

REQUIEM FOR AN ADMIN



PowerShell Conference
Singapore 2017



SAPIEN
Technologies, Inc.



Konfx.
www.konfx.io



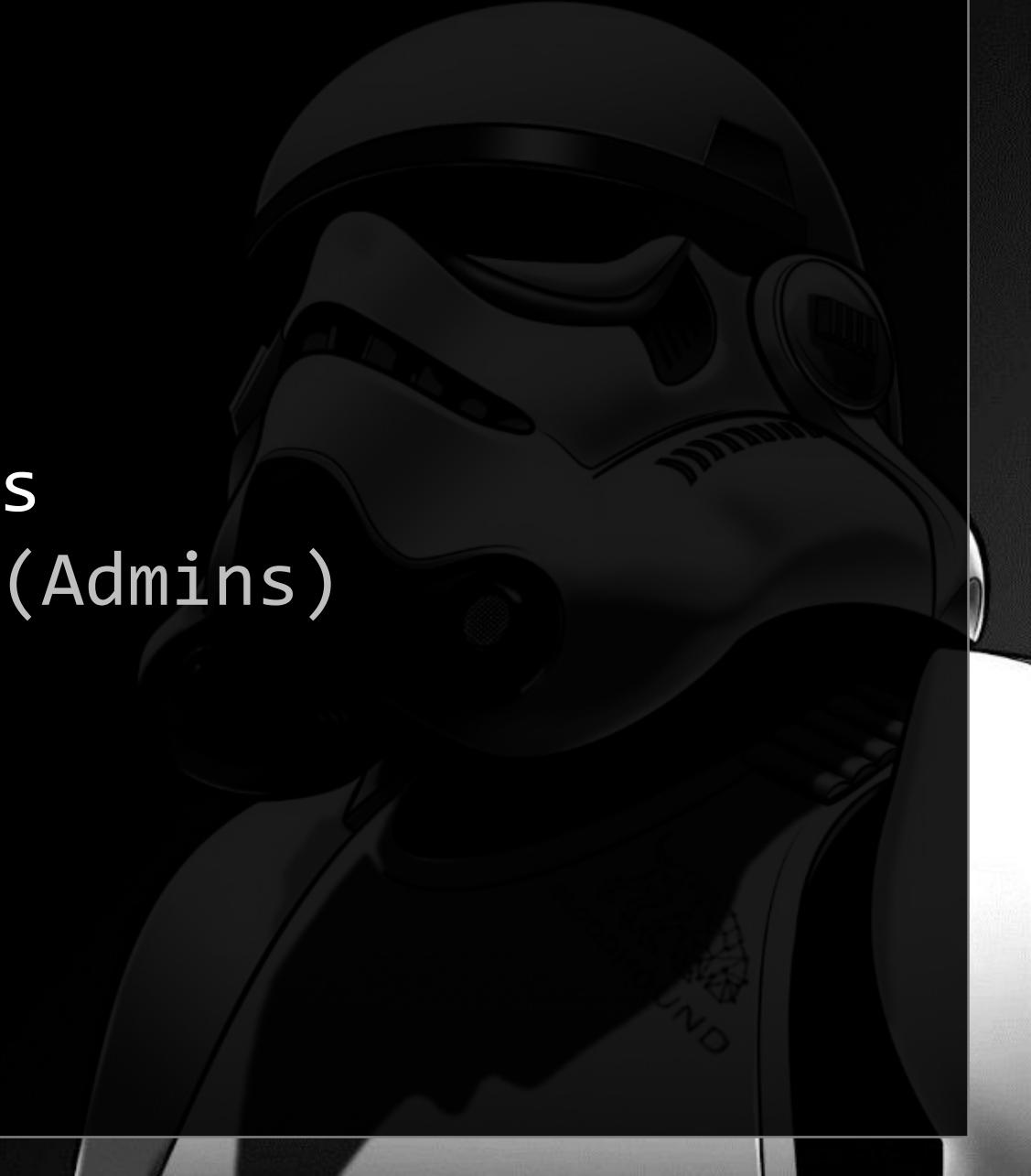
Whois



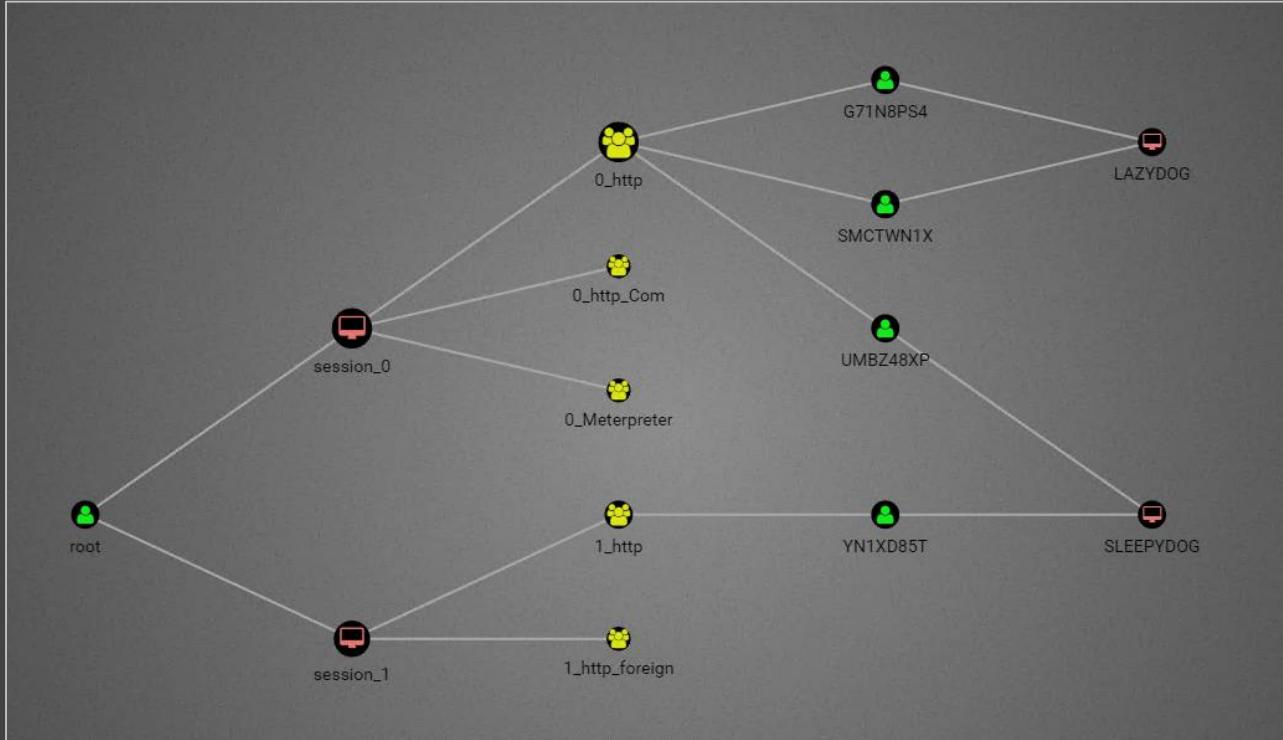
Walter Legowski @SadProcessor

- ♥ PowerShell
- ♥ More PowerShell
- ♥ (Offensive) Tools
- ♥ Corporate Stuff (Admins)

