**Topic** :- How Malwares evade  API logging tools.

**Overview** :- This article will discuss a simple trick Malware use to evade API logging. This is a small part of the process injection process performed by the Lokibot malware.

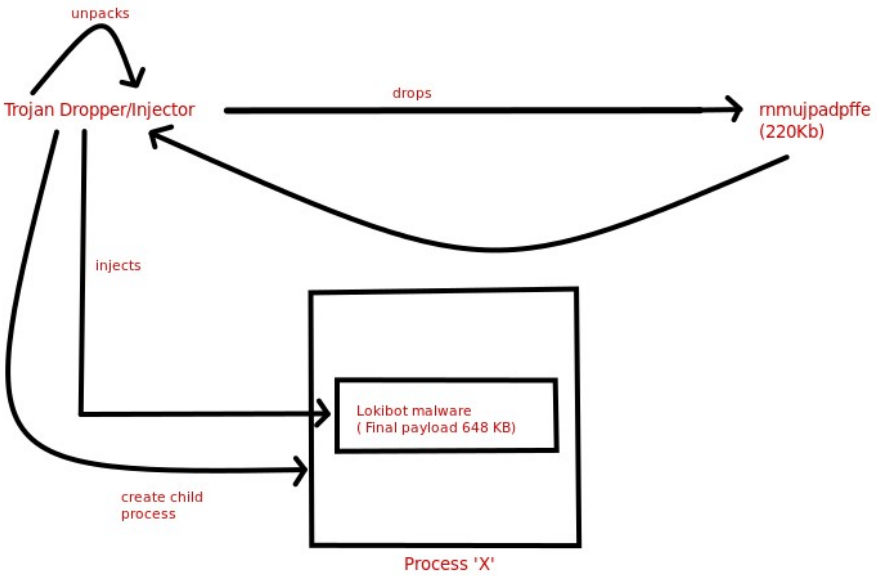
## Malware source :-

- **Sha1 :-** 70c34a5e1442816c23d78454edc2c7505f43f82b
- **Sha256 :-** 563818872af4977ebccd2bc8f97e968edeb6cce444c7a380b3c69e53fd317c2e

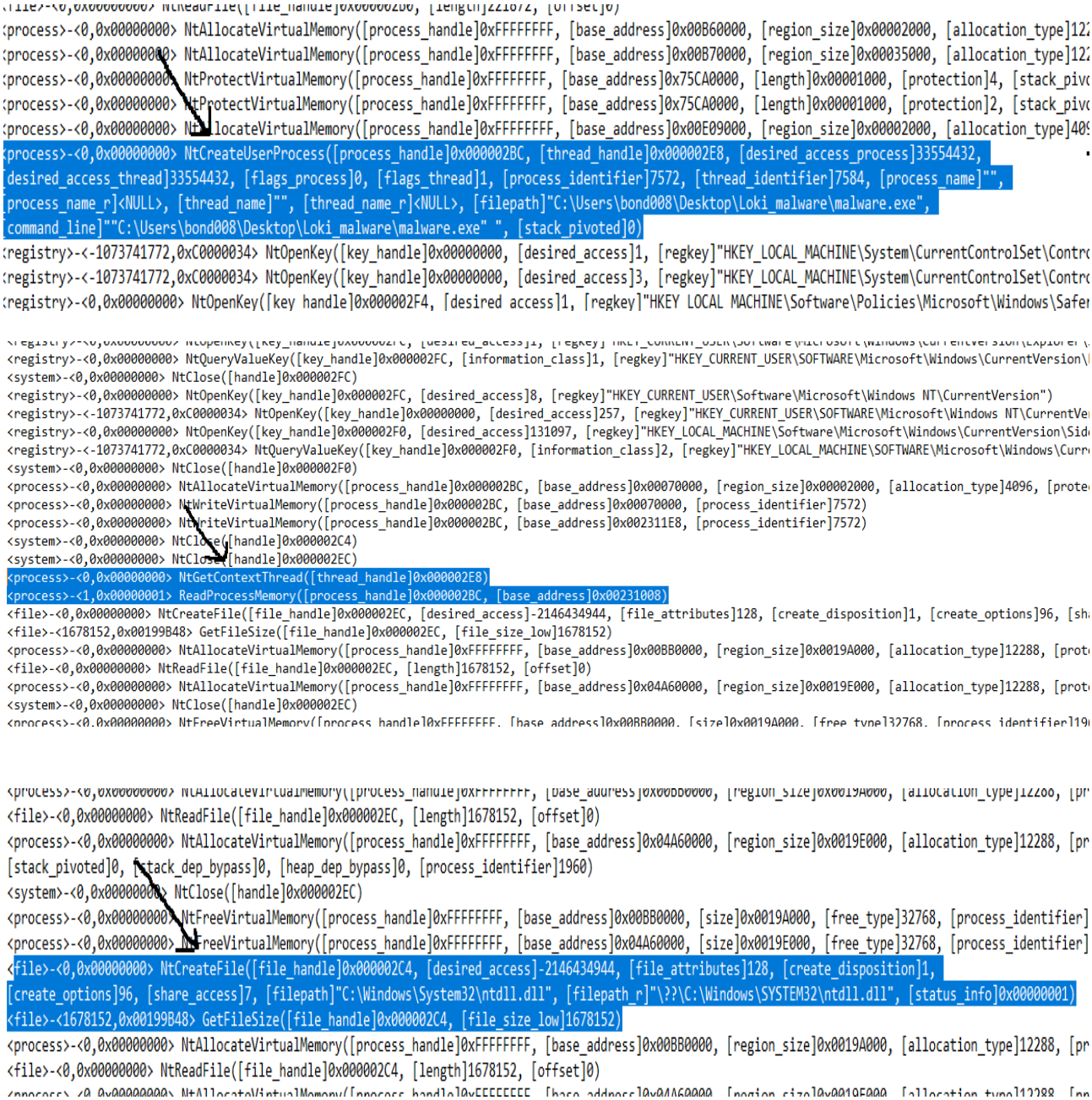
**Tools Used :-** Windbg, Cutter(rizin engine).

