



The Information Security Experts



# Inside the Storm: Protocols and Encryption of the Storm Botnet

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# To be covered in this talk:

- Quick-and-dirty unpacking of Storm
- Structure of the Storm botnet
- Introduction to the Overnet protocol
- Storm's use of Overnet
- Encryption algorithms within Storm
- Storm node activation
- Storm node communication
- Notes on enumerating the Storm botnet

# Unpacking Storm (the easy way)

- Why do we need to unpack at all?
  - Didn't you write Truman for behavioral analysis of stuff like this?
- Storm installation procedure
  - Dropper EXE installs rootkit
  - Rootkit injects userland bot code on load
- Userland code is simply XORed inside kernel driver binary
- Extraction:
  - Run in sandnet, grab dropped .sys file
  - Extract, XOR and run (no anti-VM/debugging checks!)

# Locating the XORed EXE

```
00001140 0A 1D D7 47 44 47 47 47 43 47 47 47 B8 B8 47 47 ...GDGGGCGGG..GG
00001150 FF 47 47 47 47 47 47 47 07 47 47 47 47 47 47 47 .GGGGGGG.GGGGGGG
00001160 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 GGGGGGGGGGGGGGGGG
00001170 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 GGGGGGGGGGGGG.GGG
00001180 49 58 FD 49 47 F3 4E 8A 66 FF 46 0B 8A 66 13 2F IX.IG.N.f.F..f./
00001190 2E 34 67 37 35 28 20 35 26 2A 67 24 26 29 29 28 .4g75( 5&*g$&))
000011A0 33 67 25 22 67 35 32 29 67 2E 29 67 03 08 14 67 3g%"g52)g.)g...g
000011B0 2A 28 23 22 69 4A 4A 4D 63 47 47 47 47 47 47 47 *(#"iJJMcGGGGGGGG
000011C0 FB 9C B5 8C BF FD DB DF BF FD DB DF BF FD DB DF .....
000011D0 BF FD DA DF 3B FD DB DF 98 3B A0 DF B2 FD DB DF ....;....;.....
000011E0 BA F1 D4 DF B9 FD DB DF A1 AF 58 DF B4 FD DB DF .....X.....
000011F0 A1 AF 5F DF 85 FD DB DF A1 AF 4A DF BE FD DB DF .._.....J.....
00001200 15 2E 24 2F BF FD DB DF 47 47 47 47 47 47 47 47 ..$/....GGGGGGGG
00001210 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 GGGGGGGGGGGGGGGGG
00001220 17 02 47 47 0B 46 43 47 80 2E CC 00 47 47 47 47 ..GG.FCG....GGGG
00001230 47 47 47 47 A7 47 45 46 4C 46 4E 47 47 21 46 47 GGGG.GEFLFNGG!FG
00001240 47 31 47 47 47 47 47 47 07 93 47 47 47 57 47 47 G1GGGGGG..GGWGG
00001250 47 C7 46 47 47 47 07 47 47 57 47 47 47 45 47 47 G.FGGG.GGWGGEGG
00001260 42 47 47 47 47 47 47 47 42 47 47 47 47 47 47 47 BGGGGGGGBGGGGGGGG
00001270 47 57 45 47 47 43 47 47 47 47 47 47 47 45 47 47 C3 GWEGGCGGGGGGGEGG.
00001280 47 47 57 47 47 57 47 47 47 47 57 47 47 47 57 47 47 GGWGGWGGGGWGGWGG
00001290 47 47 47 47 57 47 47 47 47 47 47 47 47 47 47 47 GGGGWGGGGGGGGGGGG
000012A0 53 8A 46 47 CB 47 47 47 47 47 47 47 47 47 47 47 S.FG.GGGGGGGGGGGG
000012B0 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 47 GGGGGGGGGGGGGGGGG
000012C0 47 B7 46 47 DF 4A 47 47 47 47 47 47 47 47 47 47 G.FG.JGGGGGGGGGGG
----- bur ito6dc4-5efc.sys -----0x12C0/0x1FB00-----
```

