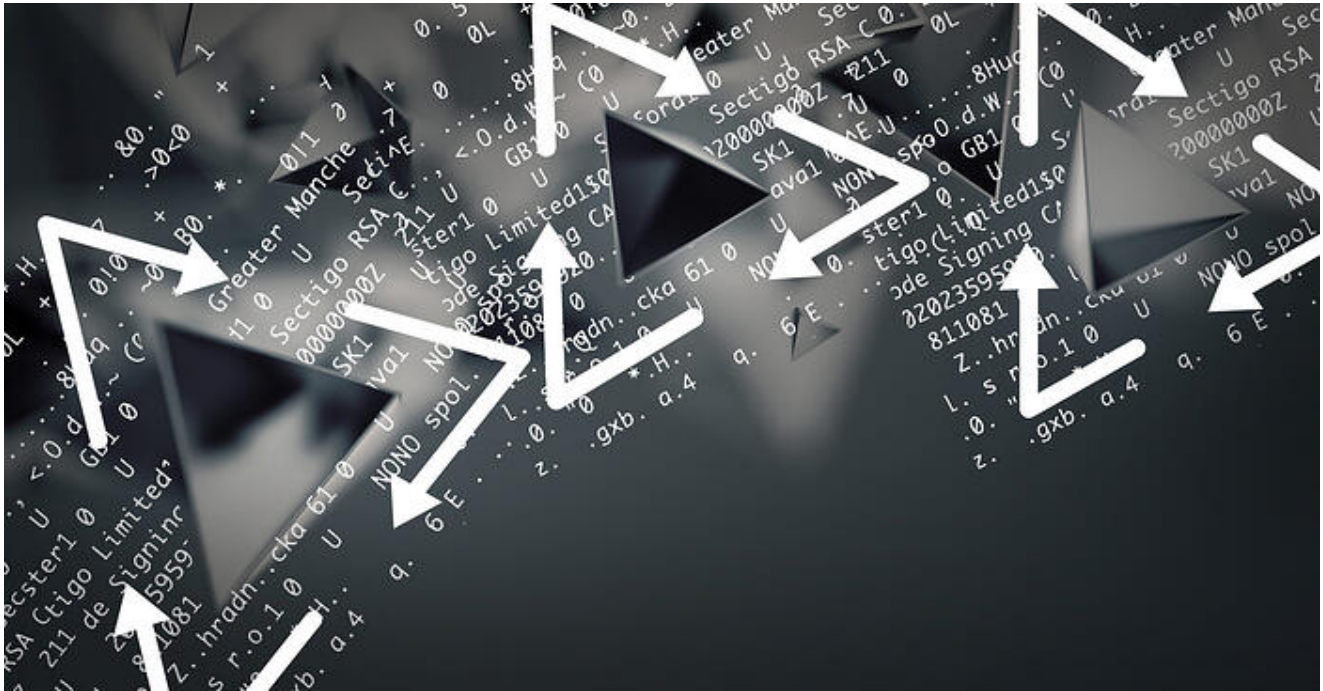






Blog Author

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One of the core tenets of computer science is code reuse. Why write something new, when code that already exists can be repurposed or changed slightly and then reused for a different situation. This is no different in the world of malware. SystemBC is a family of remote access trojans used to provide access to the local network of a victim and are a beachhead for lateral movement inside that network <sup>1</sup>. SystemBC has been observed using a variety of packers <sup>2</sup>. One specific sample <sup>3</sup> has multiple stages of unpacking which eventually lead to an unpacker stub that has nearly complete code overlap with the unpacking stub used in DLL loaders that are found to deliver Ursnif, IcelD, DanaBot, Dridex, Zloader, HanciTor, Valak, and a single example of TrickBot. What follows is a detailed analysis of the packed SystemBC sample up to the unpacker stub in question. From that stub a large set of DLL loaders is discovered via YARA hunting. Finally, the generalized process for dumping the payload from these DLLs is shown.

## Packed SystemBC Sample

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The first stage of the packer in this sample has some extraneous code in addition to the code that performs initial unpacking. Other than this extraneous code, there are a few key points of interest. The first one being a mutex, "guessHi", that is checked for near the start of execution in the main function. This mutex loaded from a hard coded string along with the call to OpenMutexW is shown in Figure 1.

```

0041632e 53      push    ebx {__saved_ebx} {0x0}
0041632f 52      push    edx {var_8}
00416330 a324794500  mov    dword [data_457924], eax
00416335 e896fbffff  call   mal_415ed0
0041633a 83c404   add    esp, 0x4
0041633d 68083c4300  push   0x433c08 {"guessHi"}
00416342 6a00     push   0x0 {var_c}
00416344 6a01     push   0x1 {var_10}
00416346 8bd8     mov    ebx, eax
00416348 ff152c224300  call   dword [OpenMutexW@IAT]
0041634e 8a4c2408  mov    cl, byte [esp+0x8 {arg1}]
00416352 b809000000  mov    eax, 0x9
00416357 eb07     jmp    0x416360

```

Figure 1: Code Block with "guessHi" String and OpenMutexW

Another interesting feature of the file is a cryptographic signature block at the end of the file, but according to the PE header, there is no signature directory content. Because of this missing data in the header, this file is not properly signed. The data directories from the PE header with the empty security directory highlighted is shown in Figure 2.

