



My data in your signed code

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The startup challenge

The app is shipped from the server

Each client configures the app to themselves

Can we make it better?

It is secure

Signed kernel driver

Signed application



What is Authenticode

Somebody created a hash of the code.

That somebody had access to a private key

The public certificate was trusted by MS

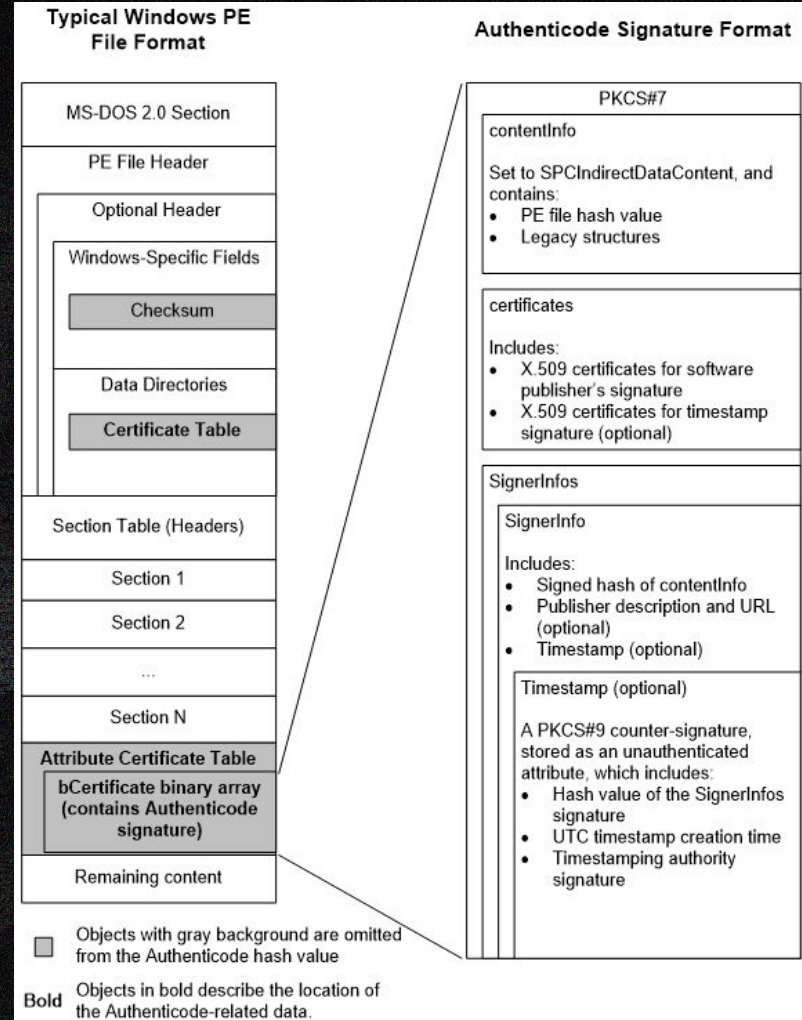
Authenticode PE Hash is not for everything



How it works

Not the whole PE is signed

- ❑ Windows Checksum
- ❑ Certificate Table
- ❑ Certs
- ❑ Info past the end of the last section, e.g. debug info



The Good

BH 2016 - Hiding data in the IMAGE_DATA_DIRECTORY by modifying dwLength of the WIN_CERTIFICATE structure

Custom PE loader to extract it

<https://github.com/med0x2e/SigFlip>

<https://www.blackhat.com/docs/us-16/materials/us-16-Nipravsky-Certificate-Bypass-Hiding-And-Executing-Malware-From-A-Digitally-Signed-Executable-wp.pdf>