- ♥ Wife & ♥♥♥ Kids
- ♥ Digital Arts
- ♥ Lego Bricks



Demo/POC



> Map Empire
in Bloodhound

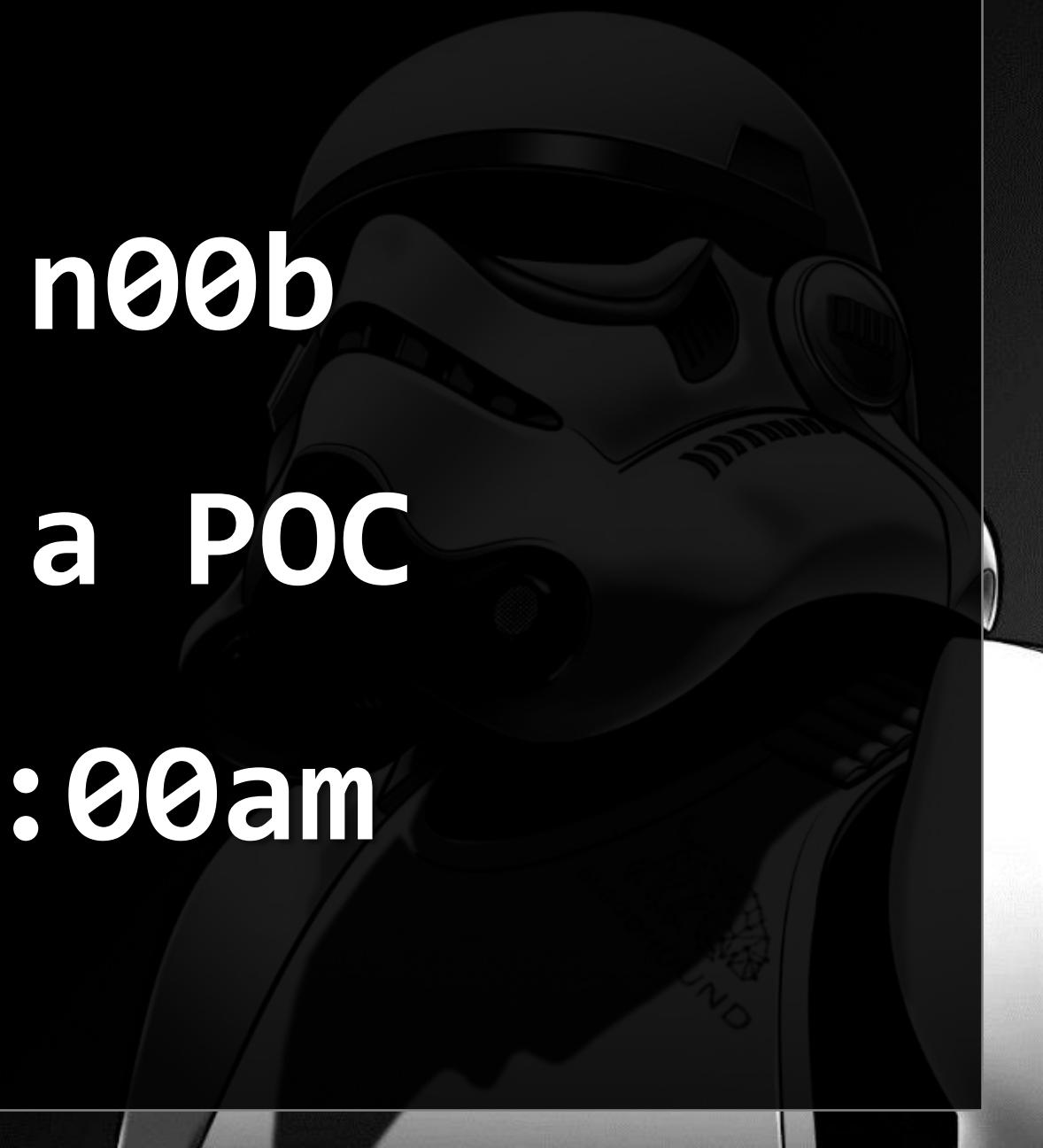
> Query “Agent Aware” Paths
>> PowerShell All Things...

Disclaimer

I am a n00b

This is a POC

It's 10:00am



Plan

0 - Building Blocks

Orchestrating BloodHound & Empire

1 - Empire & EmpireStrike

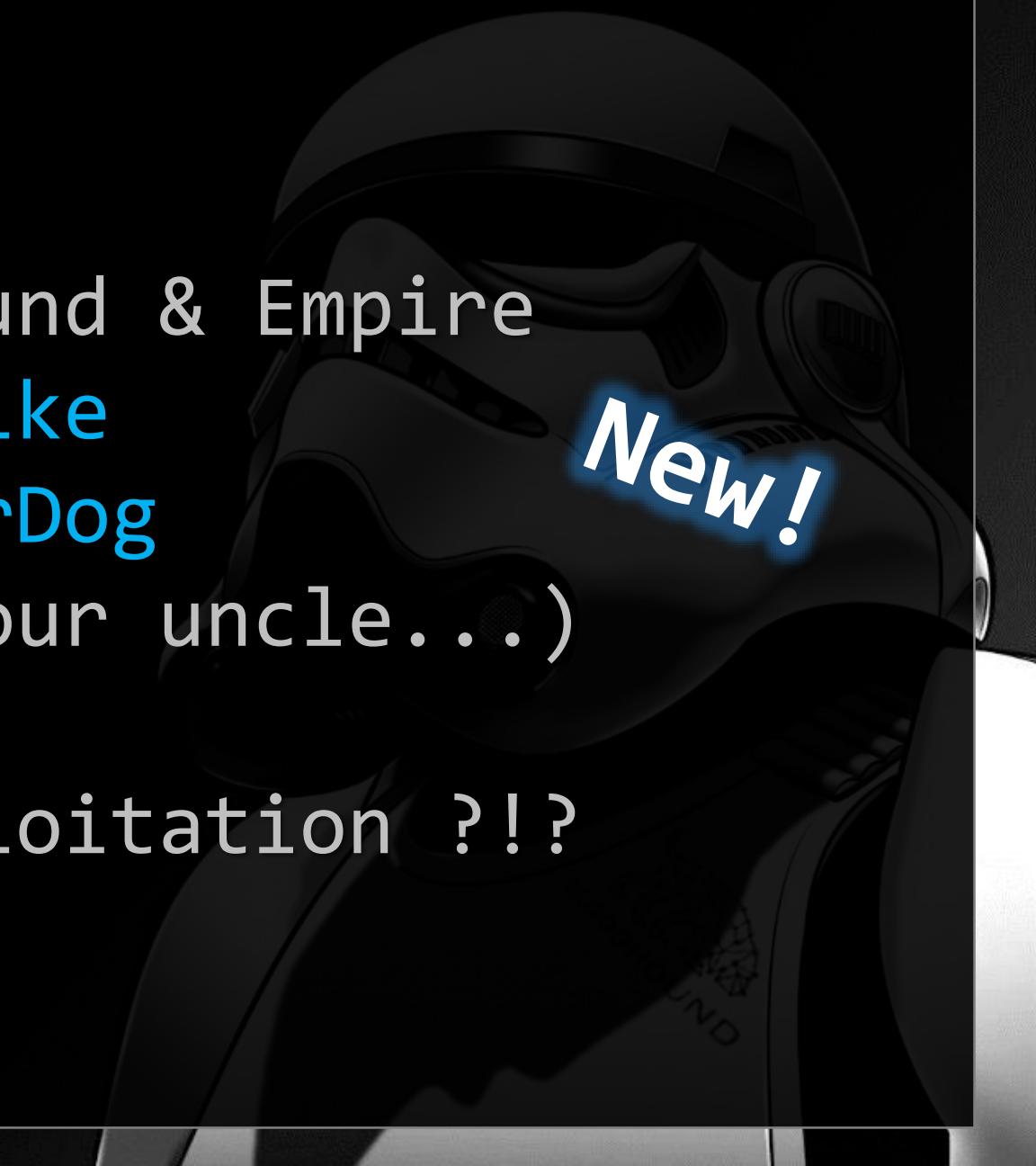
2 - BloodHound & CypherDog

3 - DogStrike & Bob (your uncle...)

Automated AD Post-Exploitation ?!?

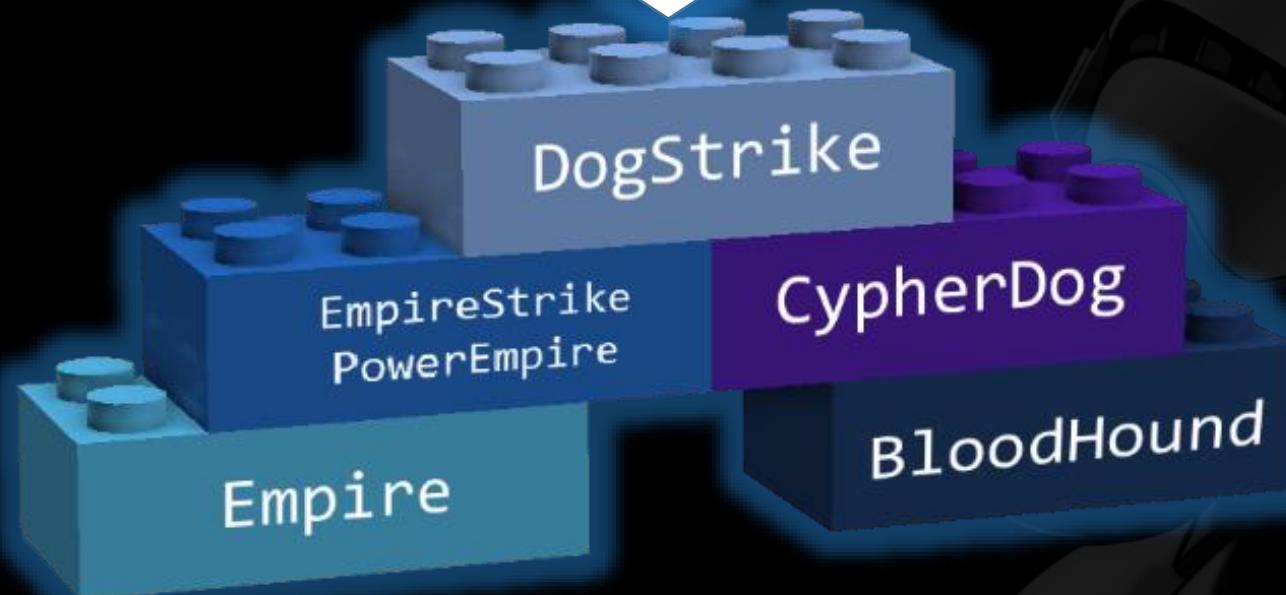
4 - Q&A / Open Mic

New!



