

Practical Malware Analysis & Triage



that picture of cosmo on your
desktop is now encrypted!

to save him, you must send 100 Huskycoin to <https://huskyhacks.dev>

hurry! you have 24 hours before we delete cosmo

Malware Analysis Report

Ransomware Malware

Jan 2022 | Richard G | v1.0



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Executive Summary

SHA256 hash	3D35CEBCF40705C23124FDC4656A7F400A316B8E96F1F9E0C187E82A9D17DCA3
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WannaHusky is a ransomware malware binary provided as a '*Practical Malware Analysis & Triage*' course sample. It is a ransomware binary that is written in Nim and executes on 32-bit Windows operating systems. When detonated, this binary changes the desktop wallpaper with the image displayed on the title page of this report, looks for and encrypts a file named '*cosmo.jpeg*' with a '*WANNAHUSKY*' file extension and spawns a command prompt that runs the 'tree' command.

A YARA signature rule is attached in Appendix A. Malware sample and hashes have been submitted to VirusTotal for further examination (see below link).

<https://www.virustotal.com/gui/file/3d35cebcf40705c23124fdc4656a7f400a316b8e96f1f9e0c187e82a9d17dca3>

High-Level Technical Summary

WannaHusky consists of three parts: the encryption of cosmo.jpeg, the changing of wallpaper via powershell 'ps1.ps1' script, and the spawning of a cmd.exe shell that runs the 'tree' command.





Malware Composition

WannaHusky consists of the following components:

File Name	SHA256 Hash
wannahusky.exe	3D35CEBCF40705C23124FDC4656A7F400A316B8E96F1F9E0C187E82A9D17DCA3
ps1.ps1	D6317F374F879CD4E67FB4E9DDC0D283926489F4C0D6CF07D912A247E5CFDE99

wannahusky.exe

The initial executable that runs and executes the WannaHusky ransomware. This executable contains all the functions that will execute various stages of the malware (this will be discussed in greater detail below).

ps1.ps1:

A PowerShell file that runs and sets the desktop wallpaper to 'WANNAHUSKY.png' as shown on the title page of this report. It contains the following content:

```
C: > Users > User > Desktop > ps1.ps1
1  $code = '@'
2  using System.Runtime.InteropServices;
3
4  namespace Win32{
5
6      public class Wallpaper{
7
8          [DllImport("user32.dll", CharSet=CharSet.Auto)]
9          static extern int SystemParametersInfo (int uAction , int uParam , string lpvParam , int fuWinIni) ;
10
11          public static void SetWallpaper(string thePath){
12              SystemParametersInfo(20,0,thePath,3);
13          }
14      }
15  }
16  '@
17  add-type $code
18
19  $currDir = Get-Location
20  $wallpaper = ".\WANNAHUSKY.PNG"
21  $fullpath = Join-Path -path $currDir -ChildPath $wallpaper
22
23  [Win32.Wallpaper]::SetWallpaper($fullpath)
```

Fig 1: PowerShell script dropped from WannaHusky.exe file. This file will later be removed from disk during process execution.



Basic Static Analysis

Interesting Strings

There were many interesting strings obtained from basic static analysis of this binary. Firstly, there are many references to 'nim' and 'nim' libraries, giving us an insight into the binary's creation language. Subsequent analysis confirms this theory.

```
λ floss -n 10 Ransomware.wannahusky.exe | grep nim
@iterators.nim(222, 11) `len(a) == L` the length of the string changed while iterating over it
@bcmode.nim(456, 9) `
@bcmode.nim(455, 9) `
streams.nim
@bcmode.nim(503, 9) `len(input) <= len(output)`
stdlib_io.nim.c
stdlib_times.nim.c
stdlib_os.nim.c
@mwannahusky.nim.c_asgnRef0
```

There are also references to 'nim' crypto libraries, which were early indicators that this was the 'ransomware' class of malware:

```
@m..@s..@s..@s..@s..@s..@s.nimble@spkgs@snimcrypto-0.5.4@snimcrypto@sutils.nim.c
@digest__CXo4xdrVR0UXF9a0cb9aJFYg@8
@m..@s..@s..@s..@s..@s..@s.nimble@spkgs@snimcrypto-0.5.4@snimcrypto@shash.nim.c
```

The most interesting output from strings, however, is what would later turn out to be identified as the entire output of the 'ps1.ps1' file shown above in the 'Malware Composition' section of this report.

Signs of the Initial Infection

Upon execution of this binary, we see quite a number of things happen. Firstly, we notice that the desktop wallpaper is changed to an image of a husky graphic with the following text: *"that picture of cosmo on your desktop is now encrypted! To save him, you must send 100 Huskycoin to hXXps://huskyhacks[.]dev hurry! You have 24 hours before we delete cosmo"*.