API logging can be and is used by antivirus or other detection tools for detecting malicious behaviour. Sometimes user mode hooks are placed to detect which API is being called. Tools like APIMiner uses usermode hook to log Windows API. While analyzing Loki malware, I came upon a neat trick used by the malware to evade API logging by tools. So lets see how it does it.

Loki malware is an info stealer malware and uses process injection to infect other process. In this case it creates a new process and injects the Final Payload into it. But it does so in a tricky way by using “sysenter” instructions instead of directly calling the Windows API’s. Below we can see the process injection part of  life cycle of the malware.

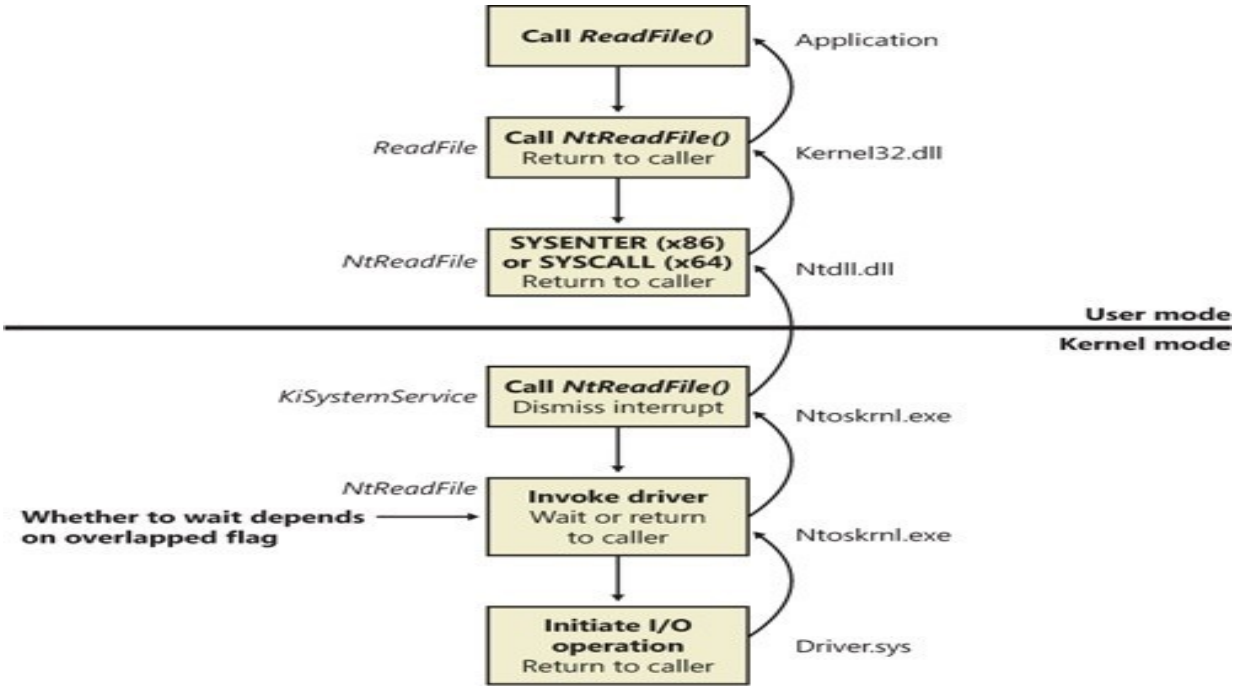


To get  a better idea of the API's beinng used, we can use APIMiner tool in this case and see what API's are being called by the sample which will give us some idea of what the malware sample is doing.

