



# Running Rootkits Like A Nation-State Hacker

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# Introduction

## What Is Driver Signing Enforcement (DSE)

- Code Integrity was first introduced over 15 years ago
- Kernel drivers must be digitally signed on x64-based Windows
  - Code signing certificate from cross-certificate supporting CA
  - From Win10 Redstone (August 2016) a 2nd signature from Microsoft is required
- Drivers are checked each time they are loaded into memory to be executed
- Allows to improve the security of the OS
  - No drivers from unknown\untrusted origin
  - No drivers that were modified post build, possibly by privileged malicious actor



# Introduction

## Code Integrity Internals

nt!Phase1Initialization

nt!SeInitSystem

nt!SepInitializeCodeIntegrity

nt!g\_CiEnabled = TRUE

**CI!CiInitialize**(&nt!g\_CiCallbacks)

```
CI!g_CiOptions |= DSE_ON  
Callbacks = { CI!CiValidateImageHeader,  
              CI!CiValidateImageData,  
              CI!CiQueryInformation }
```

nt!MmLoadSystemImage

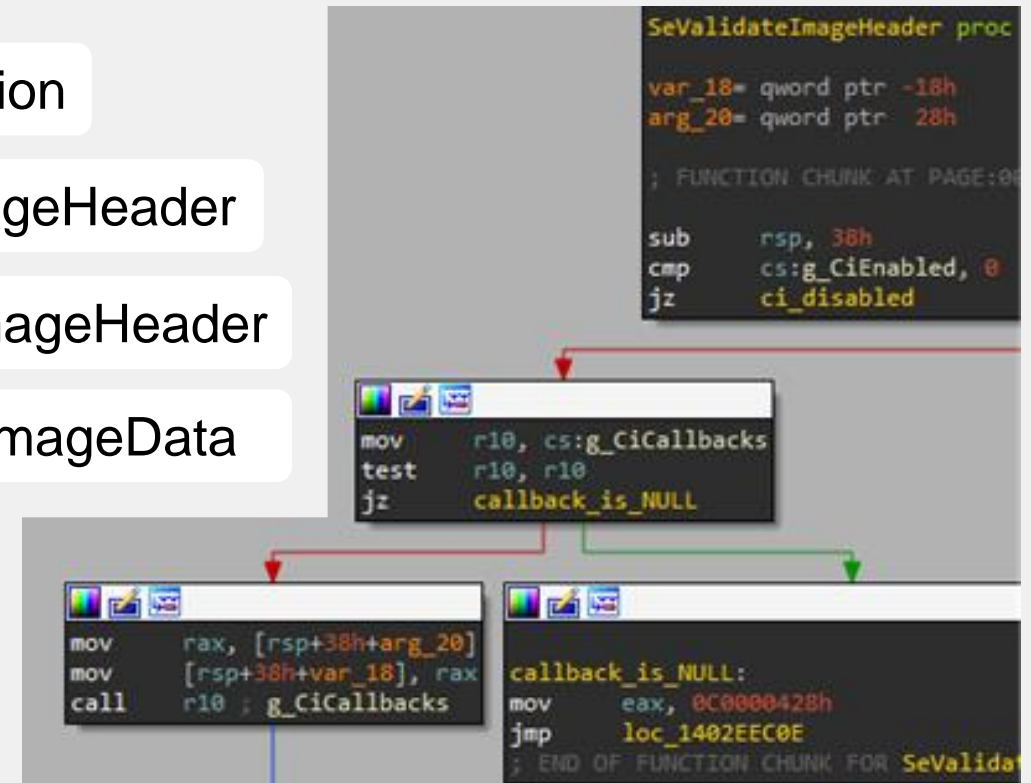
nt!...

nt!MmCreateSection

nt!MiValidateImageHeader

nt!SeValidateImageHeader

nt!SeValidateImageData



\* Query info wrapper does not verify g\_CiEnabled



# Introduction

## Code Integrity Internals Changes

- From Win8 nt!g\_CiEnabled variable was removed
- The callbacks structure also changed
  - Ci.dll provides more callbacks
  - Same important callbacks remain but their offsets changed
- Only validate image header is invoked when loading a driver
- From Win8.1 callbacks structure symbol changed to nt!SeCiCallbacks