The bad

No support for 64 bit

No support for DLL forwarding

Stopping PE loader breaks the process

The ugly

Known technique used by APT10/POTASSIUM in multiple campaigns

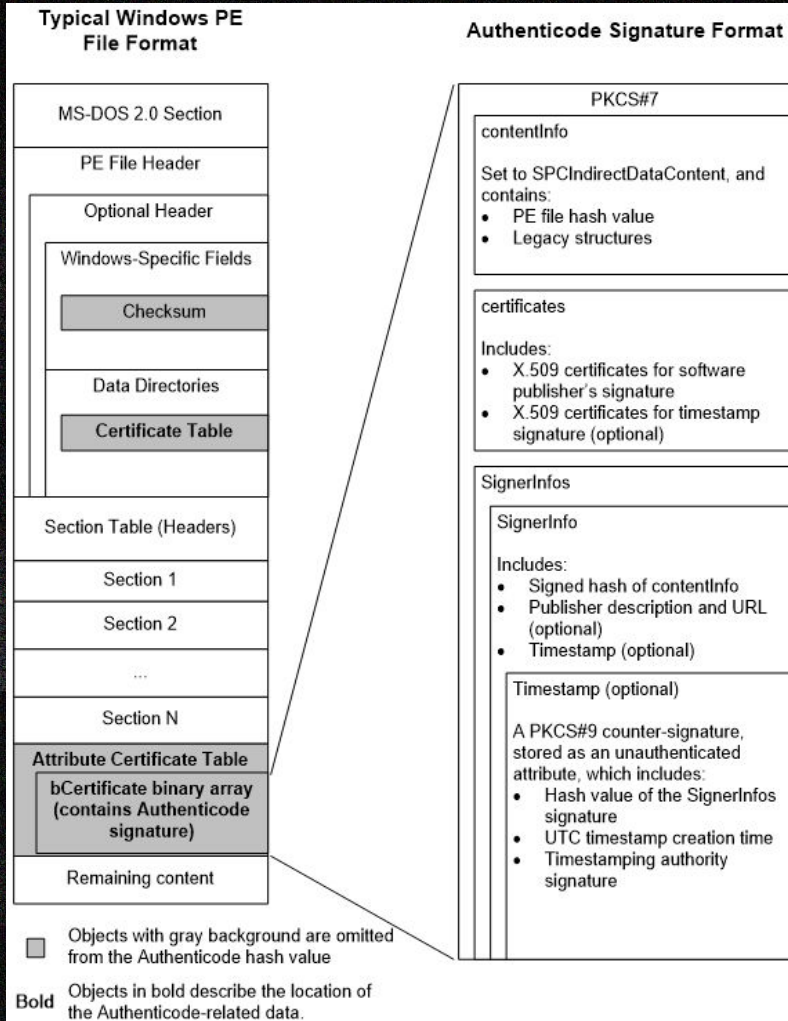
MS13-098 fix (KB2893294)

PKCS#7

RFC 5652

Authenticated signature

“Custom unauthenticated attributes”