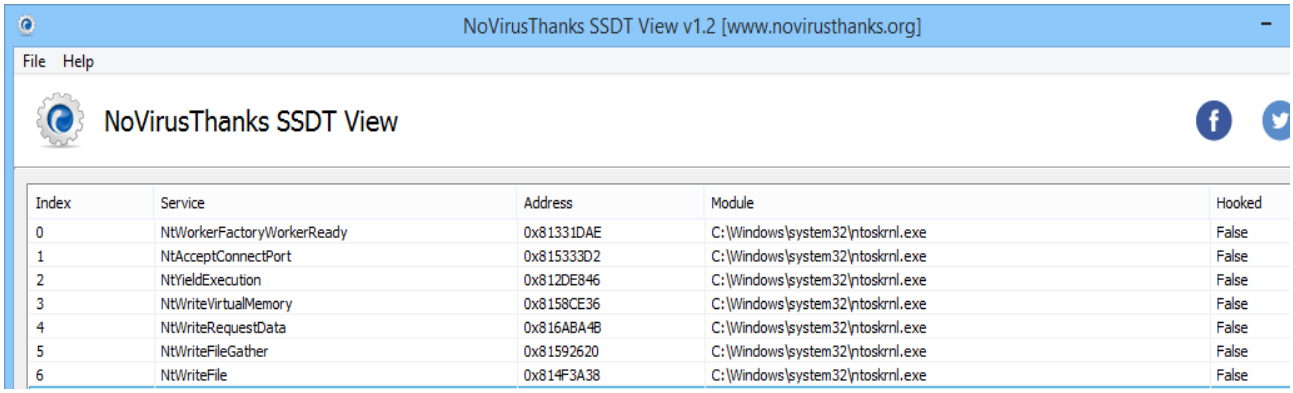



So, we can see that the Malware uses CreateProcessW() and GetThreadContext(), SetThreadContext() functions, but there is no ntMapViewofSection() or ResumeThread() or other Api's responsible for process injection. But we can see ntdll file being read which it will used to get Syscall numbers.

So what is actually going on? To know that we have to know how windows user to kernel mode interaction works.

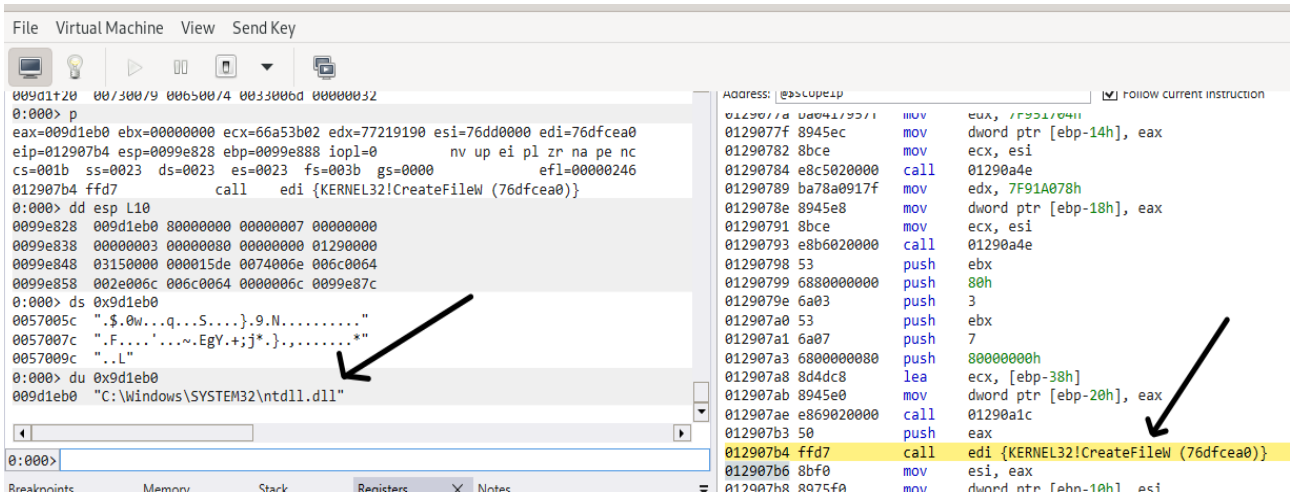



Normally a malware use  hasehes to find  the address of system calls in kernel32.dll and than calls that address. But loki malware gets the syscall ID number of the systemcall from ntdll.dll and uses that and the sysenter instruction to do its task. Whats a syscall ID? Syscall ID/number is basically the position in which the systemcall address resides in the System ServiceDescriptor Table(SSDT). SSDT table is what the kernel uses to find the address of the Service to be executed in kernel space. Below is an example of what an SSDT looks like.

