



Fun With Thread Local Sto

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You Can Call Me AI

Thread Local Storage callbacks were discovered in 2000.
However, widespread use didn't occur until 2004.
Now, it should be the first place to look for code,
since it runs before the main entrypoint.
And that can make all the difference...

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Empty!

Hex Workshop - [tls2.exe]

File Edit Disk Options Tools Window Help

Hex Workshop interface showing a hex dump of a file named tls2.exe. The hex dump is mostly empty (0000) except for the first few lines. A red circle highlights the entry point at offset 00005000, which contains the value 4441 5441. A red arrow points to this entry point. The right pane shows the ASCII representation of the hex dump, which is mostly empty except for the first few lines.

00000000 4D5A 5000 0200 0000 0400 0F00 FFFF 0000 B800 0000 0000 0000 4000 1A00 0000 0000 MZP.....@.....
00000020 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000040 BA10 000E 1FE4 09CD 21B8 014C CD21 9090 5468 6973 2070 726F 6772 616D 206D 7573!...L...This program must
00000060 7420 6265 2072 756E 2075 6E64 6572 2057 696E 3332 0D0A 2437 0000 0000 0000 0000 t be run under Win32.\$?
00000080 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000000A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000000C0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000000E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000100 5045 0000 4C01 0300 C538 177B 0000 0000 0000 0000 0000 E000 8F81 0E01 0219 0002 0000
00000120 0004 0000 0000 0000 0F10 0000 0010 0000 0020 0000 0000 4000 0010 0000 0002 0000
00000140 0100 0000 0000 0000 0300 0A00 0000 0000 0040 0000 0004 0000 0000 0000 0300 0000
00000160 0000 1000 0020 0000 0000 1000 0010 0000 0000 0000 1000 0000 0000 0000 0000 0000
00000180 0030 0000 5600 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000001A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000001C0 0020 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000001E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 434F 4445 0000 0000 0000
00000200 0010 0000 0010 0000 0002 0000 0006 0000 0000 0000 0000 0000 0000 2000 0000 0060
00000220 4441 5441 0000 0000 0010 0000 0020 0000 0002 0000 0008 0000 0000 0000 0000 0000
00000240 0000 0000 4000 00C0 2E69 6461 7461 0000 0010 0000 0030 0000 0002 0000 000A 0000
00000260 0000 0000 0000 0000 0000 4000 00C0 0000 0000 0000 0000 0000 0000 0000 0000
00000280 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000002A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000002C0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000002E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000300 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000320 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000340 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000360 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000380 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000003A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000003C0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000003E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000400 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000420 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000440 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000460 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000480 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000004A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000004C0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000004E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000500 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000520 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000540 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000560 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000580 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000005A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000005C0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000005E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00000600 6828 2040 00E8 6000 0000 A320 2040 00C3 F25 3030 4000 0000 0000 0000 0000 0000
00000620 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
Ready Offset: 00000000 Value: 23117 4096 bytes [OVR] [MOD] [READ]

Entry Point

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Empty!

Hex Workshop - [tls2.exe]

File Edit Disk Options Tools Window Help

Hex Workshop interface showing a hex dump of a file named tls2.exe. The hex dump is mostly empty, with only a few non-zero bytes visible. A red circle highlights a 'C3' instruction (RET) at offset 00000500. The right pane shows the ASCII representation of the hex dump, which is mostly empty, with some text visible at the bottom: 'h(@ ... %00@'.