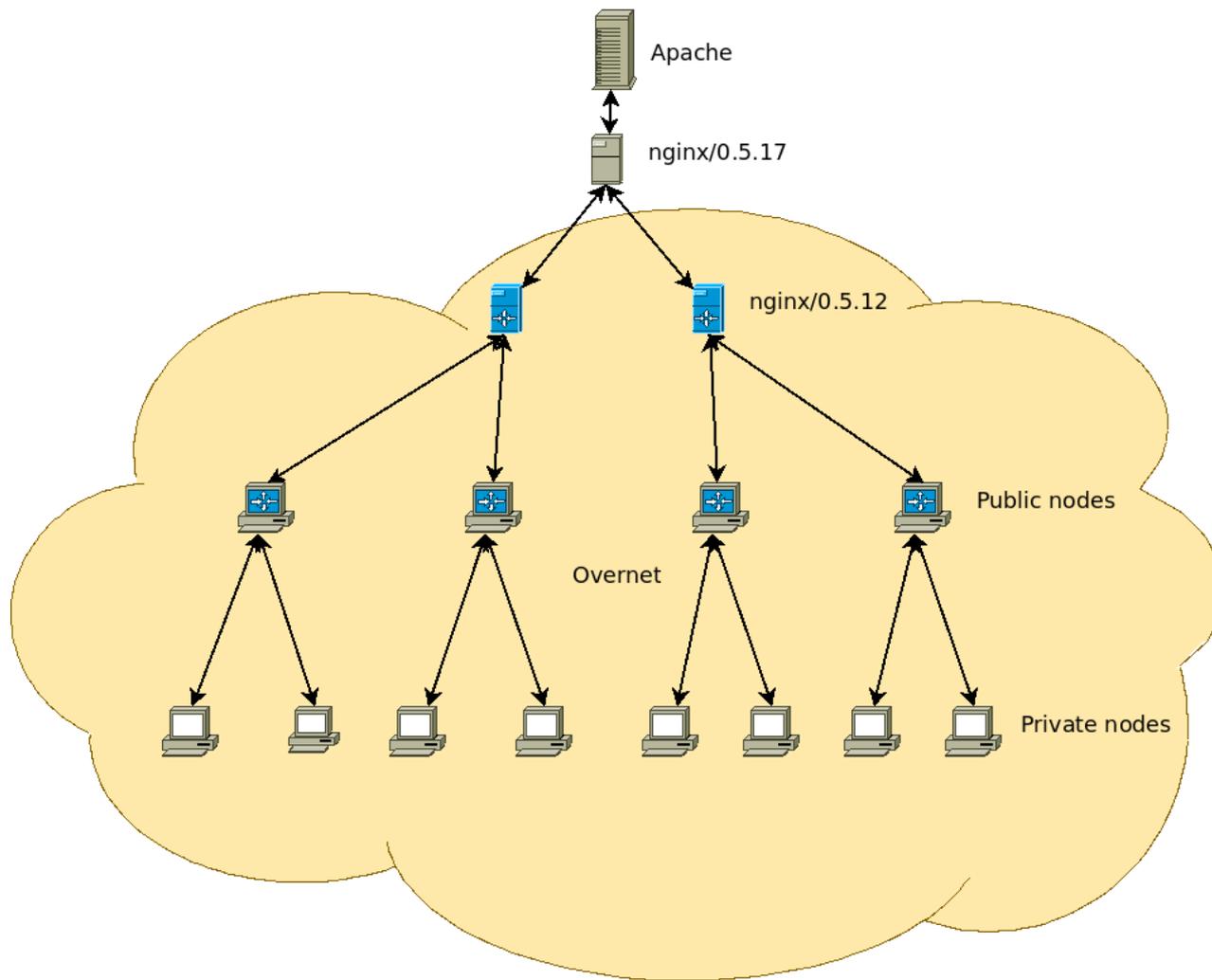
# Locating the XORed EXE

```
00001140  4D 5A 90 00 03 00 00 00 04 00 00 00 FF FF 00 00 MZ.....
00001150  B8 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00 .....@.....
00001160  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00001170  00 00 00 00 00 00 00 00 00 00 00 00 E0 00 00 00 .....
00001180  0E 1F BA 0E 00 B4 09 CD 21 B8 01 4C CD 21 54 68 .....!..L.!Th
00001190  69 73 20 70 72 6F 67 72 61 6D 20 63 61 6E 6E 6F is program canno
000011A0  74 20 62 65 20 72 75 6E 20 69 6E 20 44 4F 53 20 t be run in DOS
000011B0  6D 6F 64 65 2E 0D 0D 0A 24 00 00 00 00 00 00 00 mode....$.
000011C0  BC DB F2 CB F8 BA 9C 98 F8 BA 9C 98 F8 BA 9C 98 .....
000011D0  F8 BA 9D 98 7C BA 9C 98 DF 7C E7 98 F5 BA 9C 98 ....l...l.....
000011E0  FD B6 93 98 FE BA 9C 98 E6 E8 1F 98 F3 BA 9C 98 .....
000011F0  E6 E8 18 98 C2 BA 9C 98 E6 E8 0D 98 F9 BA 9C 98 .....
00001200  52 69 63 68 F8 BA 9C 98 00 00 00 00 00 00 00 00 Rich.....
00001210  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00001220  50 45 00 00 4C 01 04 00 C7 69 8B 47 00 00 00 00 PE..L....i.G....
00001230  00 00 00 00 E0 00 02 01 0B 01 09 00 00 66 01 00 .....f..
00001240  00 76 00 00 00 00 00 00 40 D4 00 00 00 10 00 00 .v.....@.....
00001250  00 80 01 00 00 00 40 00 00 10 00 00 00 02 00 00 .....@.....
00001260  05 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 .....
00001270  00 10 02 00 00 04 00 00 00 00 00 00 02 00 00 84 .....
00001280  00 00 10 00 00 10 00 00 00 00 10 00 00 10 00 00 .....
00001290  00 00 00 00 10 00 00 00 00 00 00 00 00 00 00 00 .....
000012A0  14 CD 01 00 8C 00 00 00 00 00 00 00 00 00 00 00 .....
000012B0  00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
000012C0  00 F0 01 00 98 0D 00 00 00 00 00 00 00 00 00 00 .....
----- bur ito6dc4-5efc.xor -----0x12C0/0x1FB00-----
```