Building Blocks

POWERSHELL



Building Blocks



“ Standing on
shoulders of
Giants... ”

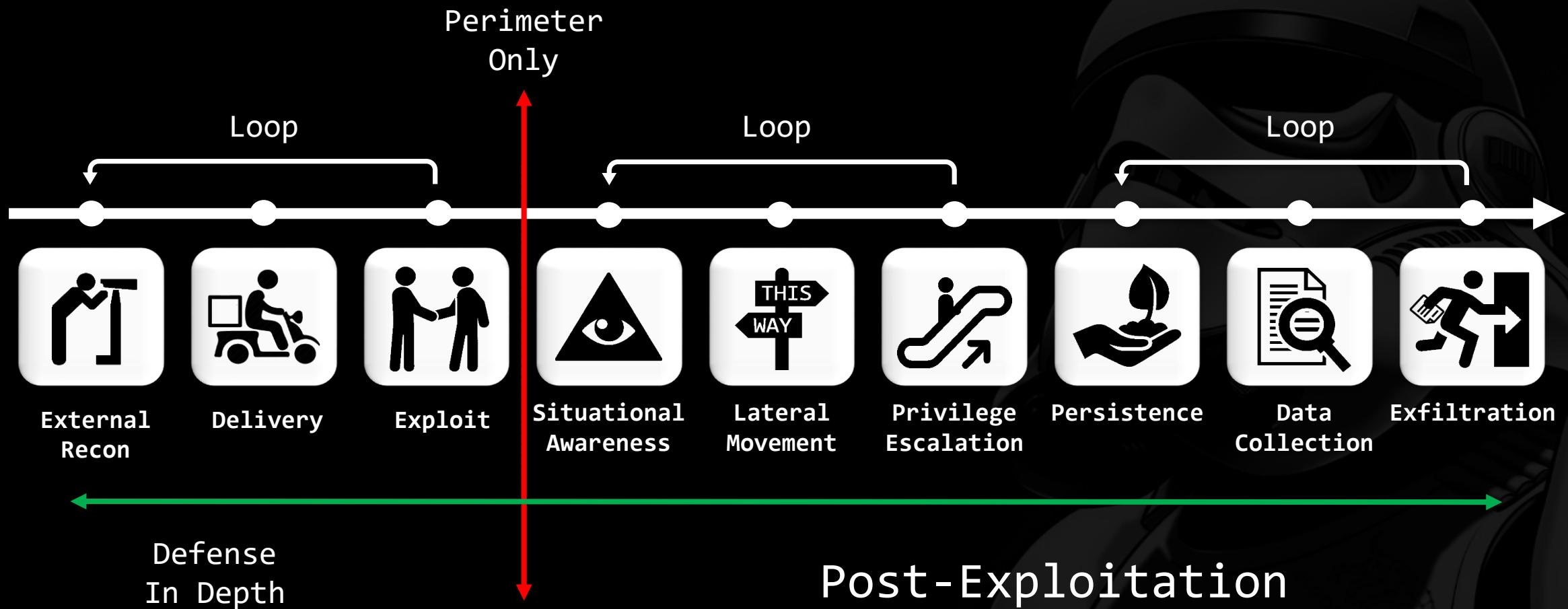
PART I

Orchestrating BloodHound & Empire

> **Empire & EmpireStrike**



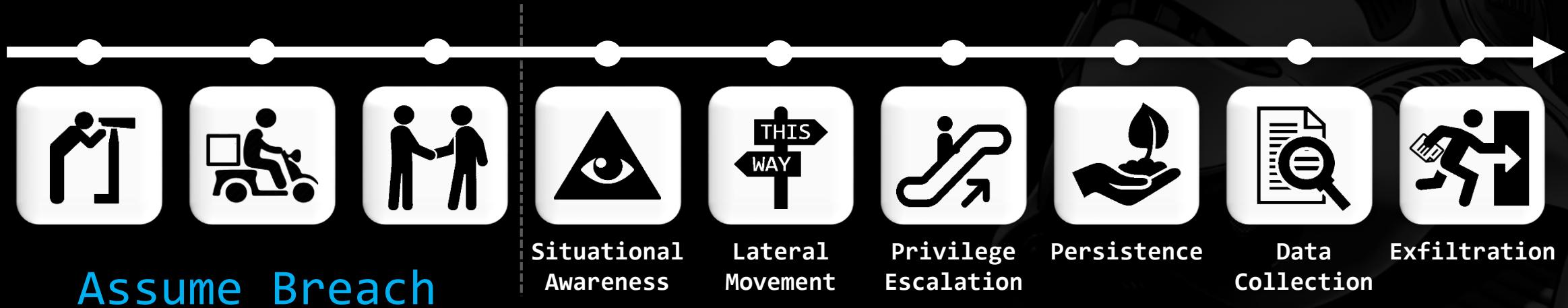
Attacker KillChain



Empire - What?

```
===== [Empire] Post-Exploitation Framework =====  
===== [Version] 2.0 | [Web] https://theempire.io =====
```

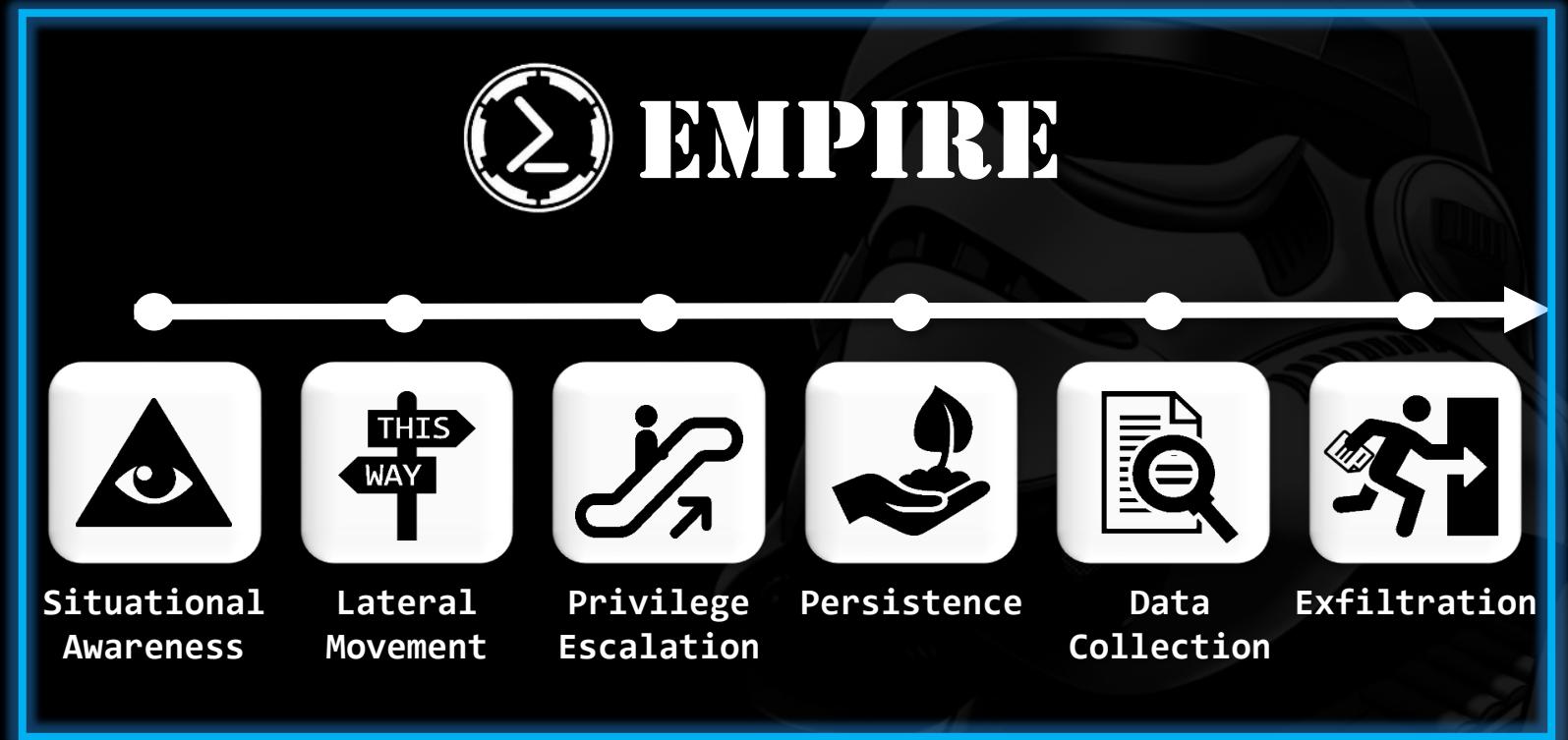
Empire - What?