# Introduction

## DSE Tampering in the Wild

- Change Cl!g\_CiOptions or nt!g\_CiEnabled in memory (“Flag Flipping”)
- Symbols are located by simple pattern matching
  - Minimal changes from between all Windows versions
- Overwrite and quickly proceed to load unsigned driver
- Once finished restore the flags back to their original state to avoid PatchGuard
- Bring Your Own Driver (BYOD) to gain kernel write primitive
  - With vulnerable or poorly written code that breaks security boundaries between user and kernel-mode
  - Pros: portable between OS versions, reusable after patching
  - Cons: Require administrative privileges, artifacts on disk



# Protections

- Kernel Patch Protection (KPP, PatchGuard)
  - Callbacks structure in ntoskrnl.exe from Win8
  - Cl!g\_CiOptions from Win8.1
- Driver Blocklists
  - Enforced via Windows Defender Application Control (WDAC) or Secure Kernel (VTL1)
  - Reduce the attack vector – make it harder to gain a write primitive
  - The latest list can be found [here](#)
- Kernel Data Protection (KDP) [introduced](#) in Win10 20H1
  - Protect drivers in the Windows kernel against data-driven attacks
  - Reduce the attack surface – prevent changes to Cl!g\_CiOptions
  - Memory is marked by Secure Kernel (VTL1) as protected using the SLAT PTEs
  - Does not enforce how the GVA range mapping of a protected region is translated
    - Verifies only on a periodic basis that it translates to the appropriate GPAs



# Protections

CI.dll With KDP

```
loc_1C0040465:  
xor     edx, edx  
lea     rcx, g_CiOptions  
lea     r8d, [rdx+1]  
call    cs:__imp_MmProtectDriverSection  
nop     dword ptr [rax+rax+00h]  
  
00000001C0040441: CiInitializePolicy+2B1
```

```
CiPolicy:00000001C003F000 CiPolicy      segment para public 'DATA'  
CiPolicy:00000001C003F000                assume cs:CiPolicy  
CiPolicy:00000001C003F000                ;org 1C003F000h  
CiPolicy:00000001C003F000 g_CiExclusionListCount dd 0  
CiPolicy:00000001C003F000 g_CiOptions      dd 0  
CiPolicy:00000001C003F004  
CiPolicy:00000001C003F008 g_CiUpgradeInProgress db 0  
CiPolicy:00000001C003F008                align 4  
CiPolicy:00000001C003F009                align 4  
CiPolicy:00000001C003F00C g_CiMinimumHashAlgorithm dd 8004h  
CiPolicy:00000001C003F00C  
CiPolicy:00000001C003F010 g_CiDeveloperMode dd 0  
CiPolicy:00000001C003F010  
CiPolicy:00000001C003F014                align 1000h  
CiPolicy:00000001C003F014 CiPolicy      ends
```