Analysis [Data Directories]			
Name	Offset	Size	
Export Directory RVA	00000168	4	00000000
Export Directory Size	0000016C	4	00000000
Import Directory RVA	00000170	4	00038924
Import Directory Size	00000174	4	00000118
Resource Directory RVA	00000178	4	0005C000
Resource Directory Size	0000017C	4	0000042E
Exception Directory RVA	00000180	4	00000000
Exception Directory Size	00000184	4	00000000
Security Directory Offset	00000188	4	00000000
Security Directory Size	0000018C	4	00000000
Relocation Directory RVA	00000190	4	00000000
Relocation Directory Size	00000194	4	00000000
Debug Directory RVA	00000198	4	000324B0

Figure 2: No Security Directory Referenced in PE Header

However, looking at the very end of the file in a hex editor reveals that there is a blob of DER encoded binary that is clearly a cryptographic signature for the file. Because this DER data is not referenced in the header as shown above, this signature may have been copied from a different file. The start of this signature blob is shown in Figure 3.

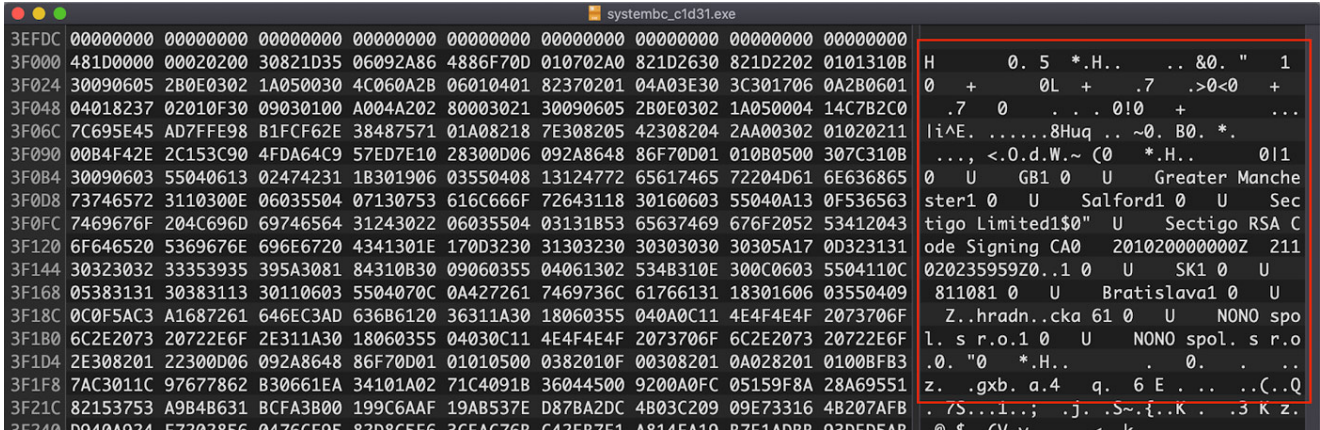


Figure 3: Cryptographic Signature Blob

Looking more closely at the content in this signature, a Gmail address is revealed: "draskovicnono[ @ ]gmail[ . ]com". This email address is highlighted in Figure 4.

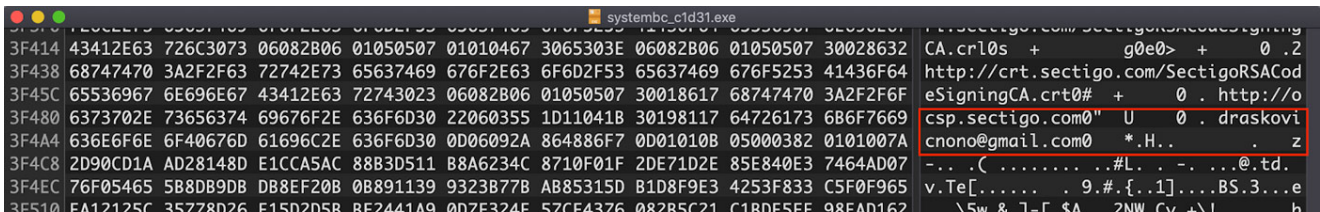


Figure 4: Gmail Address in Signature

Additionally, this same email address can be found using the search feature on the extracted strings list in the Titanium Platform. This string search is shown in Figure 5.