The file that was once named '*cosmo.jpeg*' on the Desktop has had its thumbnail changed and its file extension changed to '*cosmo.WANNAHUSKY*'. We can also see a command prompt window displaying the output of the '*tree*' command.



Advanced Static Analysis

Disassembling via Cutter

After opening 'wannahusky.exe' in Cutter, we can delve a little deeper into the functionality of this binary. There are numerous functions with 'main' in their names, however we quickly learn that 'NimMainModule_0' is the function worth investigating.

```
81: @NimMainModule@0 ();
0x0040e052    push ebp
0x0040e053    mov ecx, @TM__njFKfyRiYvmtvTKocFwDw_2@0 ; 0x40d8a1
0x0040e058    mov ebp, esp
0x0040e05a    sub esp, 8
0x0040e05d    call @nimRegisterGlobalMarker@4 ; sym._nimRegisterGlobalMarker_4
0x0040e062    mov ecx, @TM__njFKfyRiYvmtvTKocFwDw_3@0 ; 0x40d894
0x0040e067    call @nimRegisterGlobalMarker@4 ; sym._nimRegisterGlobalMarker_4
0x0040e06c    call @nosGetCurrentDir@0 ; sym._nosGetCurrentDir_0
0x0040e071    mov edx, eax
0x0040e073    mov eax, 0x424860 ; 'HB'
0x0040e078    call _asgnRef ; sym._asgnRef_3
0x0040e07d    call @nosGetHomeDir@0 ; sym._nosGetHomeDir_0
0x0040e082    mov edx, eax
0x0040e084    mov eax, 0x424870 ; 'pHB'
0x0040e089    call _asgnRef ; sym._asgnRef_3
0x0040e08e    call @wannaHusky__4JhDTDCSrwYIQ19bJbLaL2w@0 ; sym._wannaHusky__4JhDTDCSrwYIQ19bJbLaL2w_0
0x0040e093    call @changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2@0 ; sym._changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2_0
0x0040e098    mov ecx, 0x411e40
0x0040e09d    leave
0x0040e09e    jmp @nosexecShellCmd@4 ; sym._nosexecShellCmd_4
```

wannaHusky__4JhDTDCSrwYIQ19bJbLaL2w@0

All actions to do with the 'cosmo.jpeg' file, including the encryption and file extension changing happen within this function.

changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2@0

This function is responsible for assembling the wallpaper image 'WANNAHUSKY.png', loading the 'ps1.ps1' script and executing it to change the desktop wallpaper.

nosexecShellCmd@4

This function is responsible for all actions pertaining to the cmd.exe window that spawns, running the 'tree' command.



Advanced Dynamic Analysis

Further investigation with ProcMon and x32dbg

The following image shows the process tree at time of binary execution. The powershell.exe process is responsible for assembling the wallpaper and running the 'ps1.ps1' script that actually sets the wallpaper. The tree command in the command prompt window appears to be a decoy and serves no further functionality.

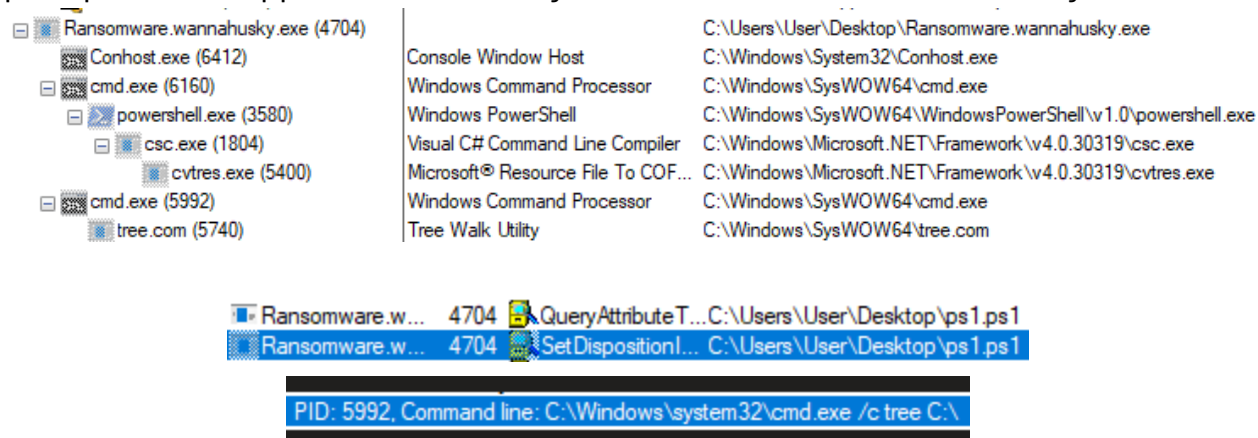


Fig 2: Process tree showing execution processes. Below that is the ps1 file that is run at time of execution, and finally the exact 'tree' command that is run.