Empire - What?

Features

- 267 Modules
- PS & more...
- ...
- REST API <-



Post-Exploitation Framework
version 2.1 - 2017

Empire - Who?



@harmj0y
@sixdub
@enigma0x3
@killswitch_gui
@xorrior
@424f424f
aka rvrsh3ll

+ Crème de la crème
Module Contributors

Empire - How?

Sorry, **out of scope** for today :(

<https://github.com/EmpireProject/Empire/wiki>

PowerEmpire - Who?



DarkOperator
[@Carlos_Perez](https://gitlab.com/carlos_perez/PowerEmpire/wikis/home)

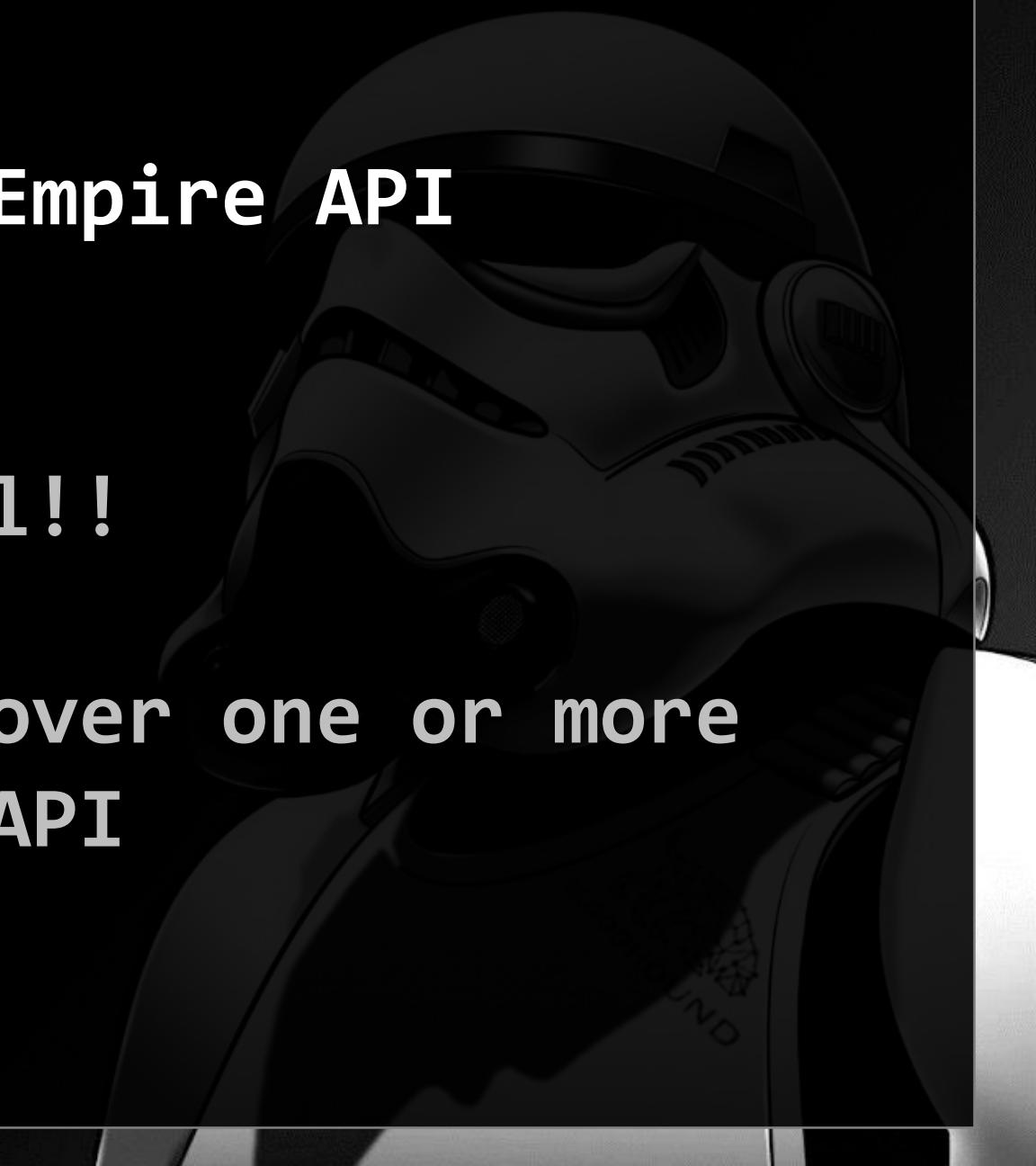
Info & Original Source Code:
https://gitlab.com/carlos_perez/PowerEmpire/wikis/home

PowerEmpire - What?

PowerShell Module for Empire API

- > 27 Cmdlets
- > Multiple Sessions
- > Do it with PowerShell!!

>> Allow full control over one or more Empire Servers via API



PowerEmpire - How?

```
## RTFM
```

```
# List all Module Commands
```

```
gcm -Mod PowerEmpire2.0* | Get-Help | select Name,Synopsis
```

```
# Get Help for specific command
```

```
Get-Help Get-EmpireAgent -full
```

```
# tl;dr
```