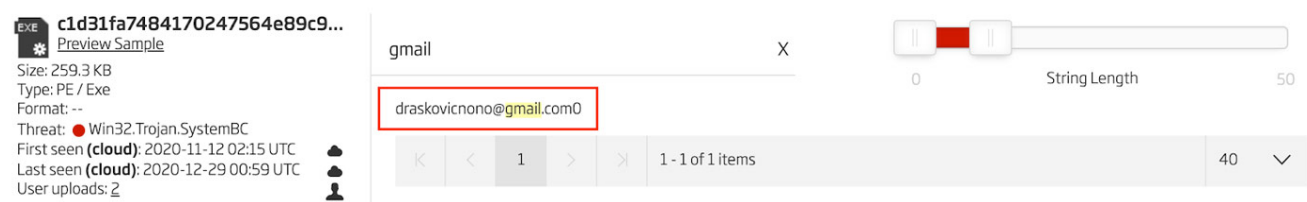


Figure 5: Gmail Address in Extracted Strings

Another important string from this file is the program database string <sup>4</sup>. In this file that string is "c:\lawHeart\costforward\pagepushwritten.pdb". One can find this particular string in the A1000 under the CodeViews feature. This string is shown in Figure 6.

## CodeViews

Timestamp	Mon Nov 06 11:46:40 2006
Guid	0600769D-8E81-4D7A-AA08-C57285876790
Pdb Path	c:\lawHeart\costforward\pagepushwritten.pdb
Revision	0x00000001

Figure 6: Code Views with Program Database Path

Using any of these strings or by pivoting using the ReversingLabs Hash Algorithm (RHA) reveals one other file that is related to the SystemBC sample being analyzed <sup>5</sup>. The results of an RHA pivot is shown in Figure 7.

Figure 7: RHA Pivoting Results

However, on closer inspection comparing the bytes of the two files in Hex Fiend <sup>6</sup>, the only major difference is an additional 4 kilobytes of data which is just a second copy of the already existing file info data. No other significant differences are found, so these two files are effectively the same file. This difference is shown in Figure 8.

Figure 8: Difference in the Two Samples

The function that specifically performs the unpacking routine in this file is found at the address 0x414ED0. This function contains a set of three calls to kernel32.Sleep. These are a basic anti-analysis technique and need to be circumvented to make analysis easier. These three API function calls are shown in Figure 9 with one of them shown in the disassembler view.

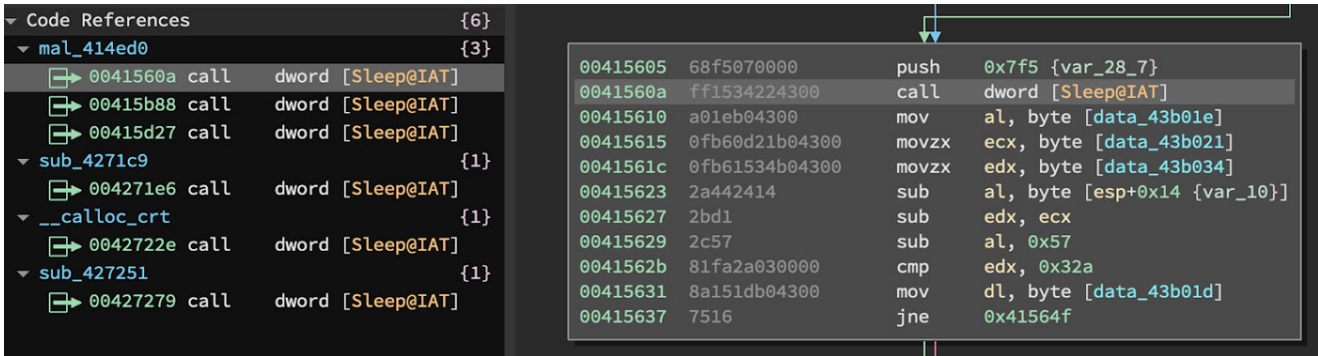


Figure 9: API Calls to Kernel32.Sleep

In the debugger, the number of milliseconds for each of these Sleeps can be modified to zero them out. This is shown in Figure 10.