# About Storm's “polymorphism”

- AV companies struggle to keep up with Storm variants
- The packing code changes every 10 minutes (controlled server-side)
- However, the last-stage payload (XORed code) changes much less frequently (on the order of months these days)

# Storm Architecture



# Storm Architecture

- Level 1: Apache C&C
- Level 2: Nginx 0.5.17 proxy
  - Hides top-level Apache server somewhere in the world
- Level 3: Nginx 0.5.12 proxies (subcontrollers)
  - Hide master Nginx host, listen in on Overnet traffic
- Level 4: Public nodes (supernodes)
  - Act as reverse HTTP proxies to controller, fast-flux nameservers
- Level 5: Private nodes (subnodes)
  - Send spam or DDoS packets

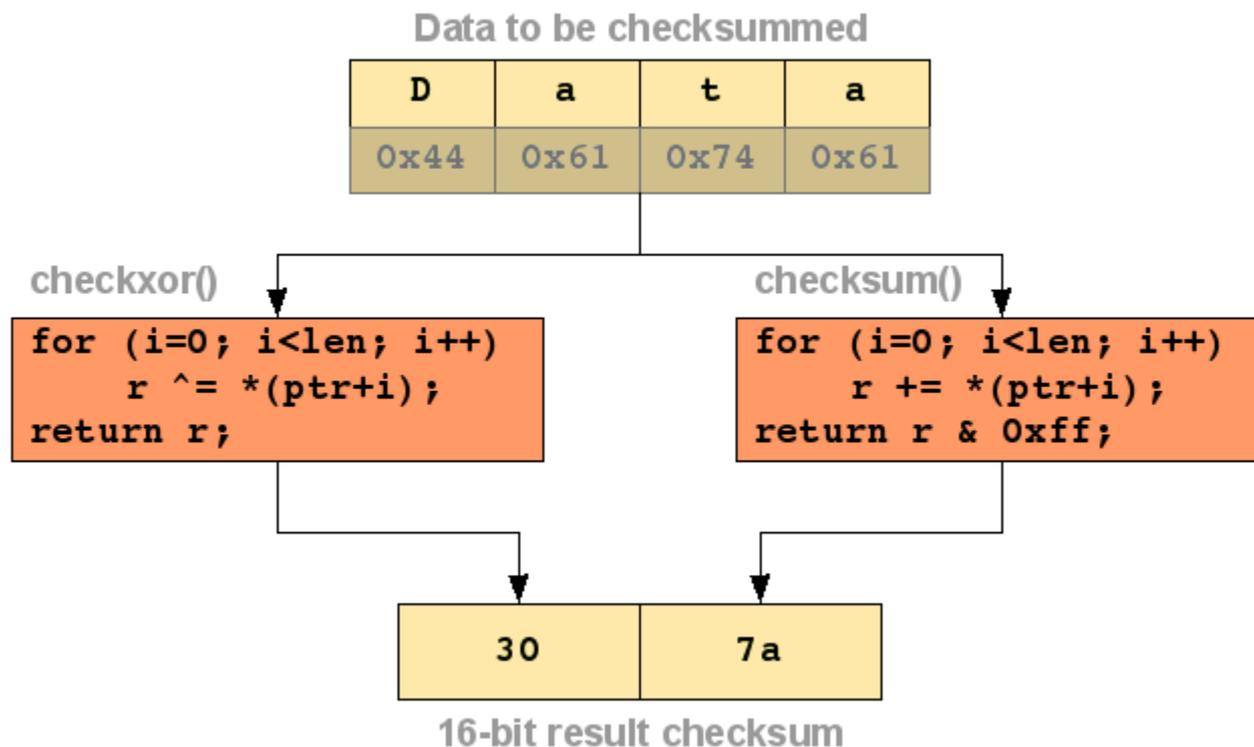
# Storm encryption overview

- RSA is used for encoding controller list packet
- Other TCP communication: base64 and zlib compression
- For Overnet, Storm uses two different custom hash permutation algorithms
- Authentication: 4-byte challenge/response

```
Subnode Authentication: response = challenge ^ 0x46f1d93e
Subcontroller Authentication: response = challenge ^ 0x8a35ee72
```

