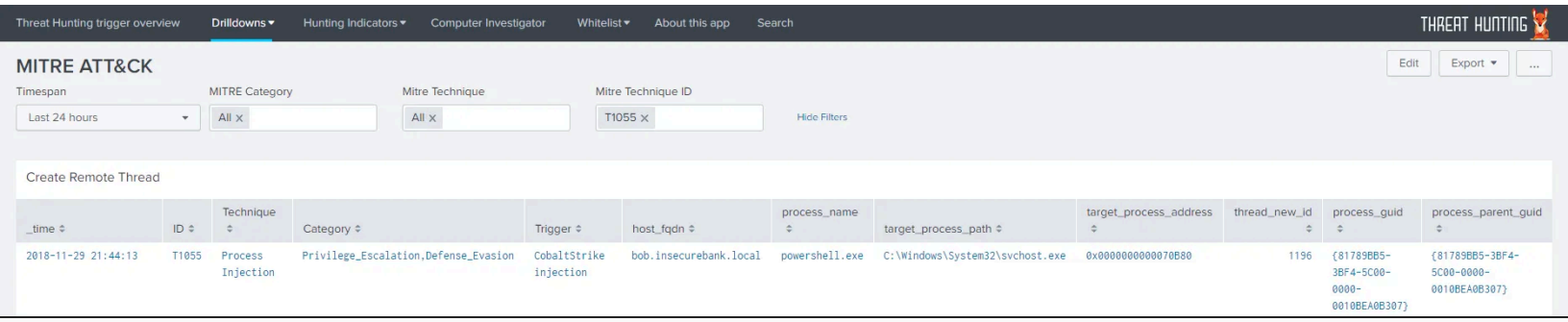
Cobalt Strike Remote Threads detection

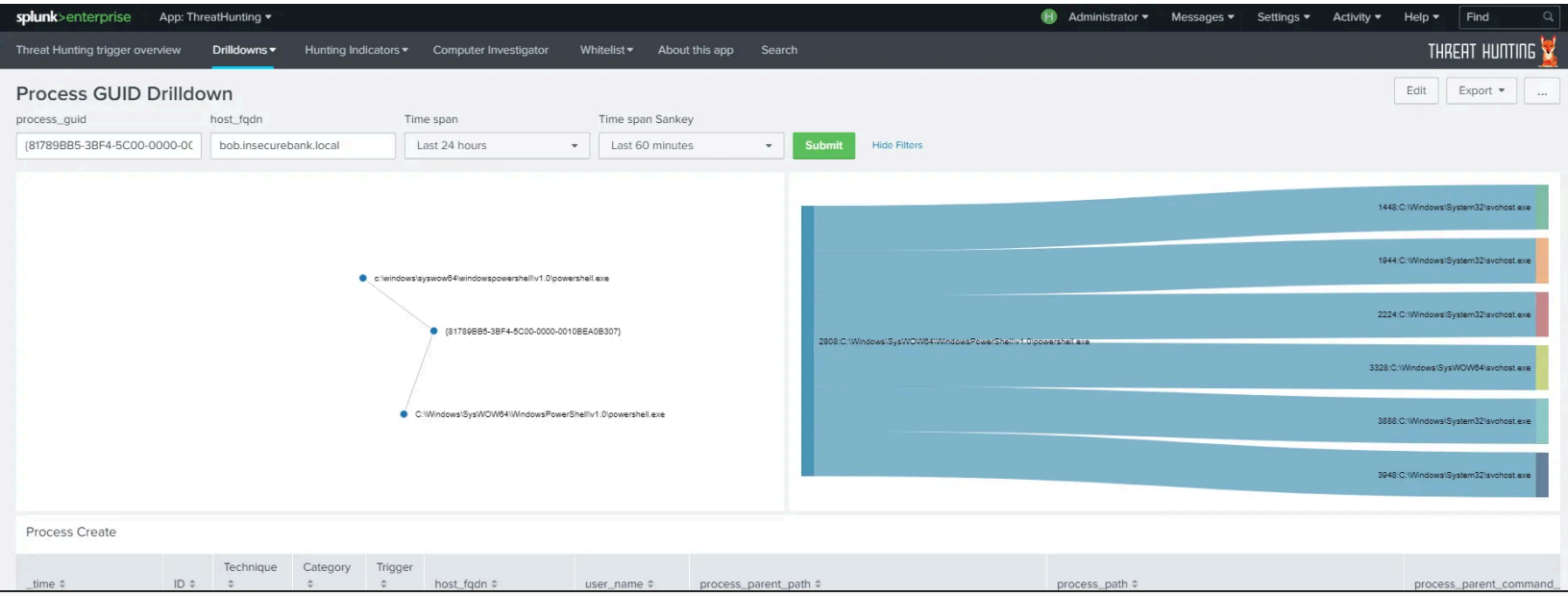
at the “Create Remote Thread” events and soon I noticed something interesting.

Every process injected bij Cobalt Strike is injected into a memory address which is starting from the same last 4 bytes on every thread.

_time	event_description	host	process_name	target_process_path	target_process_address	thread_new_id	process_guid	process_parent_guid
2018-11-29 21:24:35	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\svchost.exe	0x0000000000A[illegible]0B80	1820	{81789BB5-3BF4-5C00-0000-0010BEA0B307}	{81789BB5-3BF4-5C00-0000-0010BEA0B307}
2018-11-29 21:07:20	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\svchost.exe	0x0000000000A[illegible]0B80	3032	{81789BB5-3BF4-5C00-0000-0010BEA0B307}	{81789BB5-3BF4-5C00-0000-0010BEA0B307}
2018-11-29 19:32:10	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\svchost.exe	0x0000000000[illegible]0B80	4072	{81789BB5-3BF4-5C00-0000-0010BEA0B307}	{81789BB5-3BF4-5C00-0000-0010BEA0B307}
2018-11-29 19:20:45	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\svchost.exe	0x0000000000C[illegible]0B80	2848	{81789BB5-3BF4-5C00-0000-0010BEA0B307}	{81789BB5-3BF4-5C00-0000-0010BEA0B307}
2018-11-29 15:33:59	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\rundll32.exe	0x0000000000[illegible]0B80	2788	{81789BB5-024F-5C00-0000-00103D929F07}	{81789BB5-024F-5C00-0000-00103D929F07}
2018-11-29 15:18:22	Create Remote Thread	bob	powershell.exe	C:\Windows\System32\rundll32.exe	0x0000000000[illegible]0B80	4076	{81789BB5-024F-5C00-0000-00103D929F07}	{81789BB5-024F-5C00-0000-00103D929F07}

I've incorporated it into my ThreatHunting app, which will be released at BlackHat EU next week on Dec 5th. A detection of the event will look like this:





them.

Evasion

It seems there is a way to change this default behavior by using the following code in a malleable profile;

```
{ stage
    transform-x86 { # transform the x86 rDLL stage
    prepend "\x90\x90\x90\x90\x90\x90\x90\x90\x90"; # prepend 9
```

Detection strategy

Doing this will bypass detection of the rule mentioned above, this obviously can be changed or widened. This probably will introduce some more false positives. I believe going for the “0B80" still remains a valid detection, most red teams/adversaries won’t know about this thus won’t change the default.

On top of this baseline injection behavior in your environment, this is not that common that you get swamped by data anyway. Create an alert on

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