As this powershell file deletes itself from disk after a short period of time, it was obtained by setting a breakpoint at address 0x00407b47 (this is the address of the '@nosremoveFile@4' function - the jmp call to which is located within the '@changeBackground' function), this prevents the file deletion from occurring. The contents of this PowerShell script are seen above in the 'Malware Composition' section of the report in Fig 1.

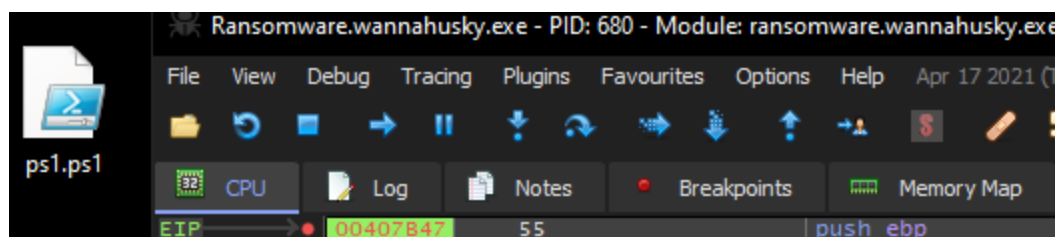


Fig 3: PowerShell script obtained by setting a breakpoint and controlling process execution flow in x32dbg.



Indicators of Compromise

The full list of IOCs can be found in the Appendices.

Network Indicators

No network indicators were found for this binary.

Host-based Indicators

'wannahusky.exe' -

3D35CEBCF40705C23124FDC4656A7F400A316B8E96F1F9E0C187E82A9D17
DCA3

'ps1.ps1' -

D6317F374F879CD4E67FB4E9DDC0D283926489F4C0D6CF07D912A247E5CF
DE99

C:\Windows\system32\cmd.exe /c powershell C:\Users\User\Desktop\ps1.ps1

```
1  $code = @"
2  using System.Runtime.InteropServices;
3
4  namespace Win32{
5
6      public class Wallpaper{
7
8          [DllImport("user32.dll", CharSet=CharSet.Auto)]
9          static extern int SystemParametersInfo (int uAction , int uParam , string lpvParam , int fuWinIni) ;
10
11         public static void SetWallpaper(string thePath){
12             SystemParametersInfo(20,0,thePath,3);
13         }
14     }
15 }
16 @"
17 add-type $code
18
19 $currDir = Get-Location
20 $wallpaper = "..\WANNAHUSKY.PNG"
21 $fullpath = Join-Path -path $currDir -ChildPath $wallpaper
22
23 [Win32.Wallpaper]::SetWallpaper($fullpath)
```

'cosmo.WANNAHUSKY':

12:37:...	Ransomware.w...	4704	ReadFile	C:\Users\User\Desktop\cosmo.jpeg
12:37:...	Ransomware.w...	4704	CloseFile	C:\Users\User\Desktop\cosmo.jpeg
12:37:...	Ransomware.w...	4704	CreateFile	C:\Users\User\Desktop\cosmo.WANNAHUSKY

WannaHusky Ransomware

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Rules & Signatures

A full set of YARA rules is included in Appendix A.

`$magic_byte = { 4D 5A }`

This is the hex equivalent of the ascii characters 'MZ' which denotes that a file is a Portable Executable and can be used to narrow our search for binaries only.

`$a = { 40 77 61 6e 6e 61 48 75 73 6b 79 }`

This string is looking for the ascii characters of "@wannaHusky" - this is a function name within the binary itself and is a good string to match on as it is a fairly unique string.

`$b = "@Desktop\\WANNAHUSKY.png" ascii`

This looks for the ascii string of the above, which is a file that is compiled and set as the desktop wallpaper during binary execution.

All three of these conditions are used in conjunction to locate this ransomware binary.

```
C:\Users\User\Desktop
λ yara32 -w -s -p 32 husky.yara .
wannaHusky .\Ransomware.wannahusky.exe
0x0:$magic_byte: 4D 5A
0x62a17:$a: 40 77 61 6E 6E 61 48 75 73 6B 79
0xfce7:$b: @Desktop\WANNAHUSKY.png
```



Appendices

A. Yara Rules

Full Yara repository located at: <https://github.com/ventdrop/PMATlabs>

```
rule wannaHusky {  
  
    meta:  
        last_updated = "2022-01-26"  
        author = "@ventdrop"  
        description = "A rule for locating wannaHusky ransomware"  
  
    strings:  
        $magic_byte = { 4D 5A } // MZ byte  
        $a = {40 77 61 6e 6e 61 48 75 73 6b 79} // @wannaHusky function in hex  
        $b = "@Desktop\\WANNAHUSKY.png" ascii  
    condition:  
        ($magic_byte at 0x00) and ($a and $b)  
}
```