# Storm encryption overview 2

- Simple checksum algorithm used throughout Storm code:



# Overnet/Edonkey protocol overview

- Every file on Overnet is searched by its MD4 hash
- Basically it's a distributed hash table
  - Storm uses Kademia's DHT implementation
  - Peers maintain a list of other peer hashes
  - If a peer doesn't know the location of what you're searching for, it will give you a list of peers closest to your searched file's hash

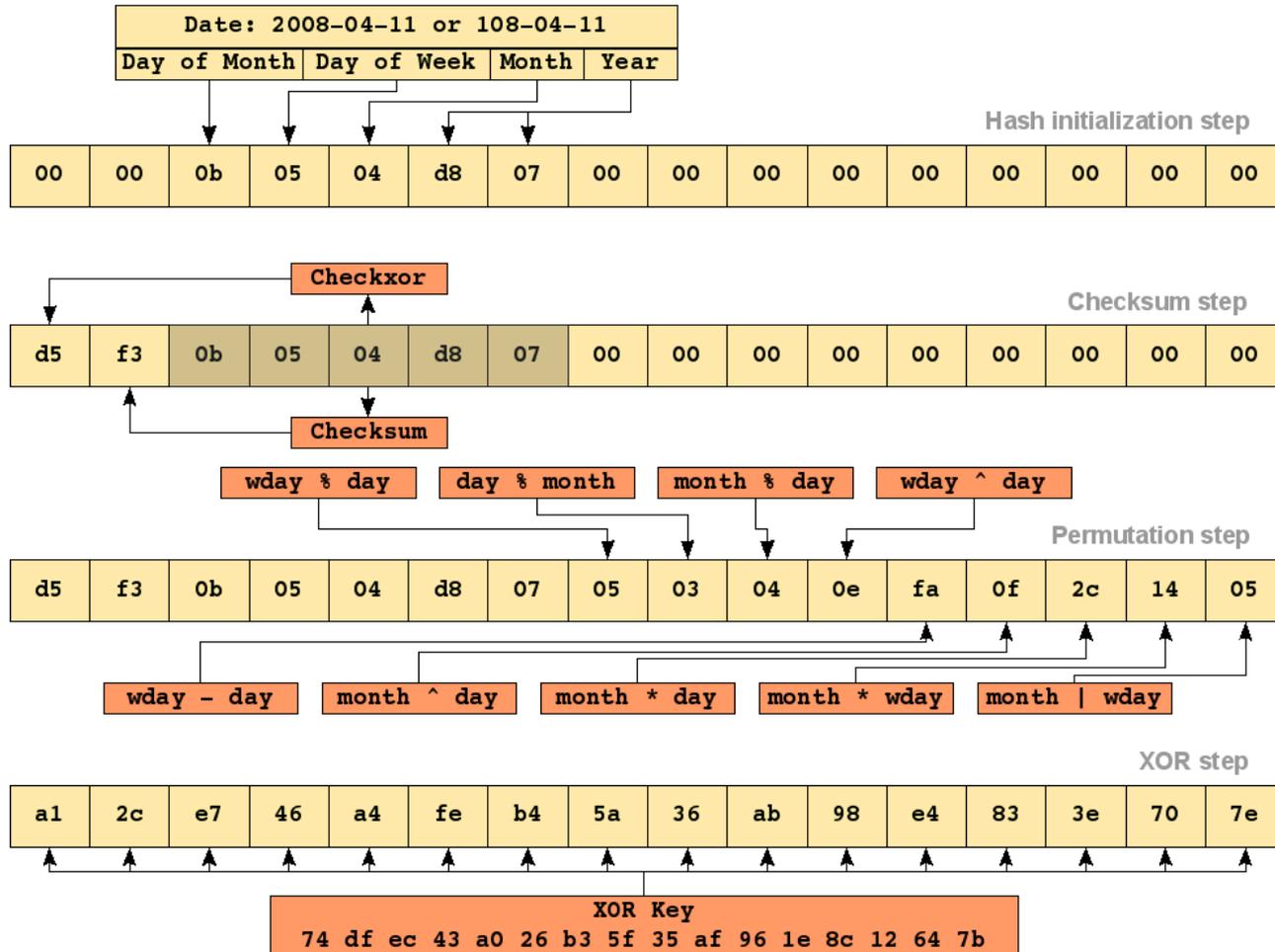
Uncle Ted says:



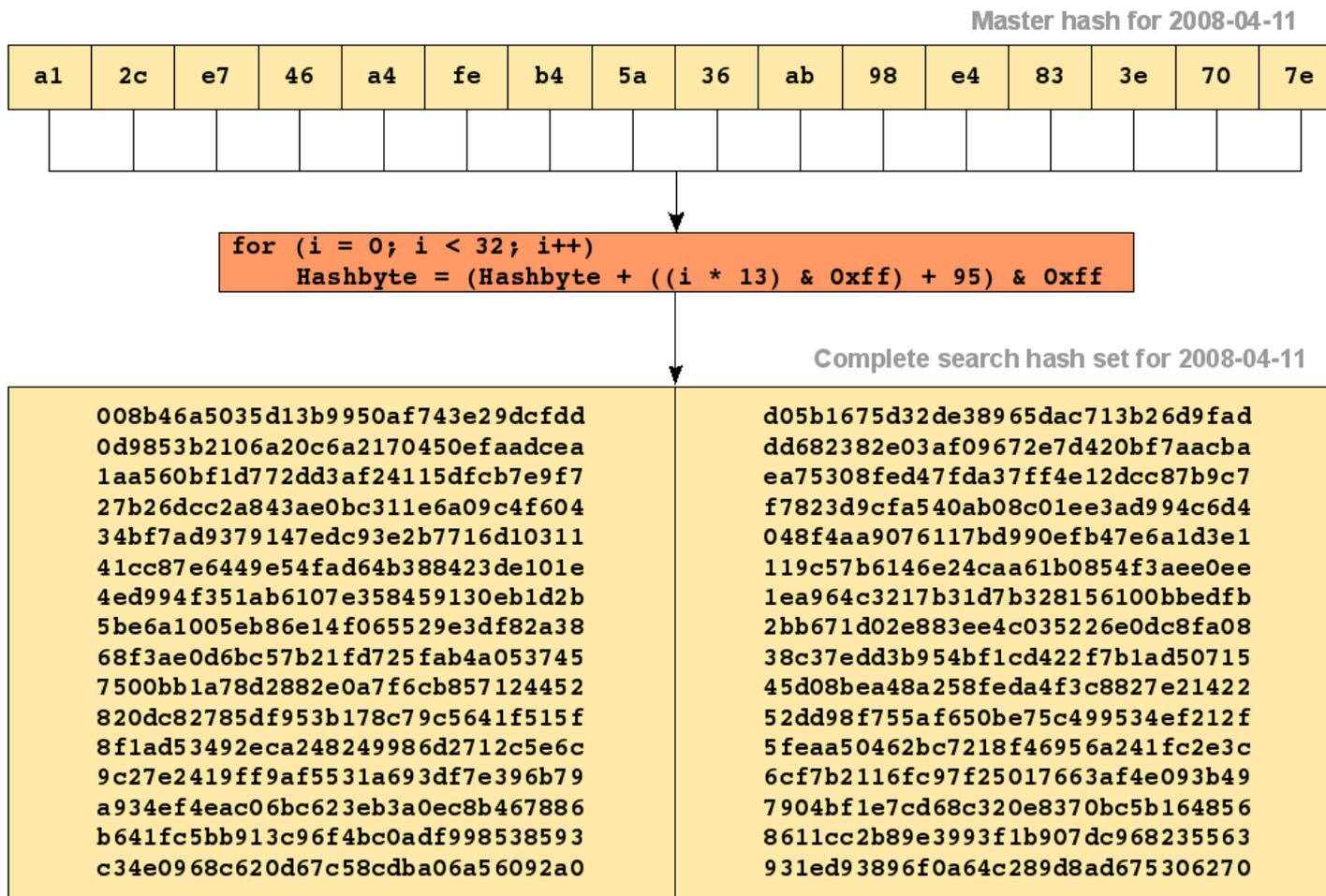
# Storm P2P search

- Uses partial Overnet protocol
  - Not for communication, but location information
- Instead of sharing files, Storm encodes information into the hash itself – the current date and a checksum value
- 32 possible hashes are generated for each day of the year (peers search + or – 1 day also)
- Subcontrollers search for current date hashes
- Subnodes search for current date -1900 years