# New Techniques

## DSE Tampering Procedure

1. Locate
2. Overwrite
3. Load
4. Revert

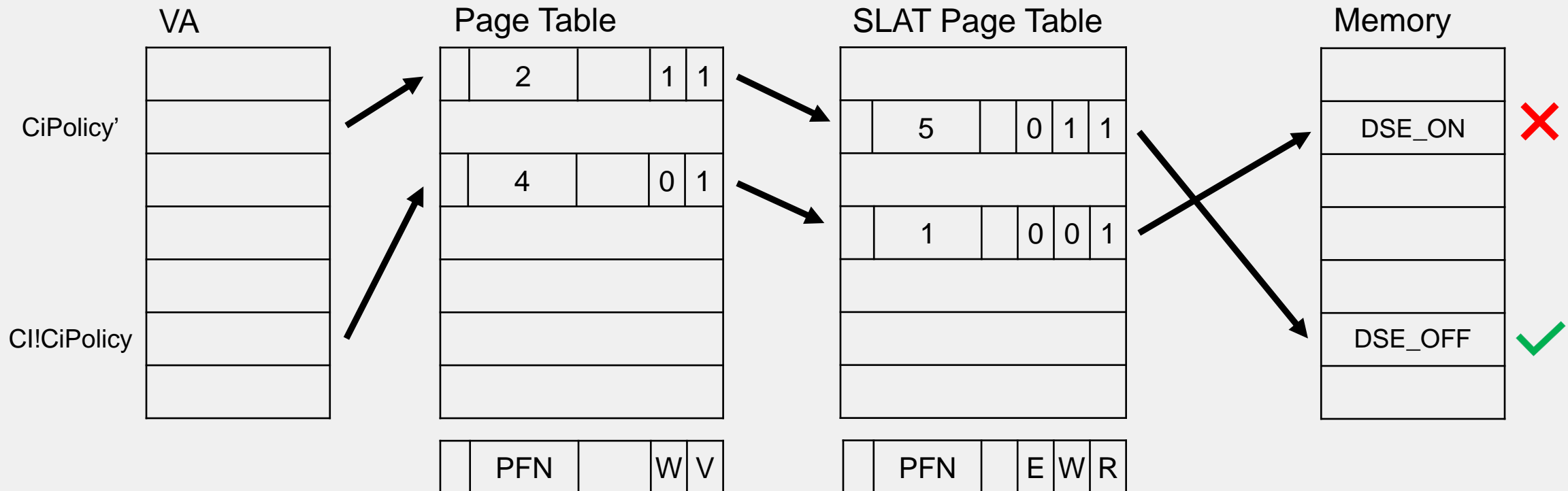




# New Techniques

## Page Swapping

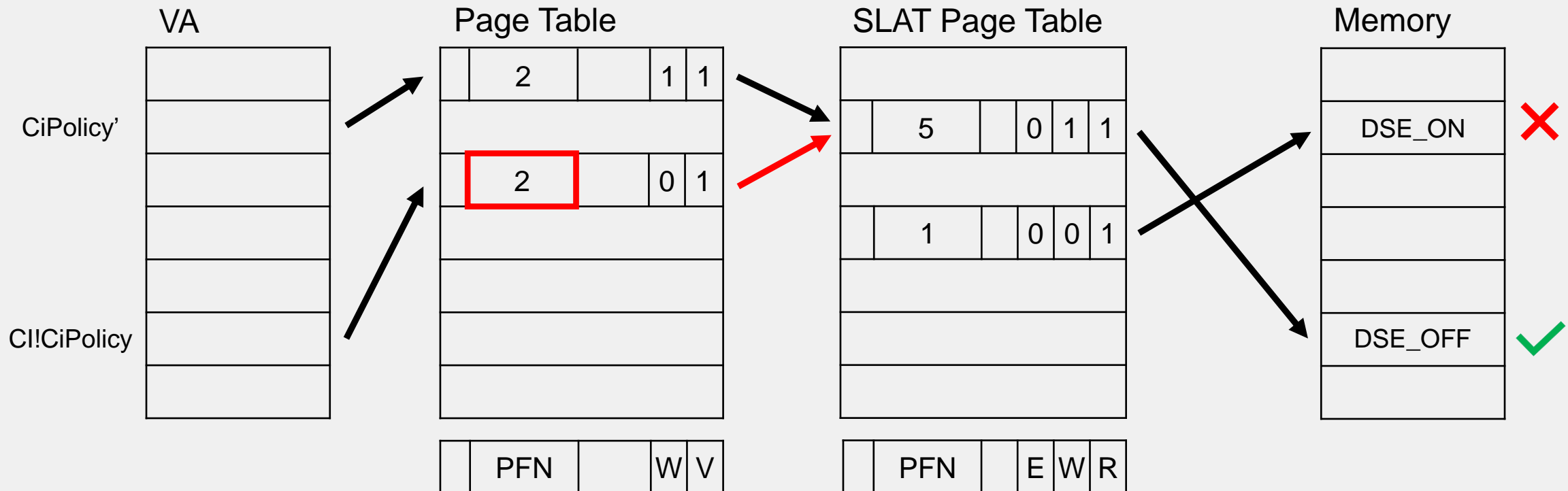
- Swap GPA (PFN in PTE) to a GPA we control
  - KDP doesn't enforce PFN, only permissions