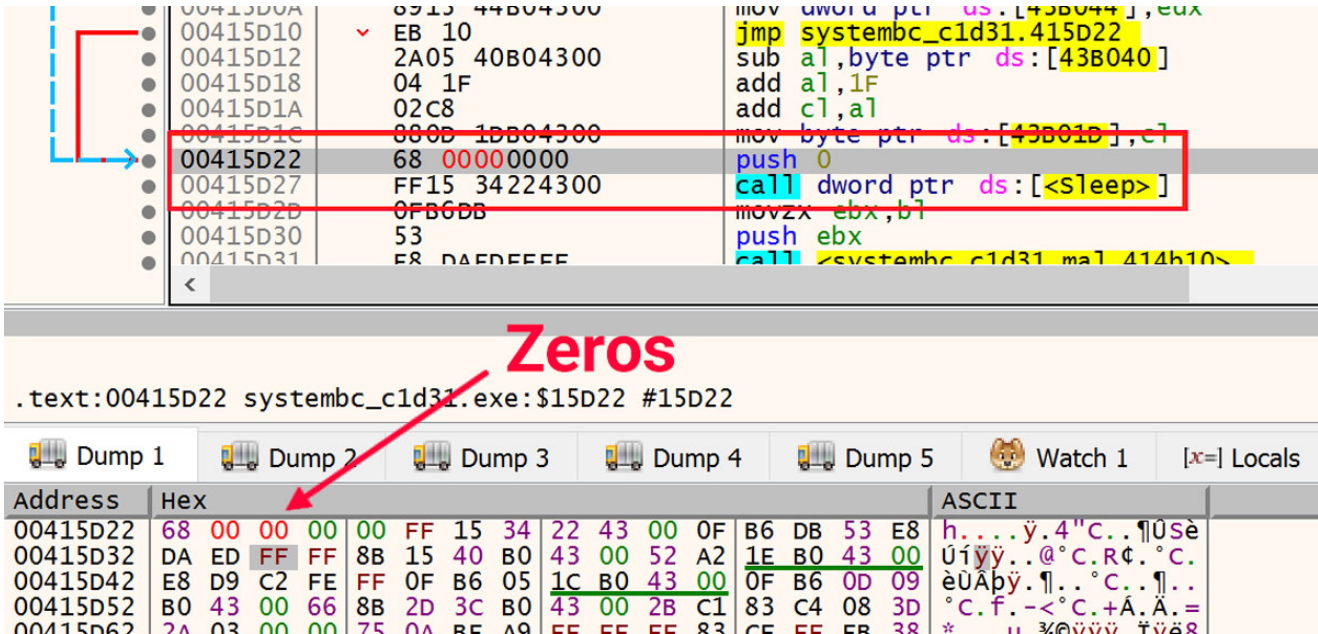


Figure 10: Zero Out Sleeps

After the sleeps are neutralized, the first stage of the unpacker writes the next stub to the .data section of the module in memory. The call into that code is shown in Figure 11.

```

0041463A | 2B55 0C | sub eax,dword ptr ss:[ebp+C]
0041463D | 8955 F4 | mov dword ptr ss:[ebp-C],edx
00414640 | 8B45 F4 | mov eax,dword ptr ss:[ebp-C]
00414643 | 83C0 1F | add eax,1F
00414646 | 2B45 0C | sub eax,dword ptr ss:[ebp+C]
00414649 | 0305 04B04300 | add eax,dword ptr ds:[43B004]
0041464F | A3 04B04300 | mov dword ptr ds:[43B004],eax
00414654 | FF55 F8 | call dword ptr ss:[ebp-8]
00414657 | 0FB60D 1CB04300 | movzx ecx,byte ptr ds:[43B01C]
0041465E | 0FB615 09B04300 | movzx edx,byte ptr ds:[43B009]
00414665 | 2BCA | sub ecx,edx
00414667 | 81E9 2A030000 | cmp ecx,32A

```

Figure 11: Call into Next Stage of Unpacker

As shown in Figure 12, the destination of this call is in the initialized data section of the module with the name .data.

Address	Offset	Name	Attributes	PRV	ERW	ERWC
00400000	00001000	systembc_c1d31.exe	Executable code	IMG	-R---	ERWC-
00401000	00031000	".text"	Executable code	IMG	-R---	ERWC-
00432000	00090000	".rdata"	Read-only initialized data	IMG	-R---	ERWC-
0043B000	00021000	".data"	Initialized data	IMG	-RW--	ERWC-
0045C000	00001000	".rsrc"	Resources	IMG	-R---	ERWC-
00460000	00035000	Reserved		PRV	-R---	-RW--
00485000	00000000			PRV	-R---	-RW--