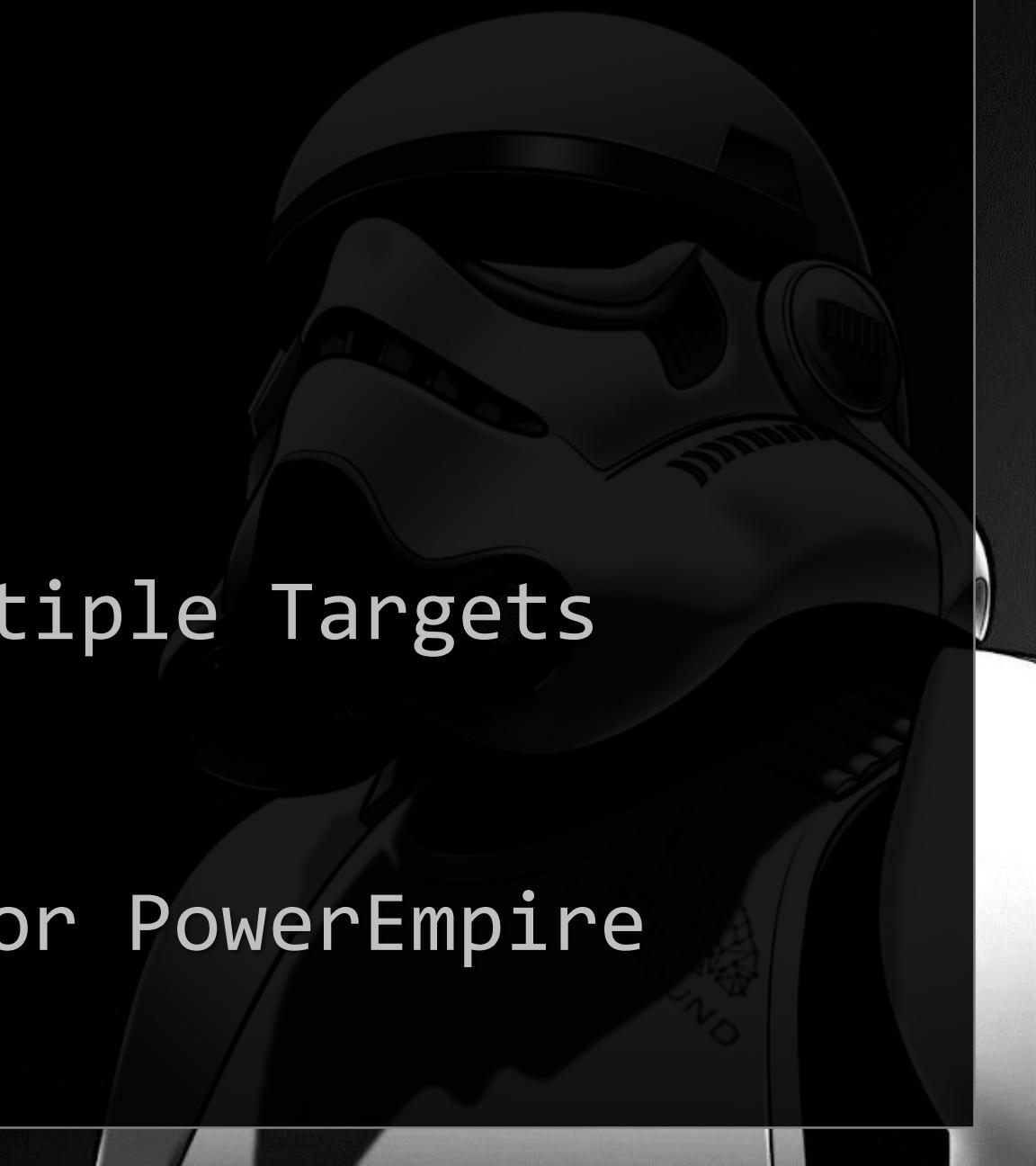
```
Get-Command -Module PowerEmpire2.0* | Get-Help -Examples
```

EmpireStrike - What?

PowerEmpire Wrapper

- > [17 Cmdlets](#)
- > Tab-Completion
- > Dynamic Params
- > Pipeline Input / Multiple Targets
- > Short Syntax

>> Shortcut Commands for PowerEmpire

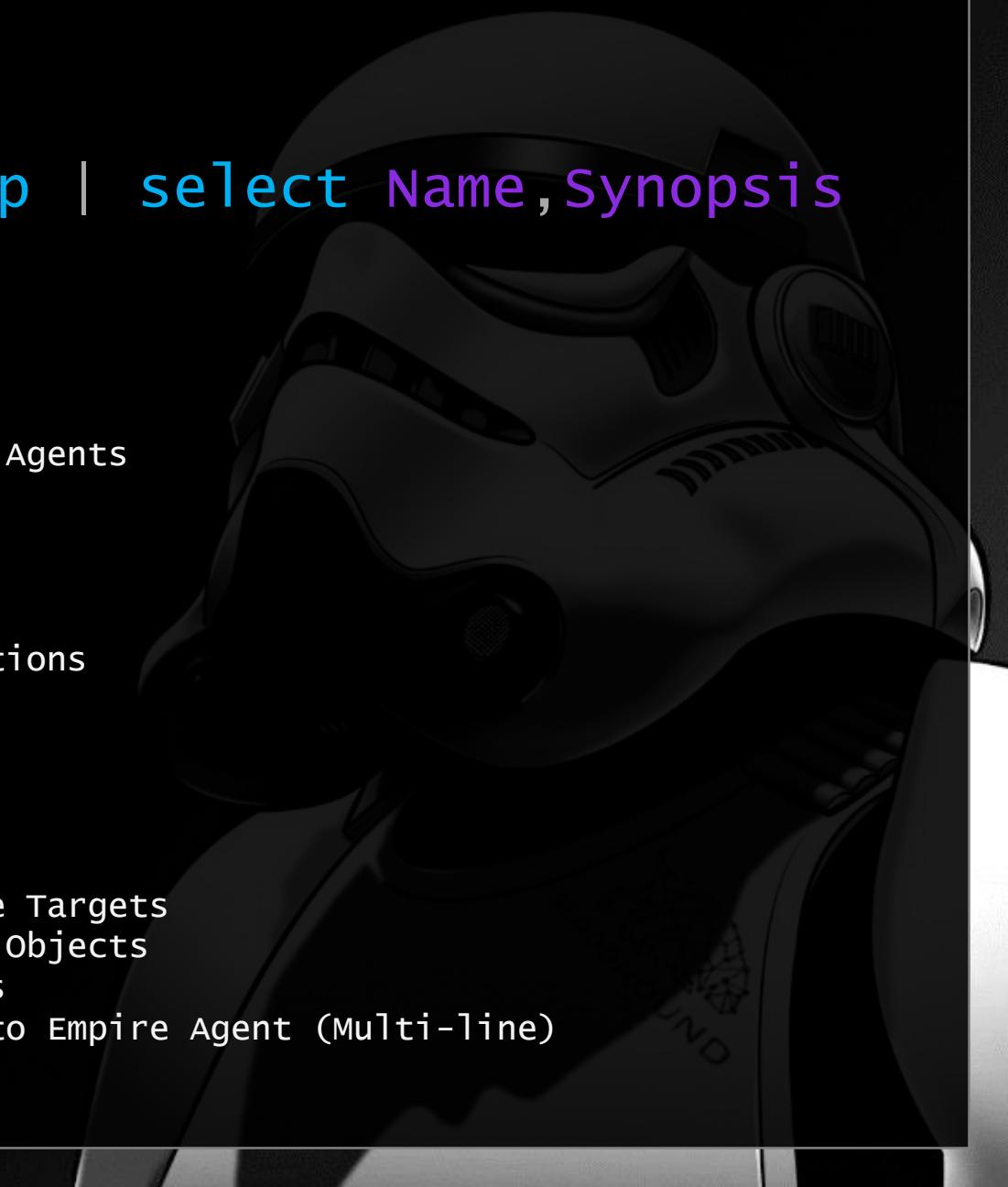


EmpireStrike - How?

Commands

```
gcm -Mod EmpireStrike2.0 | Get-Help | select Name,Synopsis
```

Name	Synopsis
---	-----
Invoke-EmpireAgent	Get Set Empire Agents
Invoke-EmpireCommand	Run Commands on Agent
Invoke-EmpireCommandx	Run Commands on Multiple Agents
Invoke-EmpireFlush	Clear Agent Result
Invoke-EmpireListener	Get Set Empire Listeners
Invoke-EmpireModule	Get Set Empire Modules
Invoke-EmpireModuleSearch	Search Empire modules
Invoke-EmpireOption	Get Set Empire Module Options
Invoke-EmpireResult	Get Agent Result
Invoke-Empiresession	Get Set Empire Sessions
Invoke-EmpireSetup	Setup Session
Invoke-EmpireStager	Get Set Empire Stager
Invoke-EmpireStrike	Launch Strike
Invoke-EmpirestrikeX	Launch Strike on Multiple Targets
Invoke-Empiresync	Synchronize EmpireStrike Objects
Invoke-Empireview	View EmpireStrike Objects
Invoke-SniperISER	ISE ScriptPane Commands to Empire Agent (Multi-line)



Name	Synopsis
----	-----
Invoke-EmpireAgent	Get Set Empire Agents
Invoke-EmpireCommand	Run Commands on Agent
Invoke-EmpireCommandX	Run Commands on Multiple Agents
Invoke-EmpireFlush	Clear Agent Result
Invoke-EmpireListener	Get Set Empire Listeners
Invoke-EmpireModule	Get Set Empire Modules
Invoke-EmpireModuleSearch	Search Empire modules
Invoke-EmpireOption	Get Set Empire Module Options
Invoke-EmpireResult	Get Agent Result
Invoke-EmpireSession	Get Set Empire Sessions
Invoke-EmpireSetup	Setup Session
Invoke-EmpireStager	Get Set Empire Stager
Invoke-EmpireStrike	Launch Strike
Invoke-EmpireStrikex	Launch Strike on Multiple Targets
Invoke-EmpireSync	Synchronize EmpireStrike Objects
Invoke-EmpireView	view EmpireStrike Objects
xx	ISE ScriptPane Commands to Empire Agent