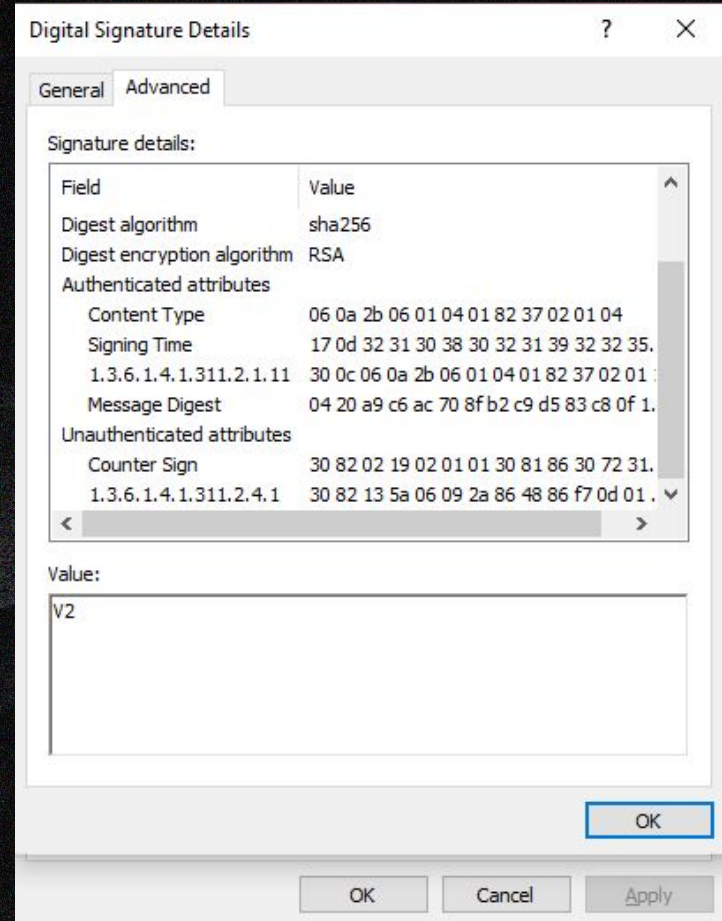


Unauthed attributes

Mocking up the table

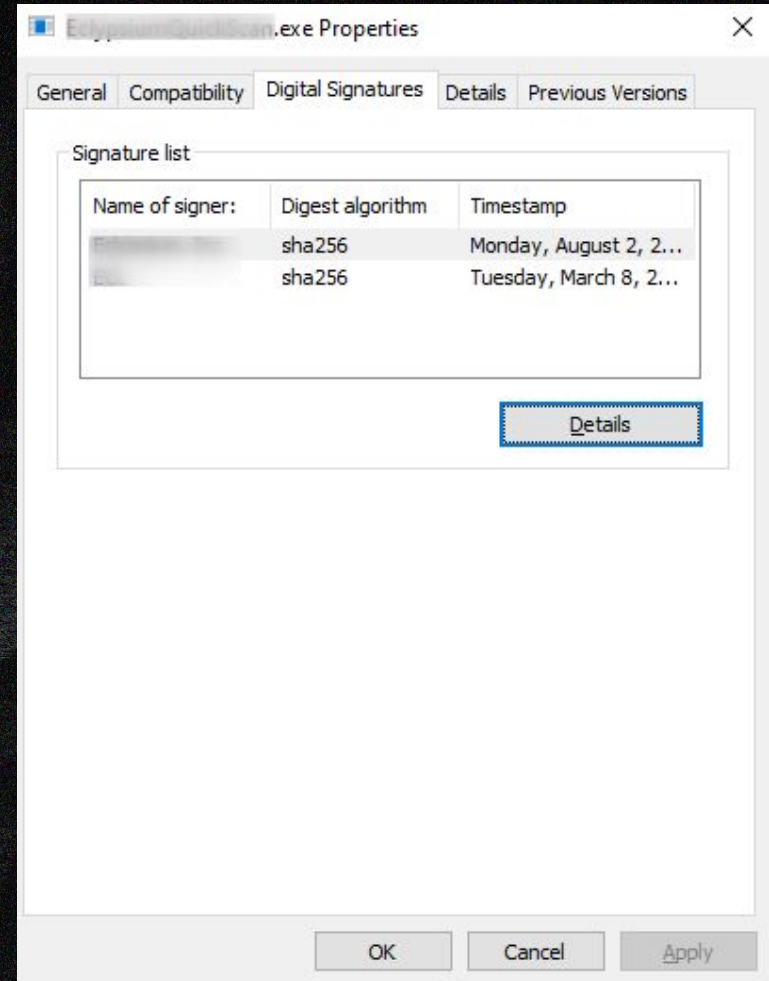
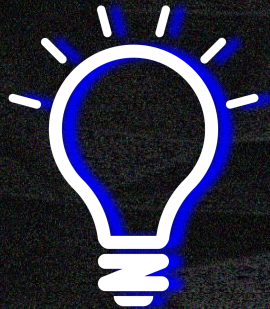
Non-standard