# New Techniques

## Page Swapping

- Swap GPA (PFN in PTE) to a GPA we control
  - KDP doesn't enforce PFN, only permissions



# New Techniques

## Page Swapping

- Allocate a new, writable page
- Find CI!g\_CiOptions (same as in the wild)
- Read PTE base
  - Randomized by KASLR from Win10 Redstone
  - [Turning \(Page\) Tables](#), BSidesLV 2019 (slide 18)

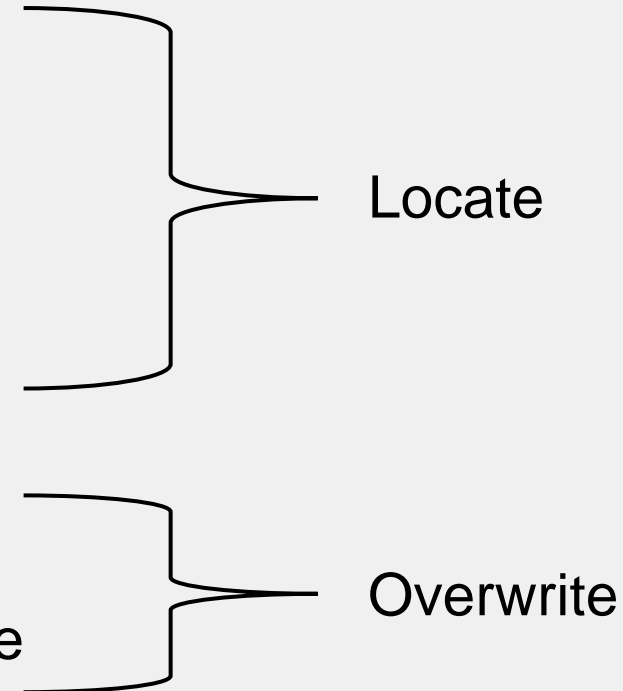
```
; Exported entry 1438. MmGetVirtualForPhysical
; PVOID __stdcall MmGetVirtualForPhysical(PHYSI
public MmGetVirtualForPhysical
MmGetVirtualForPhysical proc near
mov     rax, rcx
shr     rax, 0Ch
lea     rdx, [rax+rax*2]
add     rdx, rdx
mov     rax, 0FFFFFFA8000000008h
mov     rax, [rax+rdx*8]
shl     rax, 19h
mov     rdx, 0FFFFFF68000000000h
shl     rdx, 19h
and     ecx, 0FFFh
sub     rax, rdx
sar     rax, 10h
add     rax, rcx
retn
MmGetVirtualForPhysical endp
```



# New Techniques

## Page Swapping

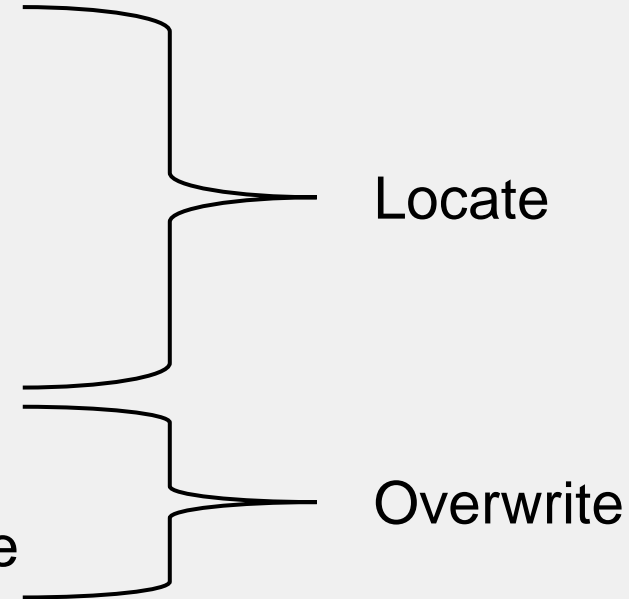
- Allocate a new, writable page
- Find CI!g\_CiOptions (same as in the wild)
- Read PTE base
- Read PFN from PTE for CI!g\_CiOptions' page
- Read PFN from PTE for our page
- Copy the entire page
- Modify our g\_CiOptions
- Set our page's PFN in PTE for CI!g\_CiOptions' page
- Load driver
- Restore original PFN