# Generating a search hash set (part 1)



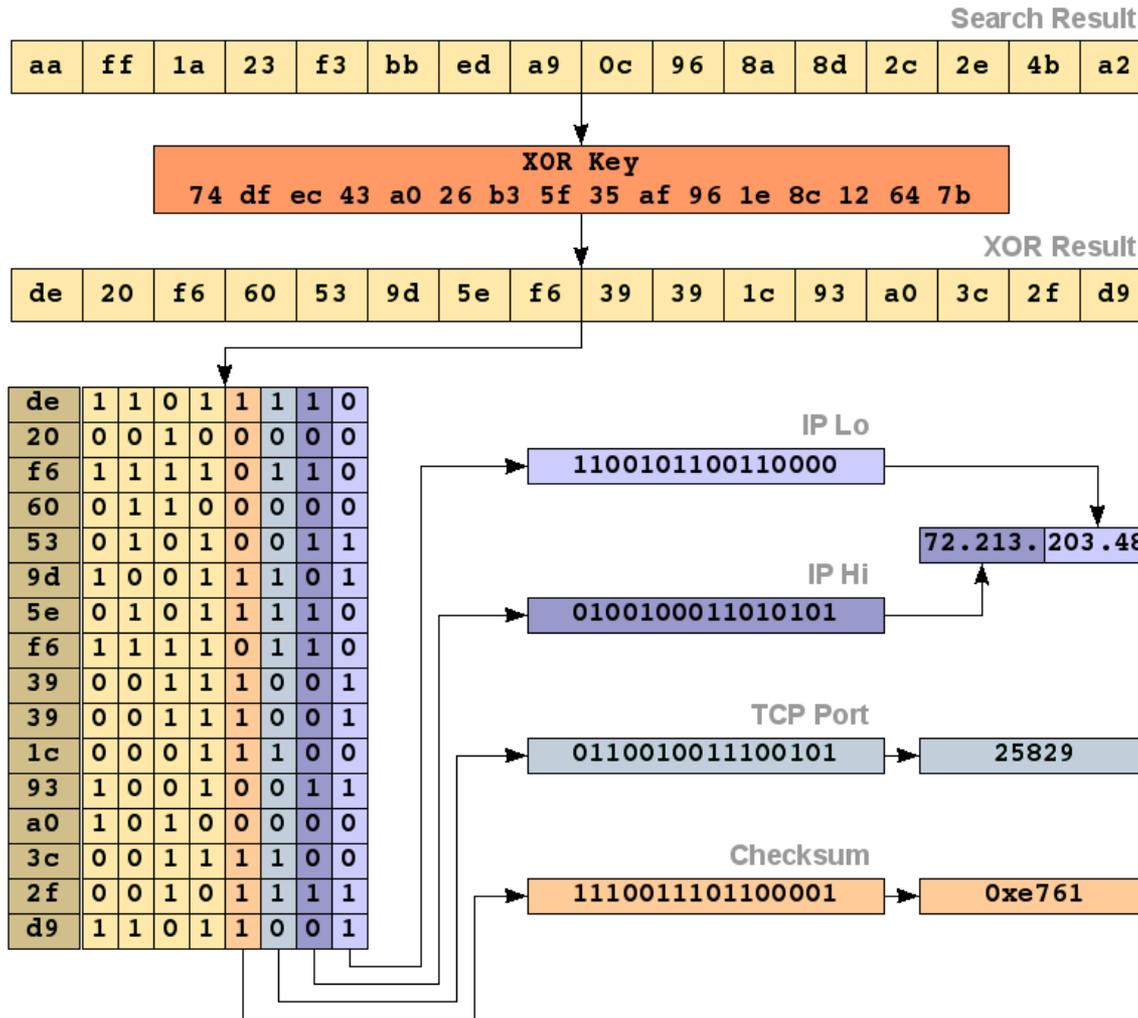
# Generating a search hash set (part 2)



# Publishing hashes

- Supernodes use Overnet publish packets to announce a location hash to peers
- More encoded data:
  - IP address
  - Storm control TCP port
- Other peers in the network cache location hashes and answer search queries
- Date hash in publish packet is state-dependent
  - Unactivated: `current_date`
  - Unactivated: `current_date-1900 years`

