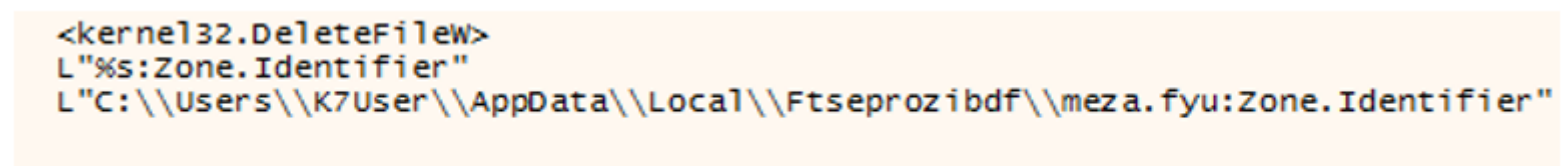


Figure 13: Delete zone identifier of copied file

It then collects following information from the victim’s system

- Computer name
- Volume information of OS directory
- RtlGetVersion
- System native information
- Malware execution path with file name

All the collected information is encrypted using the Elliptic Curve Cryptography Algorithm. Following API flow is used to encrypt the data. Finally, they convert the encrypted data to base64.

- BCryptOpenAlgorithmProvider
- BcryptDeriveKey
- BcryptGetProperty
- BCryptImportKey
- BcryptGetProperty
- BCryptCreateHash
- BCryptHashData
- BCryptEncrypt
- CryptBinaryToStringW

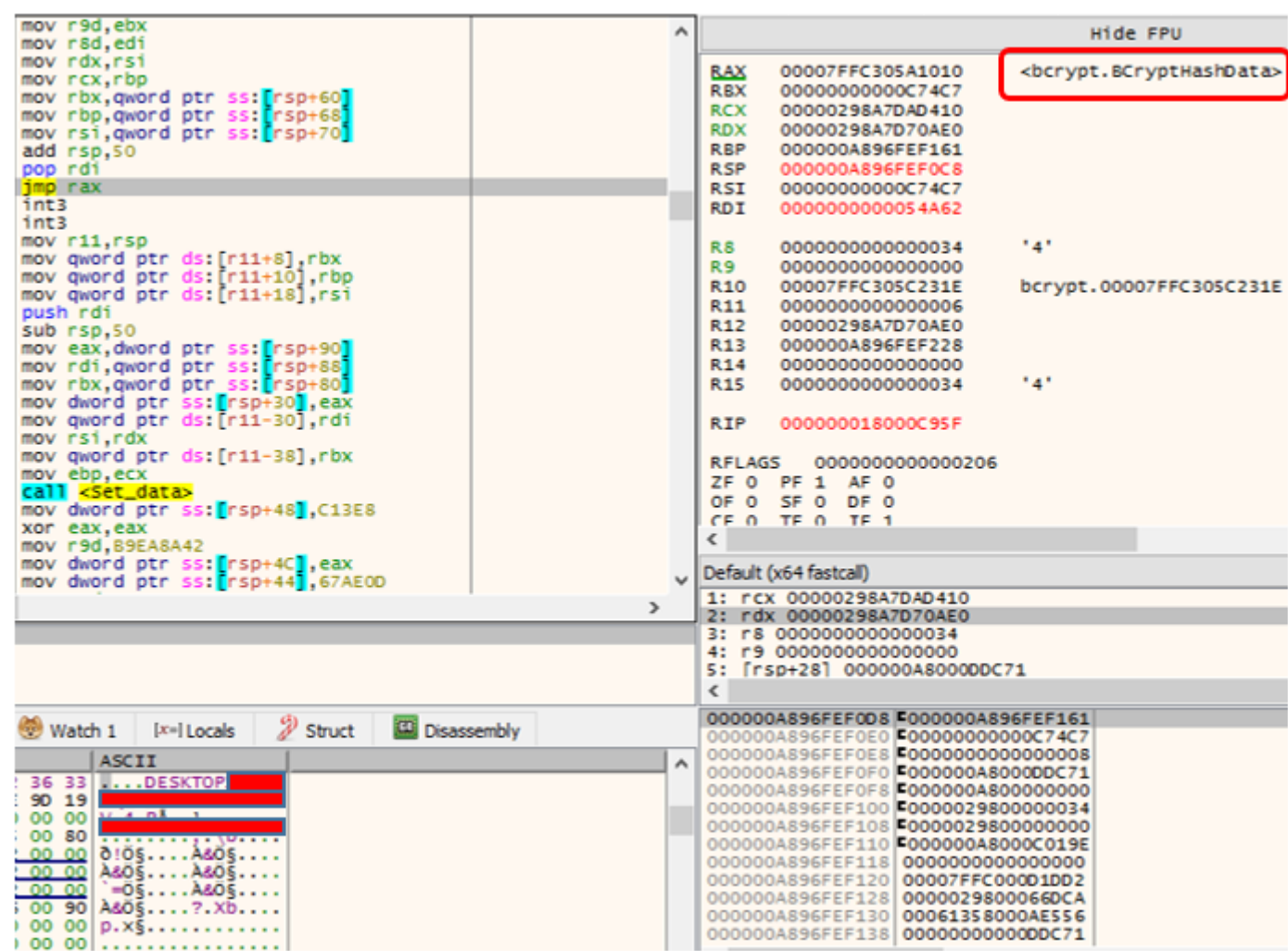


Figure 14: Encrypt user information

C2 communication

This third level payload decrypts a self-contained list of IP addresses which is used for C2 communication.