Easy to detect



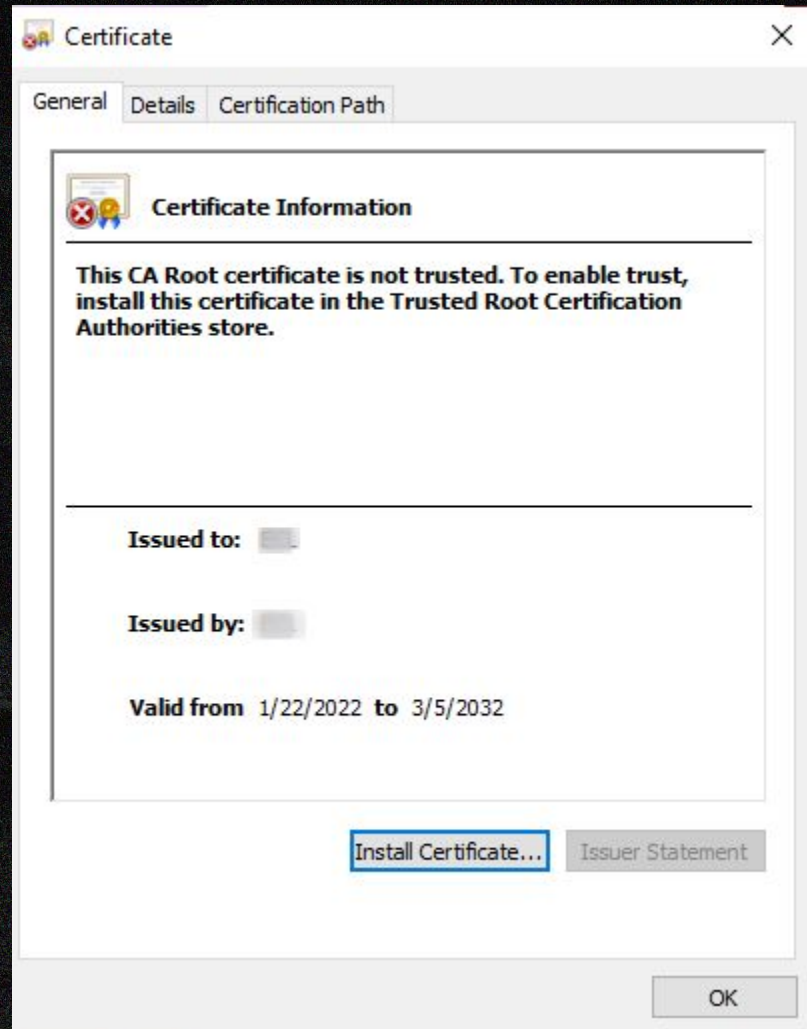
Sign it again

What happens if we throw in
another valid signature?