Figure 12: Initialized Data Section

The first set of instructions in this next stage is a small loop that decodes the rest of the stub in place. This loop is highlighted in Figure 13.

```

EIP → 0043EEA8 | 81EB 8111C188 | sub ebx,88C11181
0043EEAE | E8 00000000 | call systembc_c1d31.43EEB3
0043EEB3 | 5B | pop ebx
0043EEB4 | 8D43 30 | lea eax,dword ptr ds:[ebx+30]
0043EEB7 | BF AD1DD78E | mov edi,8ED71DAD
0043EEBC | B9 63090000 | mov ecx,963
0043EEC1 | 89FA | mov edx,edi
0043EEC3 | 31DB | xor ebx,ebx
0043EEC5 | 89CE | mov esi,ecx
0043EEC7 | 83E6 03 | and esi,3
0043EECA | 75 0D | jne systembc_c1d31.43EED9
0043EECC | 89FB | mov ebx,edi
0043EECE | 66:01DA | add dx,bx
0043EED1 | 6BD2 03 | imul edx,edx,3
0043EED4 | C1CA 04 | ror edx,4
0043EED7 | 89D7 | mov edi,edx
0043EED9 | 3010 | xor byte ptr ds:[eax],dl
0043EEDB | 40 | inc eax
0043EEDC | E2 E7 | loop systembc_c1d31.43EEC5
0043EEDF | E9 C3040000 | jmp systembc_c1d31.43E3A6
0043EEE3 | 5D | pop ebp
0043EEE4 | 7A 55 | jp systembc_c1d31.43EF3B
0043EEE6 | 4B | dec ebx
0043EEE7 | BE 29202CAC | mov esi,AC2C2029
0043EEEC | 012CD0 | add dword ptr ds:[eax+edx*8],ebp

```

Figure 13: Decoding Loop

After the decoding loop has written out the rest of the stub, the resulting instructions are used to write a YARA rule. The specific instructions used are highlighted in Figure 14.



EIP	Address	Hex	Decoded Instruction	Comment
→	0043F3A6	E8 00000000	call systembc_c1d31.43F3AB	call \$0
●	0043F3AB	5B	pop ebx	
●	0043F3AC	81EB FD148000	sub ebx,8014FD	
●	0043F3B2	8D83 00108000	lea eax,dword ptr ds:[ebx+801000]	
●	0043F3B8	8983 CC148000	mov dword ptr ds:[ebx+8014CC],eax	
●	0043F3BE	8DB3 39108000	lea esi,dword ptr ds:[ebx+801039]	
●	0043F3C4	89B3 A0148000	mov dword ptr ds:[ebx+8014A0],esi	
●	0043F3CA	8B46 3C	mov eax,dword ptr ds:[esi+3C]	
●	0043F3CD	8983 D0148000	mov dword ptr ds:[ebx+8014D0],eax	
●	0043F3D3	8DB3 D8148000	lea esi,dword ptr ds:[ebx+8014D8]	
●	0043F3D9	56	push esi	
●	0043F3DA	8DB3 7D108000	lea esi,dword ptr ds:[ebx+80107D]	
●	0043F3E0	56	push esi	
●	0043F3E1	6A 07	push 7	
●	0043F3E3	68 884E0D00	push D4E88	
●	0043F3E8	8DBB 9D108000	lea edi,dword ptr ds:[ebx+80109D]	
●	0043F3EE	FFD7	call edi	
●	0043F3F0	8DB3 E4148000	lea esi,dword ptr ds:[ebx+8014F4]	
●	0043F3F6	56	push esi	
●	0043F3F7	8DB3 99108000	lea esi,dword ptr ds:[ebx+801099]	
●	0043F3FD	56	push esi	

Figure 14: Decoded Instructions

The process to write the YARA rule starts with writing out the exact bytes of these instructions. Here, just the first few instructions are shown, but in the actual process the whole set of instructions all the way to and including the first function call at 0x43F3EE is used. The example instructions are the following.

```
E8 00000000 5B 81EB FD148000 8D83 00108000 8983 CC148000
```

Next, each of the bytes that are specific to locations in this particular file or values that may be unique to this instance of the packer are converted into wildcards and jumps. The bytes that this applies to are shown in red below.

```
E8 00000000 5B 81EB FD148000 8D83 00108000 8983 CC148000
```

The resulting byte string with these jumps and wildcards in place is the following.

```
E8 00 00 00 00 5B 81 EB [4] 8D 83 [4] 89 83 [4] 8D B3 [4] 89 B3 [4]
8B 46 ?? 89 83 [4] 8D B3 [4] 56 8D B3 [4] 56 6A ?? 68 [4] 8D BB [4]
FF D7
```

The full YARA rule using this byte string is provided at the end of this blog.

## Related DLLs

Using the YARA rule written using the process above, a retro-hunt is run in the Titanium Platform. The results of this are a large set of hundreds of malicious DLLs that are all packed and utilize the same unpacker stub found in the second stage of the packed SystemBC sample above. These results in the A1000 are shown in Figure 15. This is a very accurate YARA rule in that there are zero false positives found in the result set.