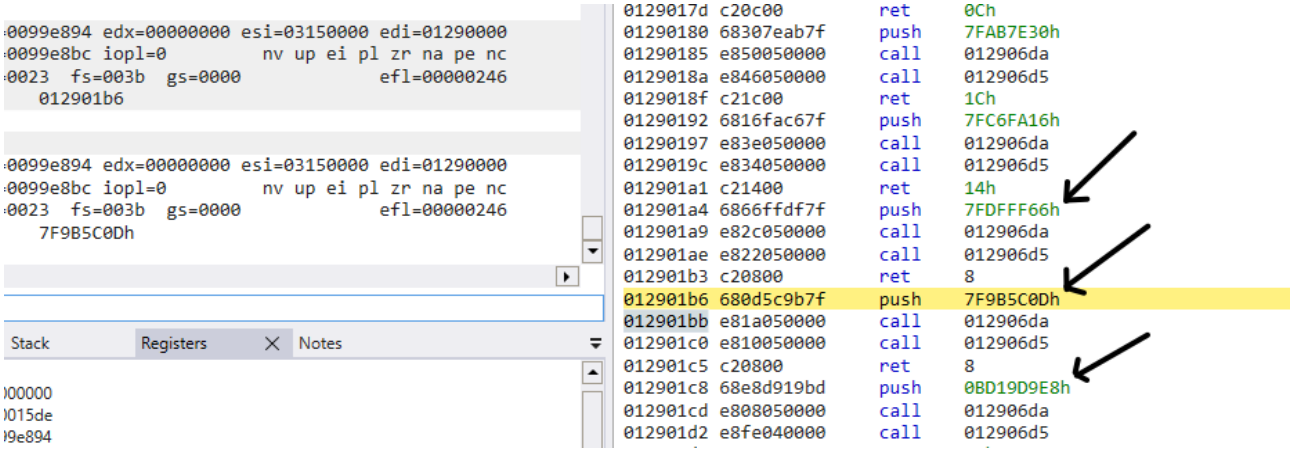


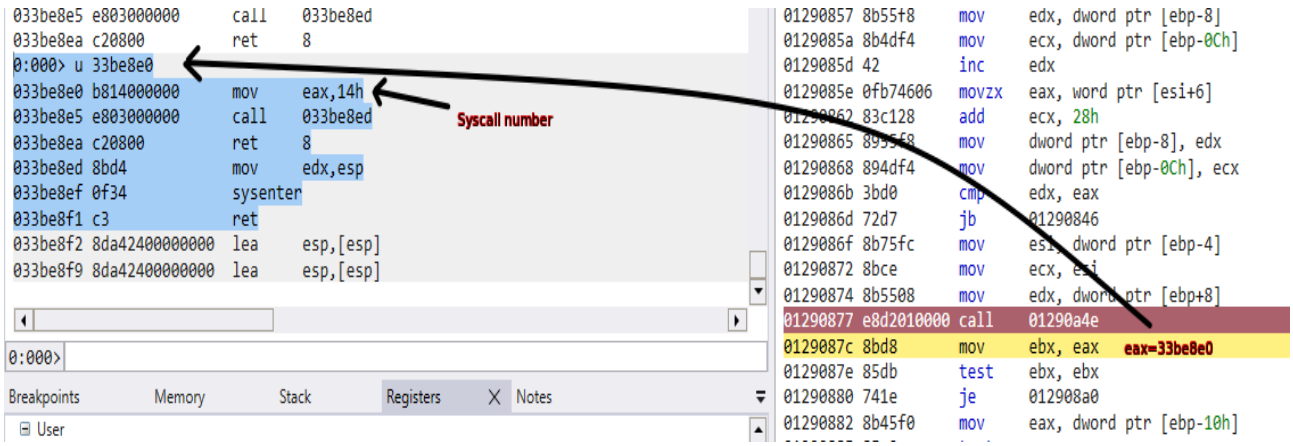

| Index | Service | Address | Module | Hooked |
|---|---|---|---|---|
| 0 | NtWorkerFactoryWorkerReady | 0x81331DAE | C:\Windows\system32\ntoskrnl.exe | False |
| 1 | NtAcceptConnectPort | 0x815333D2 | C:\Windows\system32\ntoskrnl.exe | False |
| 2 | NtYieldExecution | 0x812DE846 | C:\Windows\system32\ntoskrnl.exe | False |
| 3 | NtWriteVirtualMemory | 0x8158CE36 | C:\Windows\system32\ntoskrnl.exe | False |
| 4 | NtWriteRequestData | 0x816ABA4B | C:\Windows\system32\ntoskrnl.exe | False |
| 5 | NtWriteFileGather | 0x81592620 | C:\Windows\system32\ntoskrnl.exe | False |
| 6 | NtWriteFile | 0x814F3A38 | C:\Windows\system32\ntoskrnl.exe | False |