EmpireStrike - How?

```
## RTFM
```

```
# List all Module Commands
```

```
gcm -Mod EmpireStrike2.0 | Get-Help | select Name,Synopsis
```

```
# Get Help for specific command
```

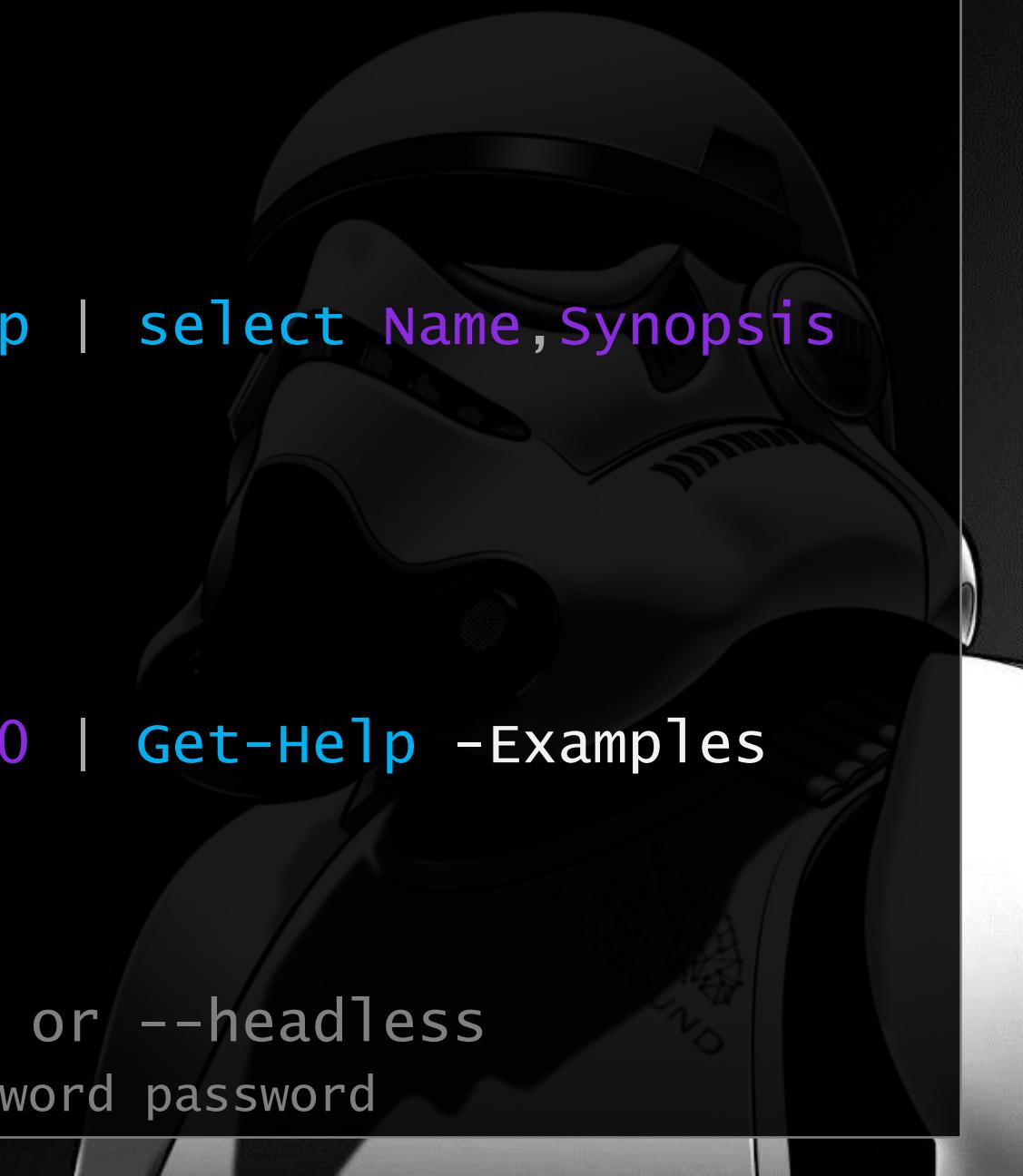
```
Get-Help Invoke-EmpireAgent -full
```

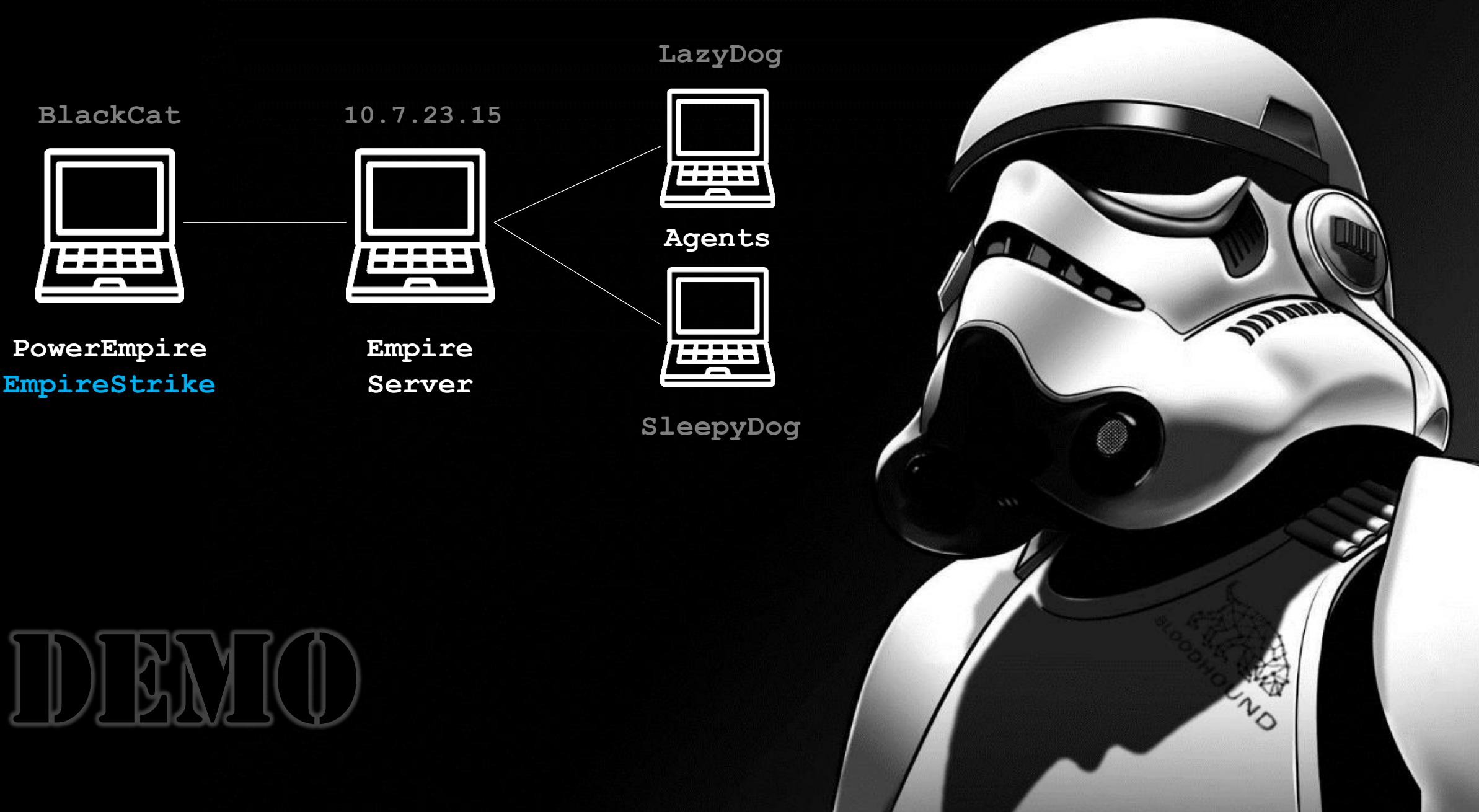
```
# tl;dr
```

```
Get-Command -Module EmpireStrike2.0 | Get-Help -Examples
```

```
# /!\ Start Empire API with --rest or --headless
```

```
#> ./empire --rest --username user --password password
```