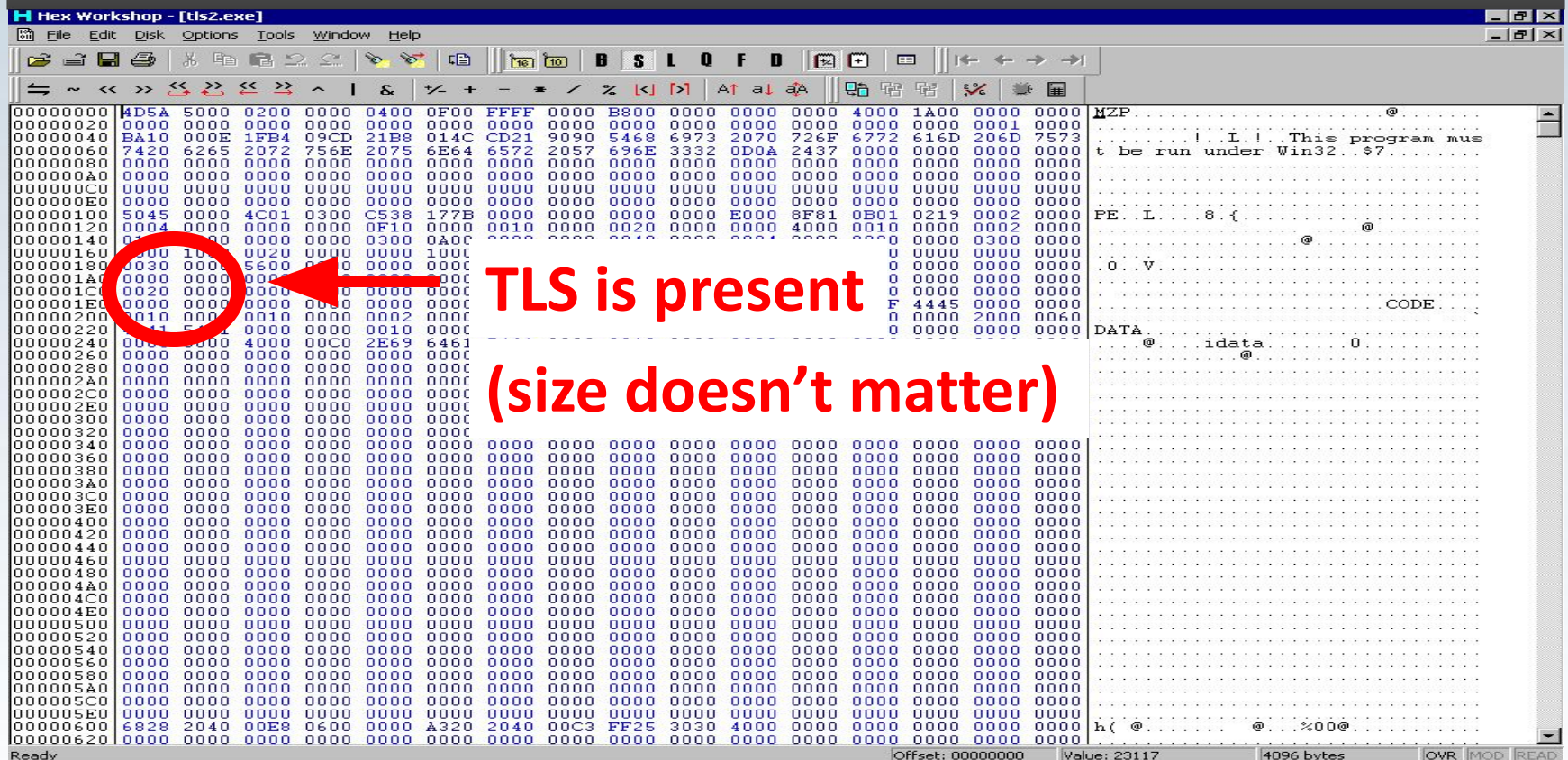
Offset: 00000000 Value: 23117 4096 bytes



Empty!

So the main file does nothing.
If we assume that the structure is normal,
then we could check the thread local storage table.
Just in case.

Empty!



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Empty!

Hex Workshop - [t1s2.exe]

File Edit Disk Options Tools Window Help

Hex Workshop toolbar and menu

Memory dump (hex and ASCII view)

Callback pointer

Callback array



Empty!

So the search moves to the callbacks,
of which there is only one... or is there?