# Decoding a Storm search result hash

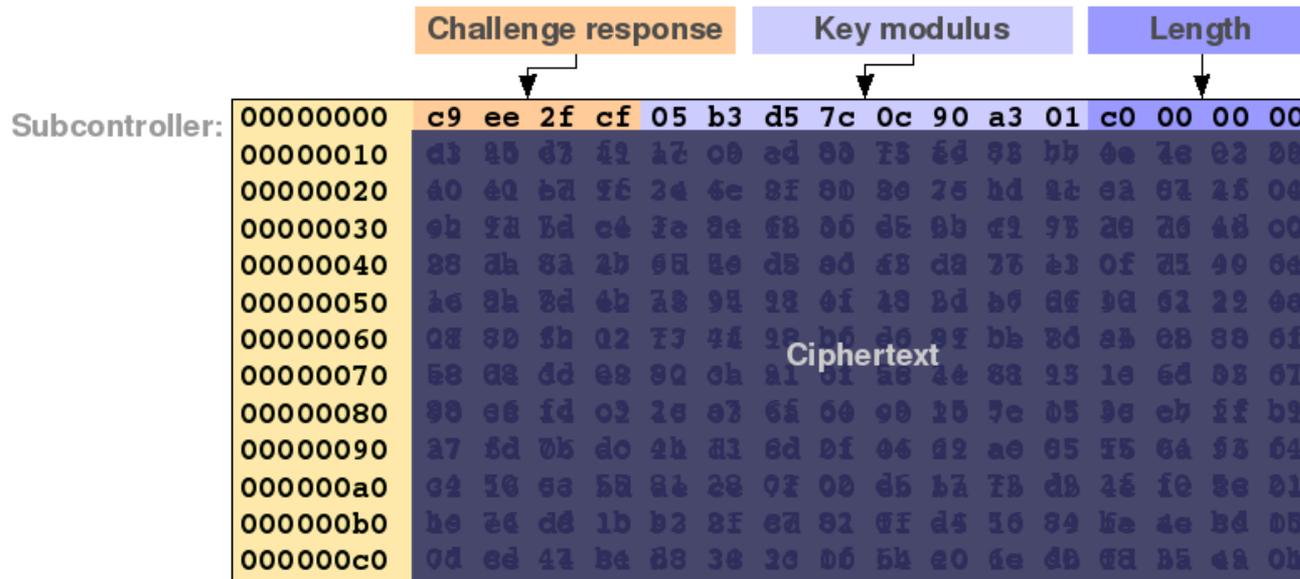


# Activation of supernodes

- Subcontrollers search for a published current date hash on the network (unactivated Supernode)
- Subcontroller sends encrypted activation packet (BoL) to IP/TCP port found in published hash
- Supernode decodes list of subcontroller hosts it can to relay traffic to – it is now considered active
- Supernode begins to publish current\_date-1900 years hash so subnodes can locate them and connect to the control port

# Activation packet decryption

Supernode: 00000000 bb 00 1a 45 ← Auth challenge



RSA

Length	Checksum	IP	Port
IP	Port	...	

# Storm's private overnet

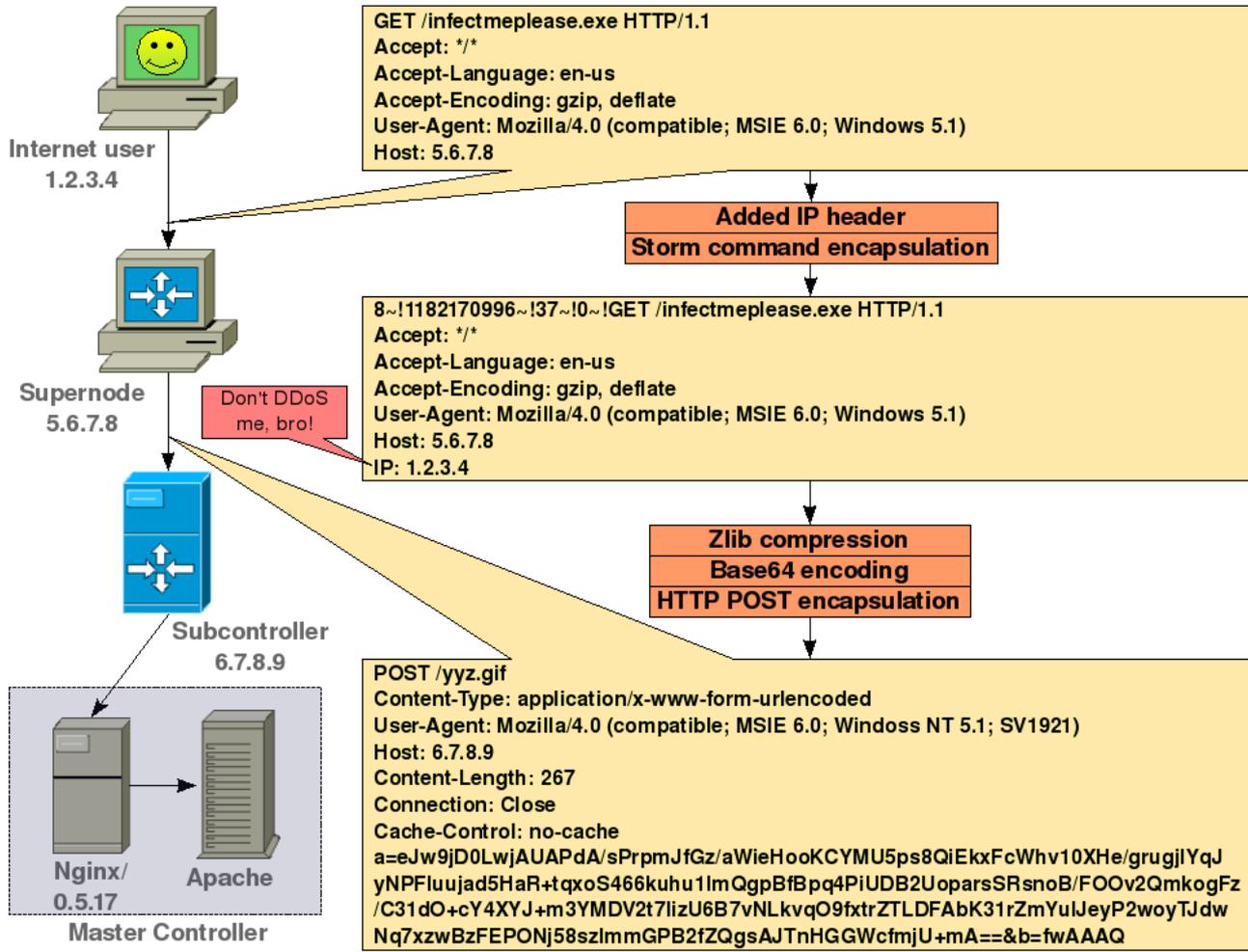
- Overnet is filled with poison peers, nosy botnet researchers :)
- Storm's answer – keep the protocol, but encrypt the packets
  - Creates a new network – only Storm nodes can talk to each other
  - Encryption is simple XOR by embedded key
  - Could be used to segment botnets in case Storm author feels like selling turn-key spam system

```
f3aa580e78de9b3715742c8fb341c550337a633de613df6c46cabe9a77489402c0f36649ee8721bb
```