EmpireStrike Basics

https://www.youtube.com/watch?v=eok_NgFOnmc

PART 2

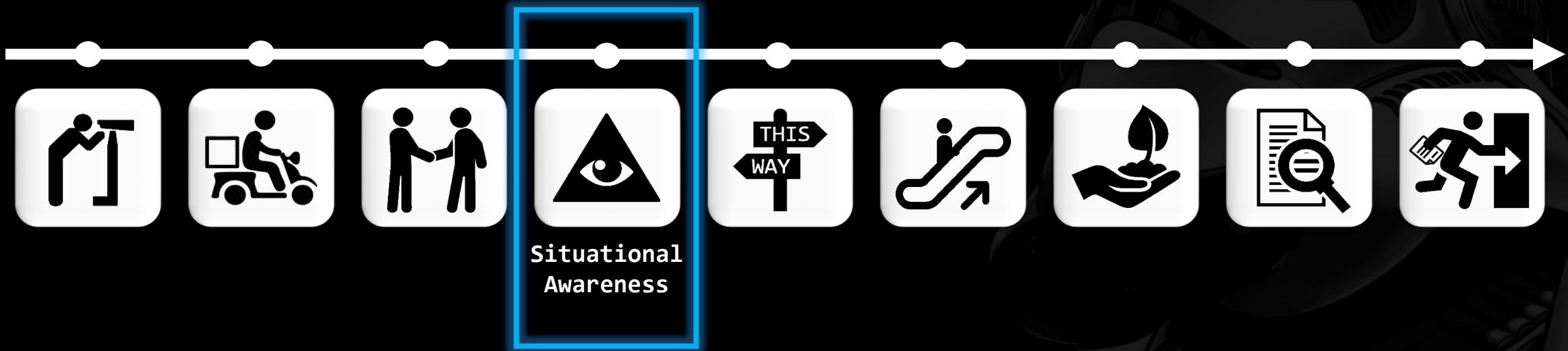
Orchestrating BloodHound & Empire

> **BloodHound & CypherDog**

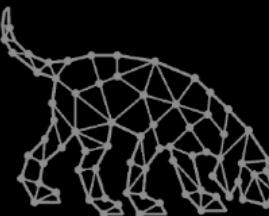


BloodHound - What?

BLOODHOUND



Active Directory
Objects & Relationships
Graphing Tool



BloodHound - What?

Graphical front-end to a Neo4j DB

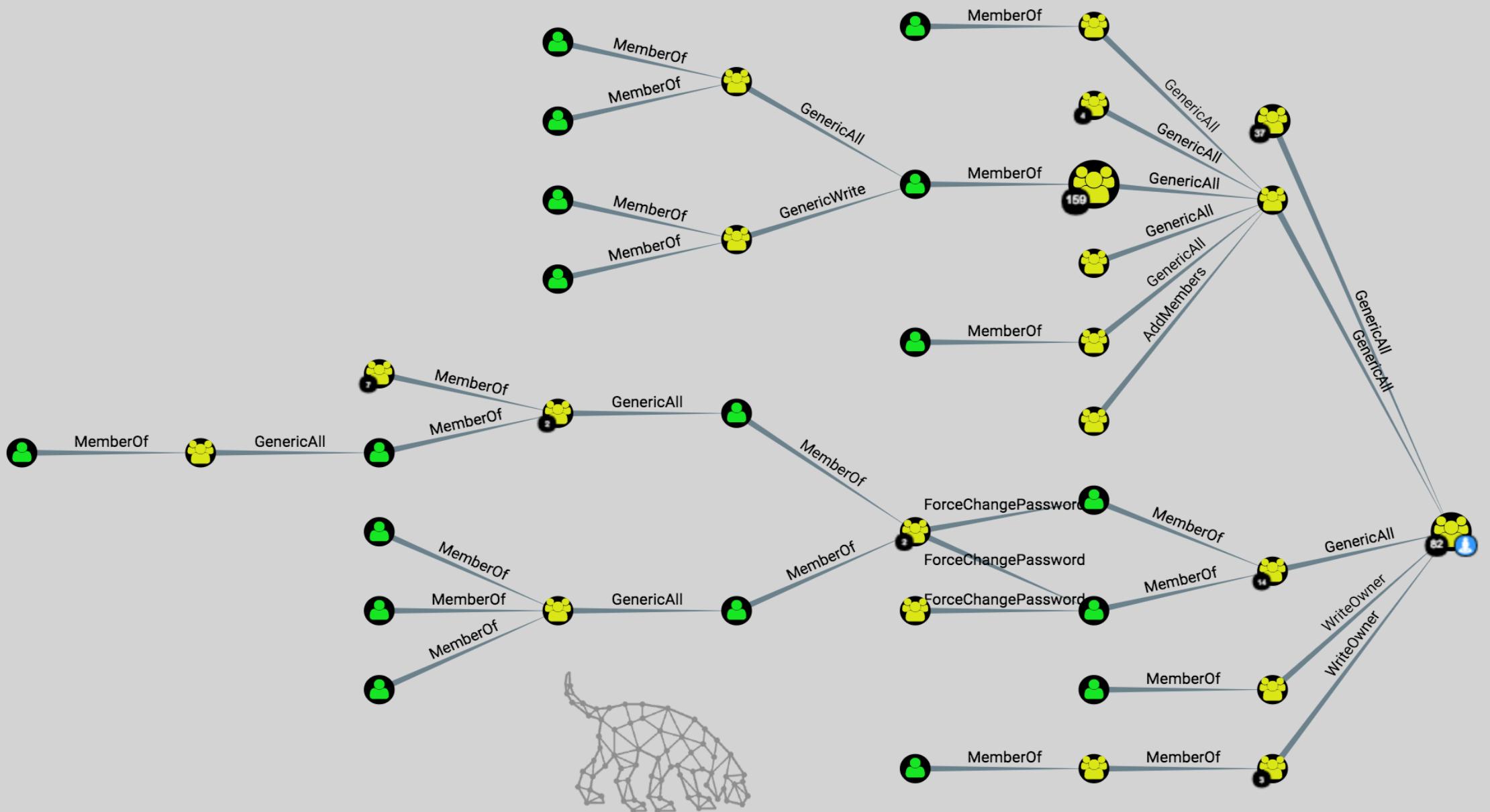
- > PowerShell (or C#)* to collect AD data
- > Stored in DB / displayed in graph
- > Cypher Queries = Neo4j language

>> Concept: Node/Edge(ACL)/Path**

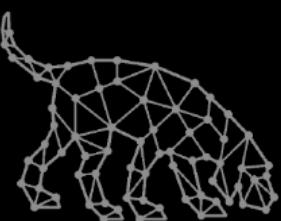
see ref for more info



*Beta **New2017



BloodHound - Who?



BloodHound - How?