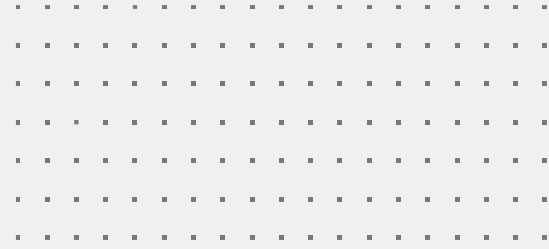


# New Techniques

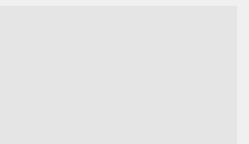
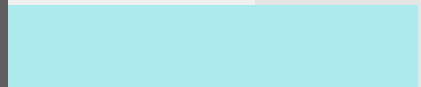
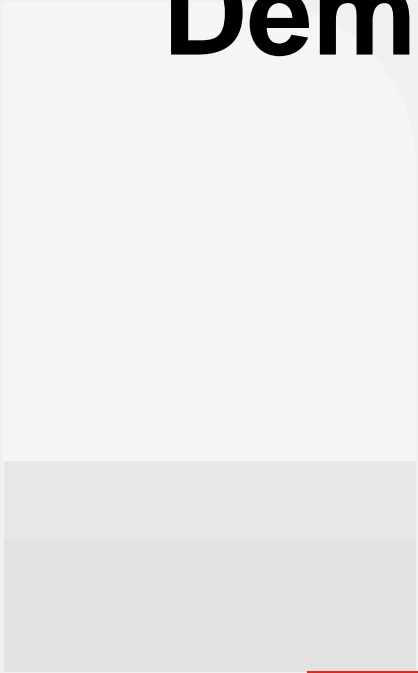
## Page Swapping

- Allocate a new, writable **user-space** page
- Find CI!g\_CiOptions
- Read PTE base
- Read PFN from PTE for CI!g\_CiOptions' page
- Read PFN from PTE for our page
- **Initialize** our page with g\_CiOptions as disabled
- Set our page's PFN in PTE for CI!g\_CiOptions' page
- Load driver
- Restore the original PFN





# Demo



# New Techniques


## Callback Swapping

- Replace CI.dll functions
  - Finding CI!g\_CiOptions is not necessary

```
int nt!SeValidateImageHeader(pe)
{
    int status = 0;

    if (nt!g_CiEnabled)
    {
        if (nt!g_CiCallbacks.CiValidateImageHeader == NULL)
            status = STATUS_INVALID_SIGNATURE;
        else
            status = nt!g_CiCallbacks.CiValidateImageHeader(pe);
    }

    return (status);
}
```



```
int CI!CiValidateImageHeader(pe)
{
    int error;
    bool is_valid = validate_signature(pe, &error);

    if (is_valid)
        return (0);
    else
        return (ci_status_to_ret_value(error));
}
```



# New Techniques

## Callback Swapping

- Replace CI.dll functions
  - Finding CI!g\_CiOptions is not necessary


```
int nt!SeValidateImageHeader(pe)
{
    int status = 0;

    if (nt!g_CiEnabled)
    {
        if (nt!g_CiCallbacks.CiValidateImageHeader == NULL)
            status = STATUS_INVALID_SIGNATURE;
        else
            status = nt!g_CiCallbacks.CiValidateImageHeader(pe);
    }

    return (status);
}
```

```
int CI!CiValidateImageHeader(pe)
{
    int error;
    bool is_valid = validate_signature(pe, &error);

    if (is_valid)
        return (0);
    else
        return (ci_status_to_ret_value(error));
}
```