The One and Only

```
IDA - tls2.exe
File Edit Jump Search View Debug Options Window IDA View-A

CODE:00401000
CODE:00401000
CODE:00401000
CODE:00401000
CODE:00401000
TlsCallback_0 public TlsCallback_0 ; DATA XREF: HEADER:pe_headerTo
proc near ; HEADER:pe_section_tableTo ...
CODE:00401000 push offset LibFileName ; "tls2"
CODE:00401005 call j_LoadLibraryA
CODE:0040100A mov ds:TlsCallbacksEnd, eax
CODE:0040100A TlsCallback_0 endp ; sp-analysis failed
CODE:0040100F ; ===== S U B R O U T I N E =====
CODE:0040100F
CODE:0040100F public start ; DATA XREF: HEADER:pe_headerTo
CODE:0040100F start proc near
CODE:0040100F ret
CODE:0040100F start endp
CODE:00401010 ; [00000006 BYTES: COLLAPSED FUNCTION j_LoadLibraryA. PRESS KEYPAD "+" TO EXPAND]
CODE:00401016 align 4
CODE:00401018 dd 7Ah dup(0)
CODE:00401020 dd 380h dup(?)
CODE:00401200 CODE ends
CODE:00401200
DATA:00402000 Section 2: (virtual address 00002000)
DATA:00402000 Virtual size : 00001000 < 4096.>
DATA:00402000 Section size in file : 00000200 < 512.>
DATA:00402000 Offset to raw data for section: 00000800
DATA:00402000 Flags C0000040: Data Readable Writable
DATA:00402000 Alignment : default
DATA:00402000
DATA:00402000 Segment type: Pure data
DATA:00402000 Segment permissions: Read/Write
DATA:00402000 DATA segment para public 'DATA' use32
DATA:00402000 assume cs:DATA
DATA:00402000 org 402000h
DATA:00402000 TlsDirectory TLS_DIR_ENTRY <0, 0, offset TlsIndex, offset TlsCallbacks, 0, 0>
DATA:00402018 TlsIndex dd 0 ; DATA XREF: HEADER:pe_headerTo HEADER:00400220To
DATA:0040201C TlsCallbacks dd offset TlsCallback_0 ; DATA XREF: DATA:TlsDirectoryTo
DATA:00402020 TlsCallbacksEnd dd 0 ; DATA XREF: DATA:TlsDirectoryTo
DATA:00402024 align 8 ; DATA XREF: TlsCallback_0+Atw
DATA:00402028 ; char LibFileName[]
DATA:00402028 LibFileName db 'tls2'.0 ; DATA XREF: TlsCallback_0To
DATA:0040202D align 1000h
DATA:0040202D DATA ends
```




Am I Missing Somethi

```
CODE:00401010    push    offset LibFileName ; "tls2"  
CODE:00401005    call     j_LoadLibraryA  
CODE:0040100A    mov     ds:TlsCallbacksEnd, eax
```

Hmm, LoadLibrary("tls2")
Maybe DllMain contains something interesting?



I Am Missing Somethi

```
IDA - tls2.dll
File Edit Jump Search View Debug Options Window
[ ] IDA View-A
CODE:00400613
CODE:00400613 ; ===== S U B R O U T I N E =====
CODE:00400613
CODE:00400613 ; BOOL __stdcall DllEntryPoint(HINSTANCE hinstDLL,DWORD fdwReason,LPOVOID lpReserved)
CODE:00400613 public DllEntryPoint
CODE:00400613 DllEntryPoint proc near
CODE:00400613 mov     al, 1
CODE:00400615 retn
CODE:00400615 DllEntryPoint endp
CODE:00400615
```

No, that's not it.



Take 2

Let's revisit the code:

CODE:00401010	push	offset LibFileName ; "tls2"
CODE:00401005	call	j_LoadLibraryA
CODE:0040100A	mov	ds:TlsCallbacksEnd, eax



It's All About Image

It's the TlsCallbacks extended array trick again.

Q. What value does the new callback contain?

A. The DLL's imagebase.

Q. DEP won't let that run, right?

A. ...



Surprise!