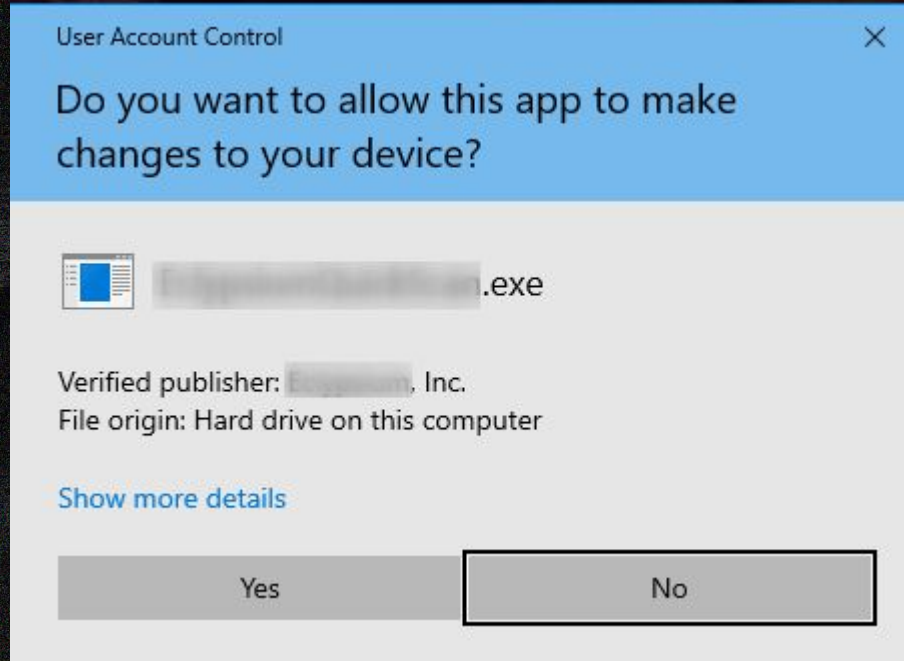


Obviously

Untrusted

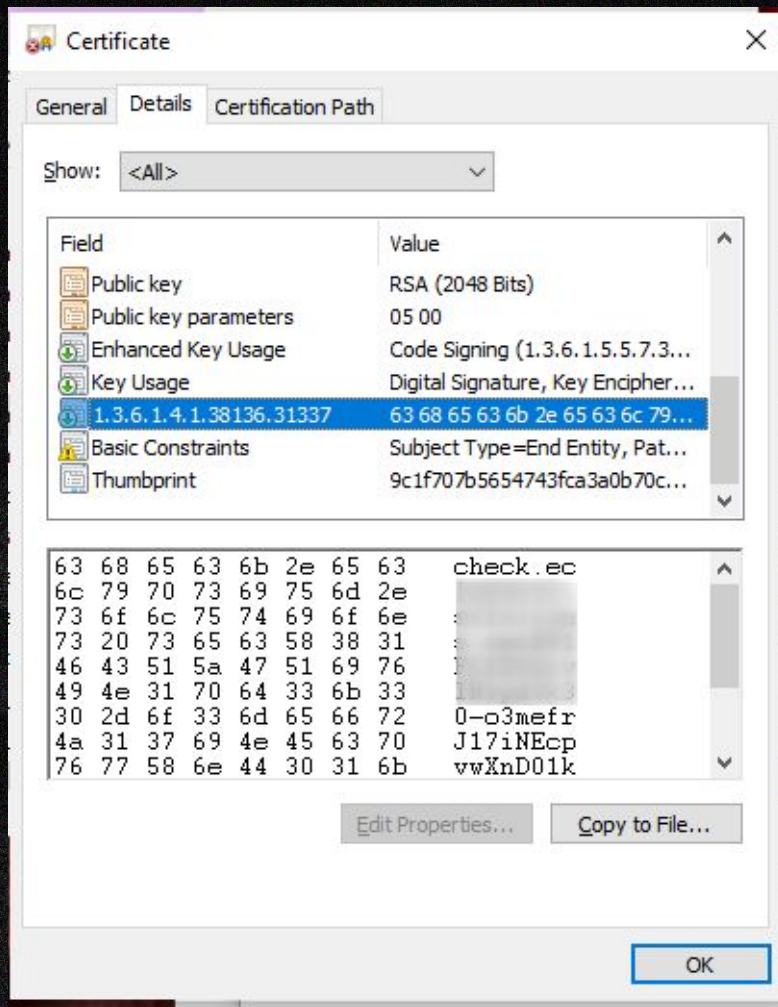


What if I run it?



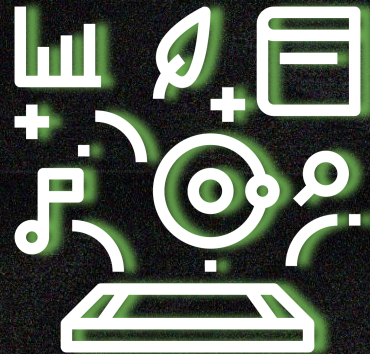
Game on

Packing custom attributes
chock-full of data



Injecting data

1. Start with a signed code
2. Create a self-signed Code Signing certificate
3. Add custom attributes
4. signtool/opensslsigncode
5. Profit



Extracting data at runtime

```
public class SignReader {  
  
    // Hardcoding stuff is fun, you should try it  
    public const string signOid = "1.3.6.1.4.1.38136.1337";  
    public const string signSubject = "CN=Certone";  
  
    public static int Main(string[] args) {  
        // string codeBase = Assembly.GetExecutingAssembly().Location; // does n  
        string codeBase = AppContext.BaseDirectory+System.AppDomain.CurrentDomain  
        if (args.Length == 0) {  
            System.Console.WriteLine($"Need a name of the signed executable to i  
            return 1;  
        }  
        try {  
            // var thisPath = System.Reflection.Assembly.GetExecutingAssembly().  
            var signData = ReadSignFromFile(args[0], signSubject, signOid);  
            var signText = Encoding.UTF8.GetString(signData);  
            string[] signParts = signText.Split(' ');
```


Personalized installers

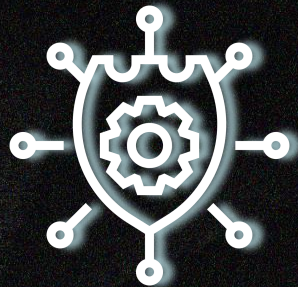
Release as usual

Have the webserver run injection on each download

The users just run it



Mmm-mmm-goodness



Hiding data in “benign” executable files

Spreading shellcode in multiple signed execs

Bypassing entropy detectors

Dynamically encrypting shellcode with keys in certs

Modding vulnerable kernel drivers to bypass “known bad” hash detections by EDR





<https://github.com/alexivkin/signreader-cs>

<https://github.com/alexivkin/signwriter-cs>

Everything is obvious

(once you know the answer)

 <https://github.com/alexivkin>

 @alexivkinx



EOF