# New Techniques

## Callback Swapping

- Find the callbacks structure in ntoskrnl.exe
  - Find the call to Ci!CiInitialize by reference to the Import Lookup Table (ILT) entry
  - Walk back to register assignment of a parameter pointing to uninitialized memory “.data” section



```
loc_140828475:  
lea     r9, SeCiPrivateApis  
mov     rdx, rbx  
lea     r8, SeCiCallbacks  
mov     ecx, edi  
call    cs:__imp_CiInitialize  
SepInitializeCodeIntegrity+8F
```

# New Techniques

## Callback Swapping

- Find the callbacks structure in ntoskrnl.exe
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```
loc_140828475:  
lea     r9, SeCiPrivateApis  
mov     rdx, rbx  
lea     r8, SeCiCallbacks  
mov     ecx, edi  
call    cs:__imp_CiInitialize  
SepInitializeCodeIntegrity+8F
```

```
.data:00000000140C1B7C0 SeCiCallbacks dd ?  
.data:00000000140C1B7C0  
.data:00000000140C1B7C4 unk_140C1B7C4 db  
.data:00000000140C1B7C5 db  
.data:00000000140C1B7C6 db  
.data:00000000140C1B7C7 db  
.data:00000000140C1B7C8 qword_140C1B7C8 dq ?
```



# New Techniques

## Callback Swapping

- Find the callbacks structure in ntoskrnl.exe
- Find a new callback
  - Exported functions in ntoskrnl.exe
  - Exported functions or gadgets in Cl.dll

```
; Exported entry 390. FsRtlSyncVolumes  
  
public xHalGetInterruptTranslator  
xHalGetInterruptTranslator proc near  
xor     eax, eax  
retn  
xHalGetInterruptTranslator endp
```

```
SIPolicySetOptions proc near  
mov     rax, [rcx+6Ch]  
mov     [rax+24h], edx  
mov     [rcx+2Ch], edx  
xor     eax, eax  
retn  
SIPolicySetOptions endp
```

SIPolicySetOptions (Synchron



# New Techniques

## Callback Swapping

- Find the callbacks structure in ntoskrnl.exe
- Find a new callback
- Find the original callbacks
  - Search for the instructions setting the callbacks in the structure in C!CipInitialize
  - Verify the addresses by traversing unwind information