# Encapsulated HTTP relay

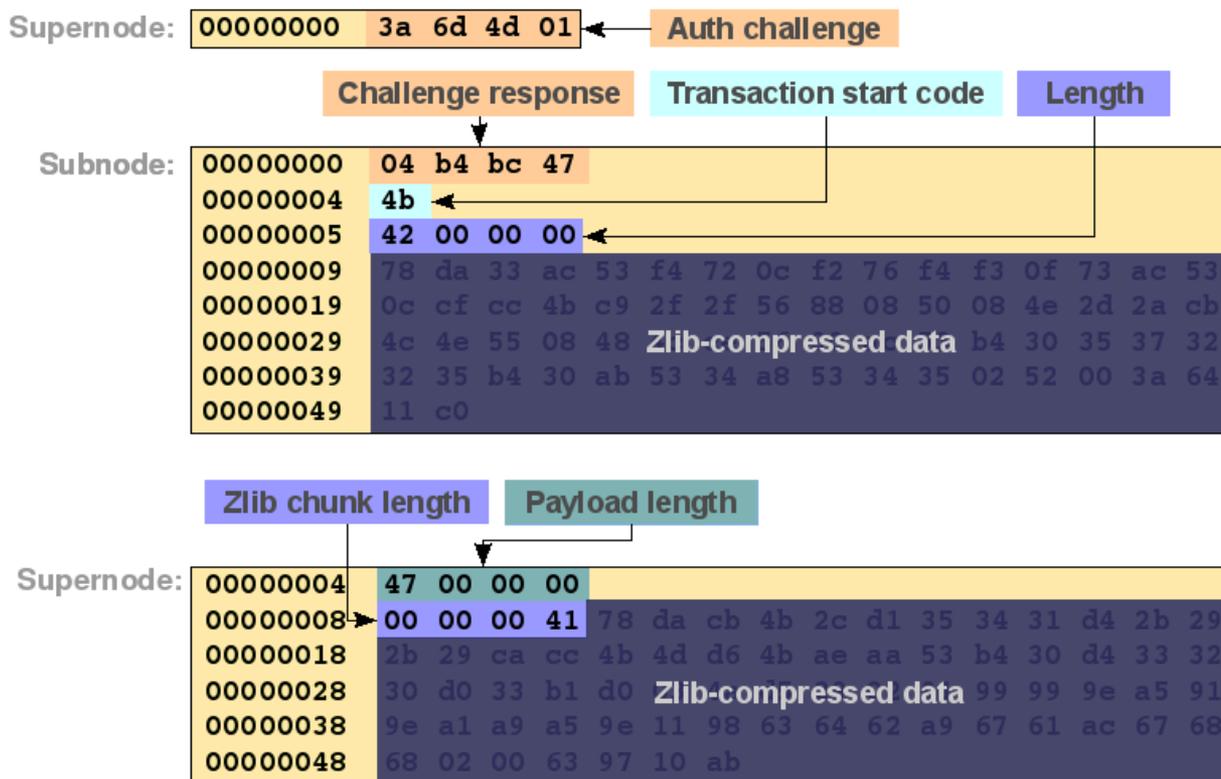
- Supernode listens on port 80 for HTTP requests
- Supernode relays zlib-compressed traffic to subcontroller via base64-encoded HTTP postdata
  - Request is encapsulated inside Storm command
  - Host IP HTTP header is added
- Nginx server passes HTTP request to master Apache server
- Reply from master is base64-encoded zlib-compressed data
- Reply is decoded and sent back to requestor

# HTTP relay flow



# Command packet exchange

- Subnode connects to TCP port of supernode
  - Zlib-compressed protocol relayed to controller via encapsulated HTTP requests as before





# Enumerating Storm

- Because overnet peers are constantly broadcasting their presence, one can walk all nodes in the network and get a count of the botnet size
- Brandon Enright at UCSD has done extensive work in mapping Storm nodes on both the public and private Overnet
- More information:

[http://noh.ucsd.edu/~bmenrigh/exposing\\_storm.ppt](http://noh.ucsd.edu/~bmenrigh/exposing_storm.ppt)

# Questions?

# Thank You!

- And a special thanks to GW and Brandon Enright for their insights during the development of this presentation