Not OK

Of course it will.
You just have to ask nicely.
Or take a cue from a driver.



Chaotic-Evil

When the SectionAlignment value is less than 4kb,
the file header is marked Writable and Executable
(unless the last section characteristics override it).
That turns the ImageBase into code.



Before

So we go from this...

```
IDA - tls2.dll
File Edit Jump Search View Debug Options Window IDA View-A
[ ]
HEADER:00400000 ; Segment type: Regular
HEADER:00400000 HEADER segment para public '' use32
HEADER:00400000 assume cs:HEADER
HEADER:00400000 ;org 400000h
HEADER:00400000 assume es:_reloc, ss:_reloc, ds:_reloc, fs:_reloc, gs:_reloc
HEADER:00400000 image_base db 'MZ' ; MZ_signature ; DATA XREF: HEADER:image_base+3C4o
HEADER:00400000 ; HEADER:pe_header+284o ...
HEADER:00400000 dw 0F9E9h ; bytes_in_last
HEADER:00400000 dw 5 ; total_pages
HEADER:00400000 dw 0 ; num_relocs
HEADER:00400000 dw 4 ; header_size
HEADER:00400000 dw 0Fh ; min_mem
HEADER:00400000 dw 0FFFFh ; max_mem
HEADER:00400000 dw 0 ; init_SS
HEADER:00400000 dw 0B8h ; init_SP
HEADER:00400000 dw 0 ; CRC
HEADER:00400000 dw 0 ; init_IP
HEADER:00400000 dw 0 ; init_CS
HEADER:00400000 dw 40h ; relocs_offset
HEADER:00400000 dw 1Ah ; overlay_number
HEADER:00400000 db 20h dup(0) ; reserved
HEADER:00400000 dd offset pe_header - offset image_base; new_hdr_offset
```




After

To this...

```
IDA - tls2.dll
File Edit Jump Search View Debug Options Window
[ ] IDA View-A
HEADER:00400000 ; =====
HEADER:00400000 ; Segment type: Regular
HEADER:00400000 HEADER segment para public '' use32
HEADER:00400000 assume cs:HEADER
HEADER:00400000 ;org 400000h
HEADER:00400000 assume es:_reloc, ss:_reloc, ds:_reloc, fs:_reloc, gs:_reloc
HEADER:00400000 image_base: ; DATA XREF: HEADER:pe_header+284o
HEADER:00400000 ; HEADER:pe_header+804o ...
HEADER:00400000 dec ebp
HEADER:00400001 pop edx
HEADER:00400002 jmp loc_400600
HEADER:00400002 ; =====
```




Presto!

```
IDA - tls2.dll
File Edit Jump Search View Debug Options Window
[ ] IDA View-A
CODE:00400600 assume cs:CODE
CODE:00400600 jorg 400600h
CODE:00400600 assume es:_reloc, ss:_reloc, ds:CODE, fs:nothing, gs:nothing
CODE:00400600 loc_400600: ; DATA XREF: HEADER:pe_section_tablefo
CODE:00400600 push 0
CODE:00400602 push offset aDemo ; "demo"
CODE:00400607 push offset aRun ; "run"
CODE:0040060C push 0
CODE:0040060E call j_MessageBoxA
CODE:00400613 ; ===== S U B R O U T I N E =====
CODE:00400613 ; BOOL __stdcall start(HINSTANCE hinstDLL,DWORD fdwReason,LPUVOID lpReserved)
CODE:00400613 public start
CODE:00400613 start proc near ; DATA XREF: HEADER:pe_headerfo
CODE:00400613 mov al, 1 ; DllEntryPoint
CODE:00400615 ret
CODE:00400615 start endp
CODE:00400616 ; [00000006 BYTES: COLLAPSED FUNCTION j_MessageBoxA. PRESS KEYPAD "+" TO EXPAND]
CODE:0040061C align 200h
CODE:0040061C CODE ends
CODE:0040061C
```




Really Not OK

Just a little something to add to the workload.