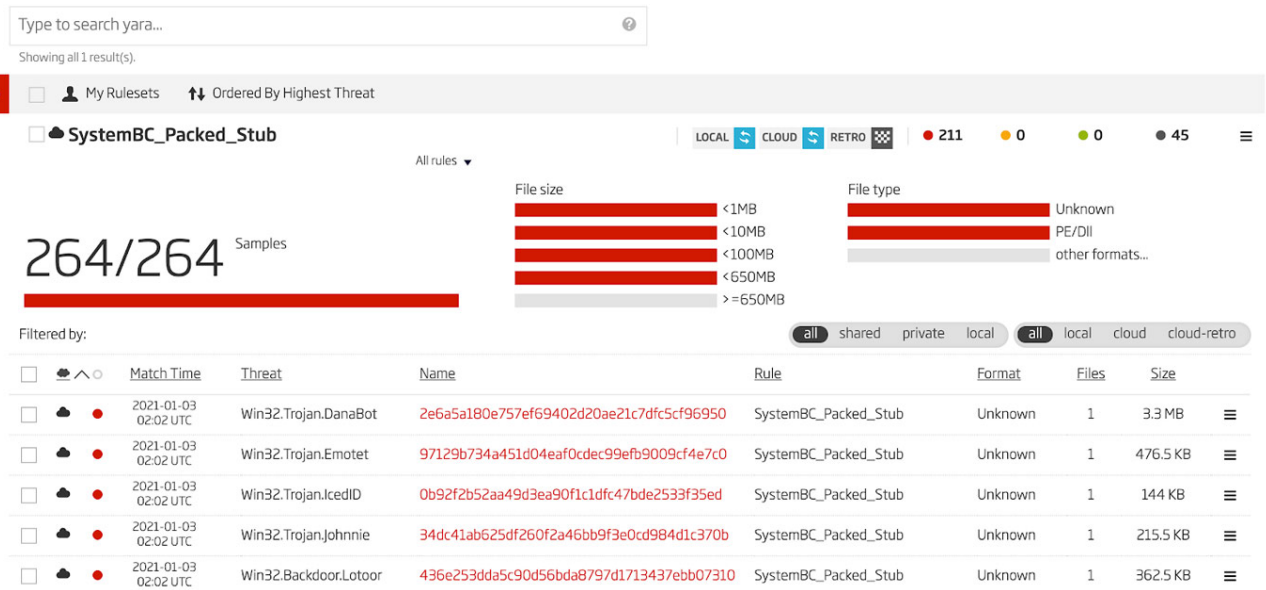


Figure 15: Retro-hunt Results

This is a moderately large set of files, so unpacking each one to determine what malware family is being delivered would be time consuming. Therefore a strategy for grouping the files into clusters which can then have representative files analyzed is a good idea. One effective strategy for this particular data set is to group the files by import hash. Figure 16 shows all the DLLs that share an import hash in descending size of the groups, but excluding single member groups.



algorithm and then decompress the data before analyzing the resulting binary. This can be done a few different ways. First, the unpacker itself will decompress the binary and overwrite the original DLL's module. After that, the DLL can be dumped and analyzed. Alternatively, one can, as noted earlier, determine the algorithm and decompress the data. However, there is an easier, more straightforward method using the Titanium Platform. The first step is to open the DLL in x64dbg and run the executable up to the entry point. From there, one sets a breakpoint at the return instruction in kernel32.VirtualAlloc. This breakpoint is shown in Figure 18.

7553F150	8BFF	0C	mov edi,edi	VirtualAlloc
7553F152	55		push ebp	
7553F153	8BEC		mov ebp,esp	
7553F155	51		push ecx	ecx:EntryPoint
7553F156	51		push ecx	ecx:EntryPoint
7553F157	8B45	0C	mov eax,dword ptr ss:[ebp+C]	[ebp+C]:"MZ"
7553F15A	8945	F8	mov dword ptr ss:[ebp-8],eax	[ebp-8]:EntryPoint
7553F15D	8B45	08	mov eax,dword ptr ss:[ebp+8]	[ebp+8]:EntryPoint
7553F160	8945	FC	mov dword ptr ss:[ebp-4],eax	[ebp-4]:"MZ"
7553F163	56		push esi	
7553F164	85C0		test eax,eax	
7553F166	74	0C	je kernelbase.7553F174	
7553F168	3B05	98565F75	cmp eax,dword ptr ds:[755F5698]	
7553F16E	0F82	61870300	jb kernelbase.755778D5	
7553F174	FF75	14	push dword ptr ss:[ebp+14]	
7553F177	8B45	10	mov eax,dword ptr ss:[ebp+10]	
7553F17A	33F6		xor esi,esi	
7553F17C	83E0	C0	and eax,FFFFFFC0	
7553F17F	50		push eax	
7553F180	8D45	F8	lea eax,dword ptr ss:[ebp-8]	[ebp-8]:EntryPoint
7553F183	50		push eax	
7553F184	56		push esi	
7553F185	8D45	FC	lea eax,dword ptr ss:[ebp-4]	[ebp-4]:"MZ"
7553F188	50		push eax	
7553F189	6A	FF	push FFFFFFFF	
7553F18B	FF15	38875F75	call dword ptr ds:[<&ZwAllocateVirtualMemory>]	
7553F191	85C0		test eax,eax	
7553F193	78	0A	js kernelbase.7553F19F	
7553F195	8B75	FC	mov esi,dword ptr ss:[ebp-4]	[ebp-4]:"MZ"
7553F198	8BC6		mov eax,esi	
7553F19A	5E		pop esi	
7553F19B	C9		leave	
7553F19C	C2	1000	ret 10	
7553F19F	8BC8		mov ecx,eax	ecx:EntryPoint
7553F1A1	E8	6A29FEFF	call kernelbase.75521B10	
7553F1A6	EB	F0	jmp kernelbase.7553F198	
7553F1A8	CC		int3	