```
lea    rax, CiValidateImageHeader
mov    [rbx+20h], rax
lea    rax, CiValidateImageData
mov    [rbx+28h], rax
lea    rax, CiQueryInformation
mov    [rbx+18h], rax
lea    rax, CiSetFileCache
mov    [rbx+8], rax
lea    rax, CiGetFileCache
mov    [rbx+10h], rax
lea    rax, CiHashMemory
mov    [rbx+30h], rax
CipInitialize+23D (Synchronized wit
```

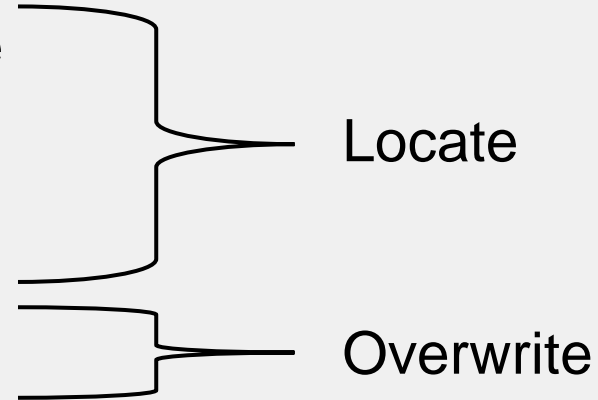
```
.pdata:00000001C00368B4  RUNTIME_FUNCTION <rva CiValidateImageHeader, rva algn_1C004FDA6,
.pdata:00000001C00368B4                                rva stru_1C002F894>
.pdata:00000001C00368C0  RUNTIME_FUNCTION <rva CiValidateImageData, rva byte_1C004FEA0, \
.pdata:00000001C00368C0                                rva stru_1C002EC38>
```

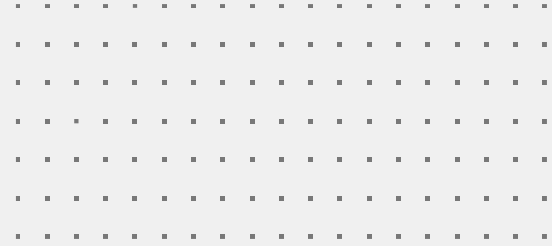


# New Techniques

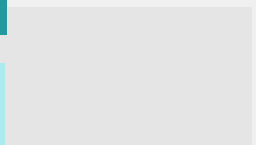
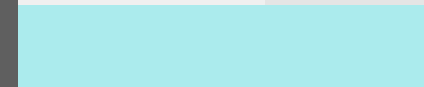
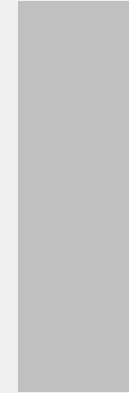
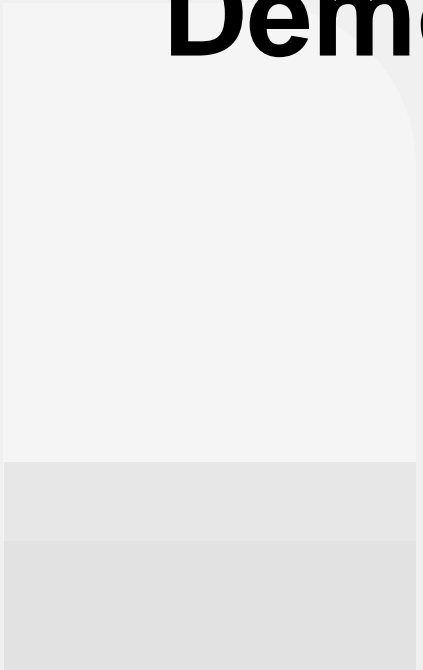
## Callback Swapping

- Find the callbacks structure in ntoskrnl.exe
- Find a new callback
- Find the original callbacks
- Set the callback\s to the new function
- Load driver
- Restore the original callback\s





# Demo



# New Techniques

## Comparison

	Flag Flipping	Page Swapping			Callback Swapping	
		Naïve	User Page	DSE Specific	Vista-Win7	Win8+
Read	0	Page + 3	Page + 3	3*	0	0
Alloc	0	Page	0	0	0	0
Write	1	Page + 1	1	1	2	1

\* Assuming default values



# Mitigation

- Confirm the state of DSE during driver loading
  - Why not find the internals variables the same way done for tampering?
- Capture the state
  - Copy the callbacks structure
  - Copy the flags
- Driver loading can be intercepted by
  - Hooking NtLoadDriver
  - Registry callbacks accessing the driver's key
  - File system minifilter callback for IRP\_MJ\_ACQUIRE\_FOR\_SECTION\_SYNCHRONIZATION
- Prevent by blocking the \IO request in callback or restore the variables





# Summary

- Data-oriented mitigations are intricate to implement
  - “Robustly preventing this is non-trivial...” – Matt Miller, MSRC [[BlueHatIL 2019](#)]
- Defenders should adopt suggested mitigation as defense in-depth
- HVCI is the real solution for this case, enable it!
  - Introduced 7 years ago, with VBS, as Device Guard
  - Runs independently from KDP
  - Eliminate the attack surface – prevent any code from running in the kernel without being validated first in the Secure World (VTL1) by SKCI.DLL (Secure Kernel Code Integrity)
- Won't be completely obsolete due to misconfigured and legacy systems
- <https://www.fortinet.com/blog/threat-research/driver-signature-enforcement-tampering.html>





# Questions?



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