The Malware first reads the ntdll.dll.



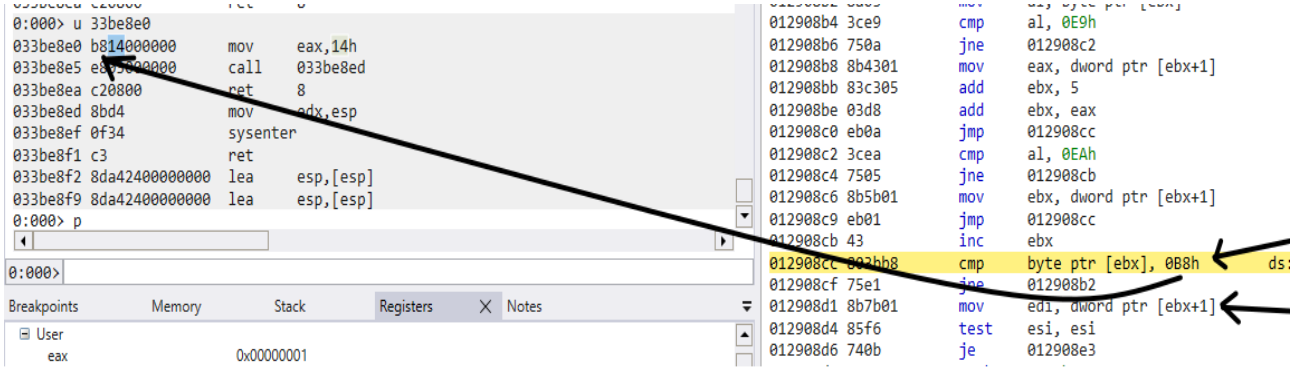

It then uses a hash to look for the required API in the ntdll file and get the starting address of the API.

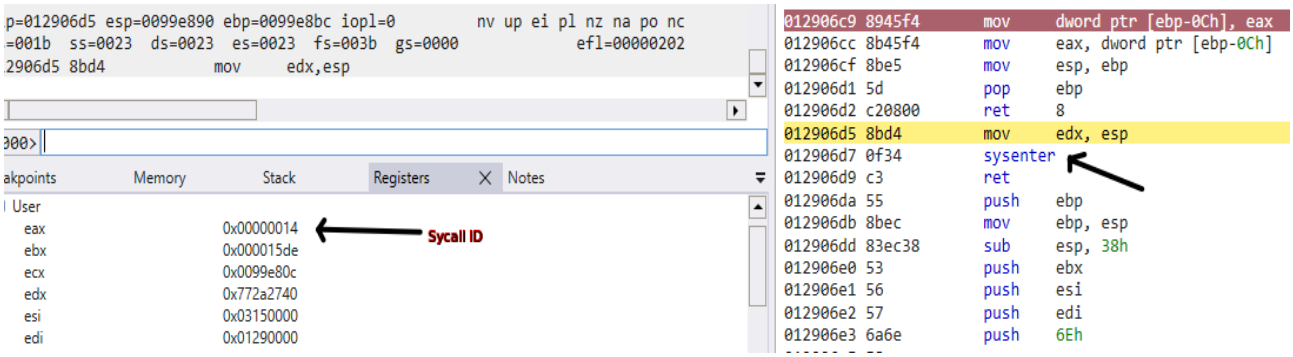



The function call at address 0x1290877 searches for the addres of the function require. Syscall ID 0x14 in this case maps to ntMapViewOfSection.

Then it check for the first byte of the instruction “mov eax, X” if its “B8” which corresponds to “mov eax” then it saves the ordinal number represented by the “X” and saves it in eax and uses the sysenter instuction to execute the system service.




Conslusion :- This is not a significant change in the behaviour of malware but shows simple changes being used for evasion