The converted base64 data is sent to the C&C.

Following APIs are used for C&C communication

- HttpOpenRequestW
- InternetOpenW
- InternetConnectW
- InternetQueryOptionW
- InternetSetOptionW
- InternetSendRequestW

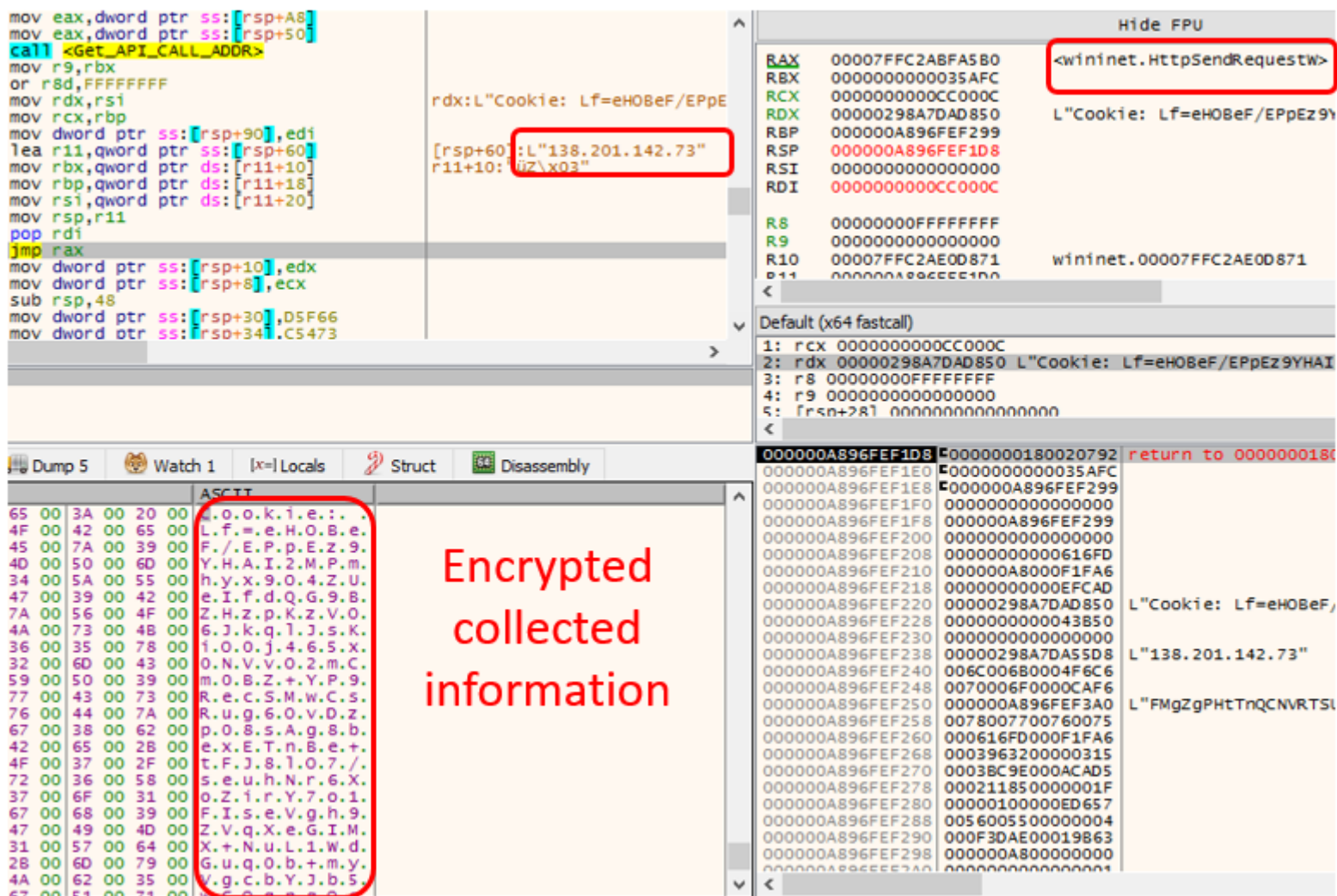


Figure 15: Send user data to C&C

After this stage, emotet is known to use Cobalt Strike beacons to deploy ransomware payloads.

In K7labs we keep on monitoring Emotet and its changes, we detect it in every layer like core malware behavior to custom packer.

Indicators of Compromise (IOCs)

SHA256: 7ba37f9a23ec25972d767bbc32a1eb5b3840455bac9b93fddc5d81fd3d21b261

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