Figure 18: Breakpoint on VirtualAlloc

Once set, run the file until that breakpoint is reached. When execution is on this return instruction, observe the address of the newly allocated memory in the EAX register. An example of this is shown in Figure 19 with the address of the newly allocated memory highlighted.

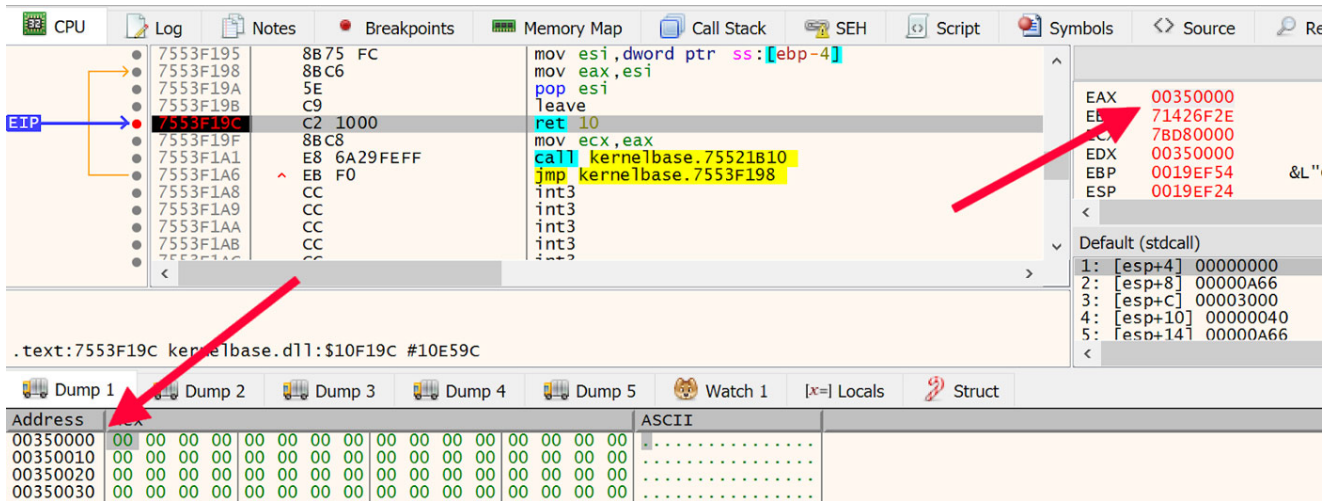


Figure 19: Newly Allocated Memory

Once execution has arrived at this point, set one more breakpoint on VirtualProtect. The reason for waiting until execution is deep into the unpacker stubs before setting the breakpoint on VirtualProtect is that often there are benign calls to VirtualProtect that one would need to pass over before even getting to the initial VirtualAlloc, and that can get tedious.

For each call to VirtualAlloc, follow that new memory address in x64dbg's dump then run to the next call to VirtualAlloc. Each time examine the new data that is written to the allocated memory. This is where eventually the payload binary is written to. In the first flavor of unpacking mentioned above, it will be crystal clear when the MZ magic number along with the DOS stub appear in the allocated memory. However, the second flavor where the payload is compressed will also be quite recognizable, if not a bit garbled. An example of this compressed flavor is shown in Figure 20.

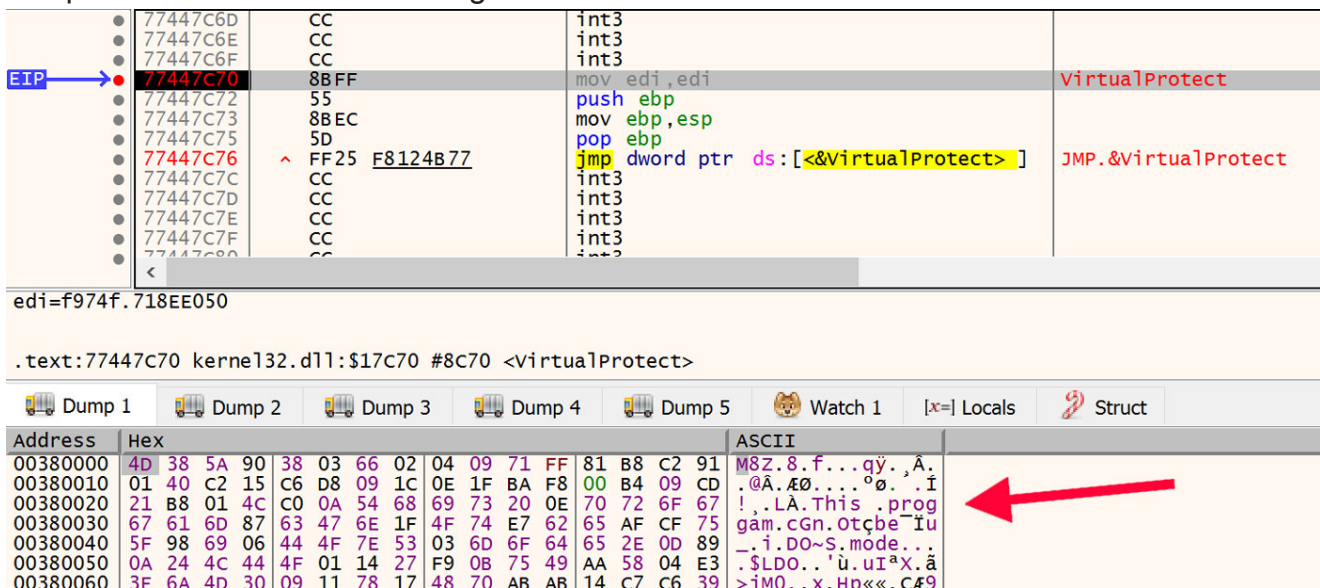


Figure 20: Compressed Payload

This is where the Titanium Platform comes in handy. Just dump this memory to a file and upload it to the A1000. After it has been analyzed, navigate to the extracted files and drill into the extracted file until the payload DLL is revealed. This extracted DLL is shown in Figure 21.

The screenshot shows the REVERSING LABS A1000 interface. On the left, a sidebar displays file details for `f974f_00380000.bin`, including its size (32.0 KB), type (Binary / None), and threat status (No classification). Below the details are sections for Summary, TitaniumCore, TitaniumCloud, and Extracted Files (1). The main content area shows a table of extracted files with columns for Threat, File Name, Format, Files, and Size. A red arrow points to the first entry in the table, which has a threat of --, a file name of 0, a format of PE/Dll, 1 file, and a size of 10.5 KB.

Threat	File Name	Format	Files	Size
--	0	PE/Dll	1	10.5 KB

Figure 21: Decompressed Payload

Analysis of all the clusters of DLLs in the retro-hunt results in this manner, along with all the import hashes with only one file, reveals that this unpacker code has been used to deliver many malware families over the past year. These families include Ursnif, IceID, DanaBot, Dridex, Zloader, HanciTor, Valak, and a single example of TrickBot. A full list of file hashes in clusters by payload malware family is provided below.

## IOCs

### SystemBC Samples

c1d31fa7484170247564e89c97cc325d1f317fb8c8efe50e4d126c7881adf499

6afe08f542426b9662b84907d35870e9714c2755e1da95ed42db33a37aaf33b9

### Mutex

guessHi

### Email Address

draskovicnono[[@](mailto:draskovicnono@gmail.com)]gmail[.]com

PDB Path

c:\lawHeart\costforward\pagepushwritten.pdb

## YARA Rule

---

```
private rule WindowsPE
{
    condition:
        uint16(0) == 0x5A4D and uint32(uint32(0x3C)) == 0x00004550
}

rule Unpacker_Stub
{
    meta:
        author = "Malware Utkonos"
        date = "2020-12-30"
        description = "First bytes in decoded unpacker stub."
        exemplar = "c1d31fa7484170247564e89c97cc325d1f317fb8c8efe50e4d126c7881adf499"
    strings:
        $a = { E8 00 00 00 00 5B 81 EB [4] 8D 83 [4] 89 83 [4] 8D B3 [4] 89 B3 [4]
              8B 46 ?? 89 83 [4] 8D B3 [4] 56 8D B3 [4] 56 6A ?? 68 [4] 8D BB [4] FF D7 }
    condition:
        WindowsPE and $a
}
```

A full list of file hashes in clusters by payload malware family is provided [here](#).

References:

<sup>1</sup><https://malpedia.caad.fkie.fraunhofer.de/details/win.systembc>

<sup>2</sup><https://news.sophos.com/en-us/2020/12/16/systembc/>

<sup>3</sup>c1d31fa7484170247564e89c97cc325d1f317fb8c8efe50e4d126c7881adf499

<sup>4</sup>[https://en.wikipedia.org/wiki/Program\\_database](https://en.wikipedia.org/wiki/Program_database)

<sup>5</sup>6afe08f542426b9662b84907d35870e9714c2755e1da95ed42db33a37aaf33b9

<sup>6</sup><https://ridiculousfish.com/hexfiend/>

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