Sorry, out of scope for today :(

<https://github.com/BloodHoundAD/BloodHound/wiki>

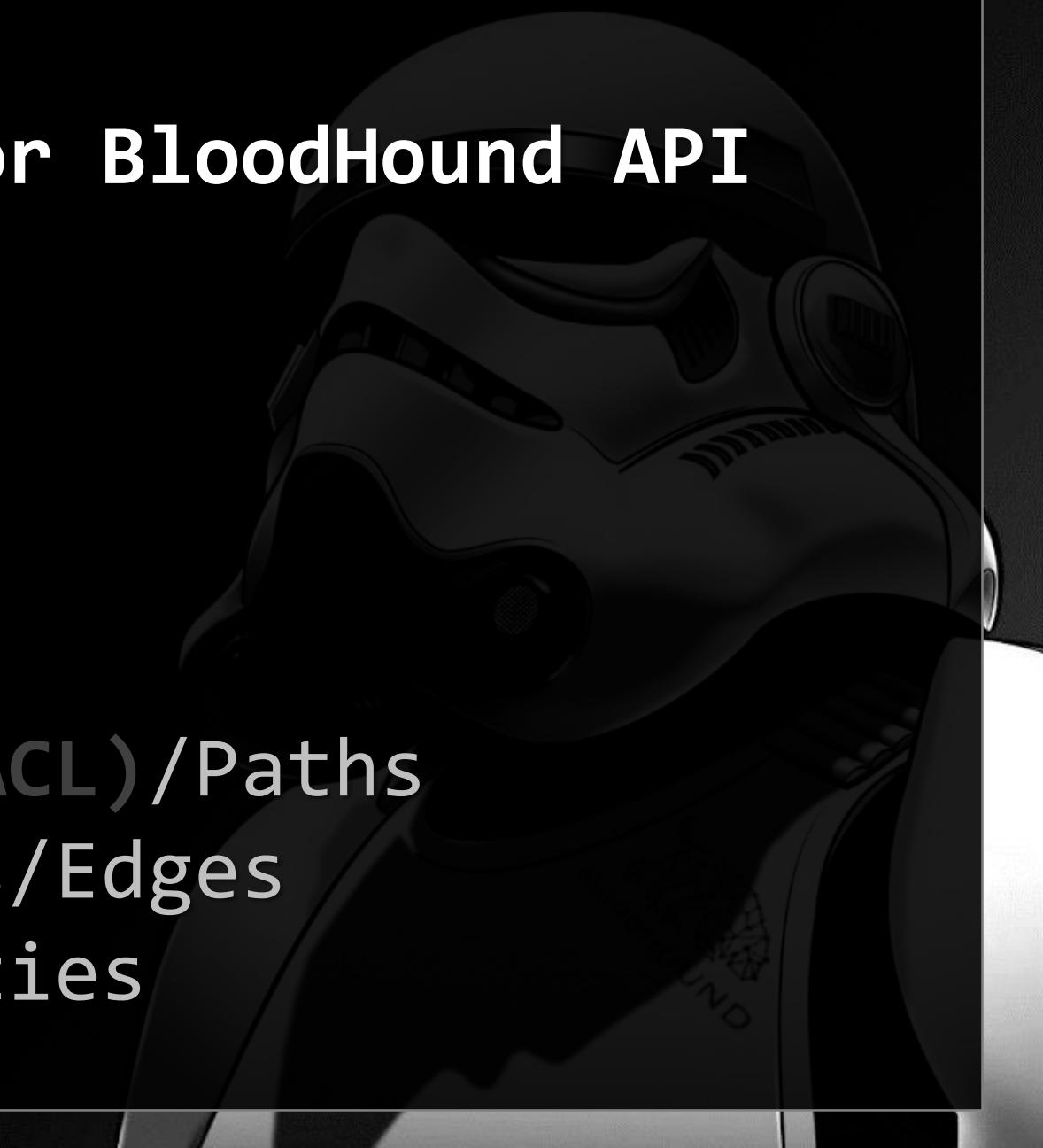
CypherDog - What?

A PowerShell Module for BloodHound API

> 11 Cmdlets

> Tab-Completion
> Dynamic Params
> Pipeline Input

>> Check Nodes/Edges(ACL)/Paths
>> Create/Delete Nodes/Edges
>> Update Node Properties



CypherDog - How?

Commands

```
gcm -Mod CypherDog1.3 | Get-Help | select Name,Synopsis
```

Name	Synopsis
---	-----
Invoke-CypherEdge	List Bloodhound Nodes by Edge
Invoke-CypherEdgeCreate	Create Edges
Invoke-CypherEdgeDelete	Delete Edges
Invoke-CypherEdgeR	List Bloodhound Nodes by Edge - Reverse
Invoke-CypherNode	Retrieve Bloodhound Node Data
Invoke-CypherNodeCreate	Create Nodes
Invoke-CypherNodeDelete	Delete Nodes
Invoke-CypherNodeSearch	Search Bloodhound Nodes
Invoke-CypherNodeUpdate	Add/update/remove Node Property
Invoke-CypherPath	Retrieve Bloodhound Path
Invoke-CypherPathQuery	Cypher Query Builder

CypherDog - How?

Commands

```
gcm -Mod CypherDog1.3 | Get-Help | select Name,Synopsis
```

Name

Invoke-CypherEdge

Invoke-CypherEdgeCreate

Invoke-CypherEdgeDelete

Invoke-CypherEdgeR

Invoke-CypherNode

Invoke-CypherNodeCreate

Invoke-CypherNodeDelete

Invoke-CypherNodeSearch

Invoke-CypherNodeUpdate

Invoke-CypherPath

Invoke-CypherPathQuery

Synopsis

List Bloodhound Nodes by Edge

Create Edges

Delete Edges

List Bloodhound Nodes by Edge - Reverse

Retrieve Bloodhound Node Data

Create Nodes

Delete Nodes

Search Bloodhound Nodes

Add/update/remove Node Property

Retrieve Bloodhound Path

Cypher Query Builder

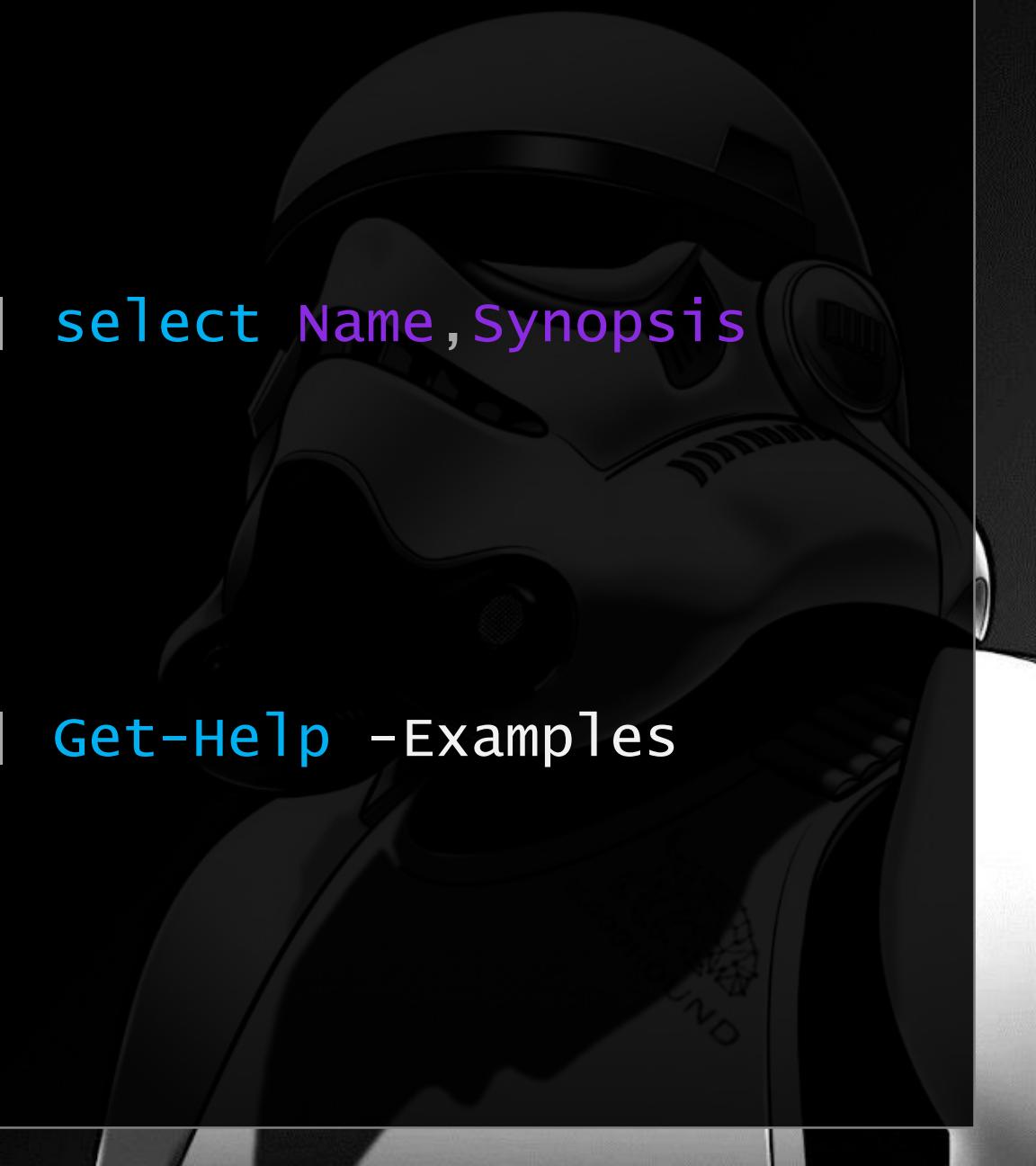
CypherDog - How?

```
## RTFM
```

```
# List all Module Commands
gcm -Mod CypherDog1.3 | Get-Help | select Name,Synopsis
```

```
# Get Help for specific command
Get-Help Invoke-CypherPath -full
```

```
# tl;dr
Get-Command -Module CypherDog1.3 | Get-Help -Examples
```



BlackCat



BloodHound
CypherDog

DEMO



CypherDog Basics

<https://www.youtube.com/watch?v=SPgkgeOY40Y>

PART 3

Orchestrating BloodHound & Empire

> **DogStrike & More**



DogStrike - What?

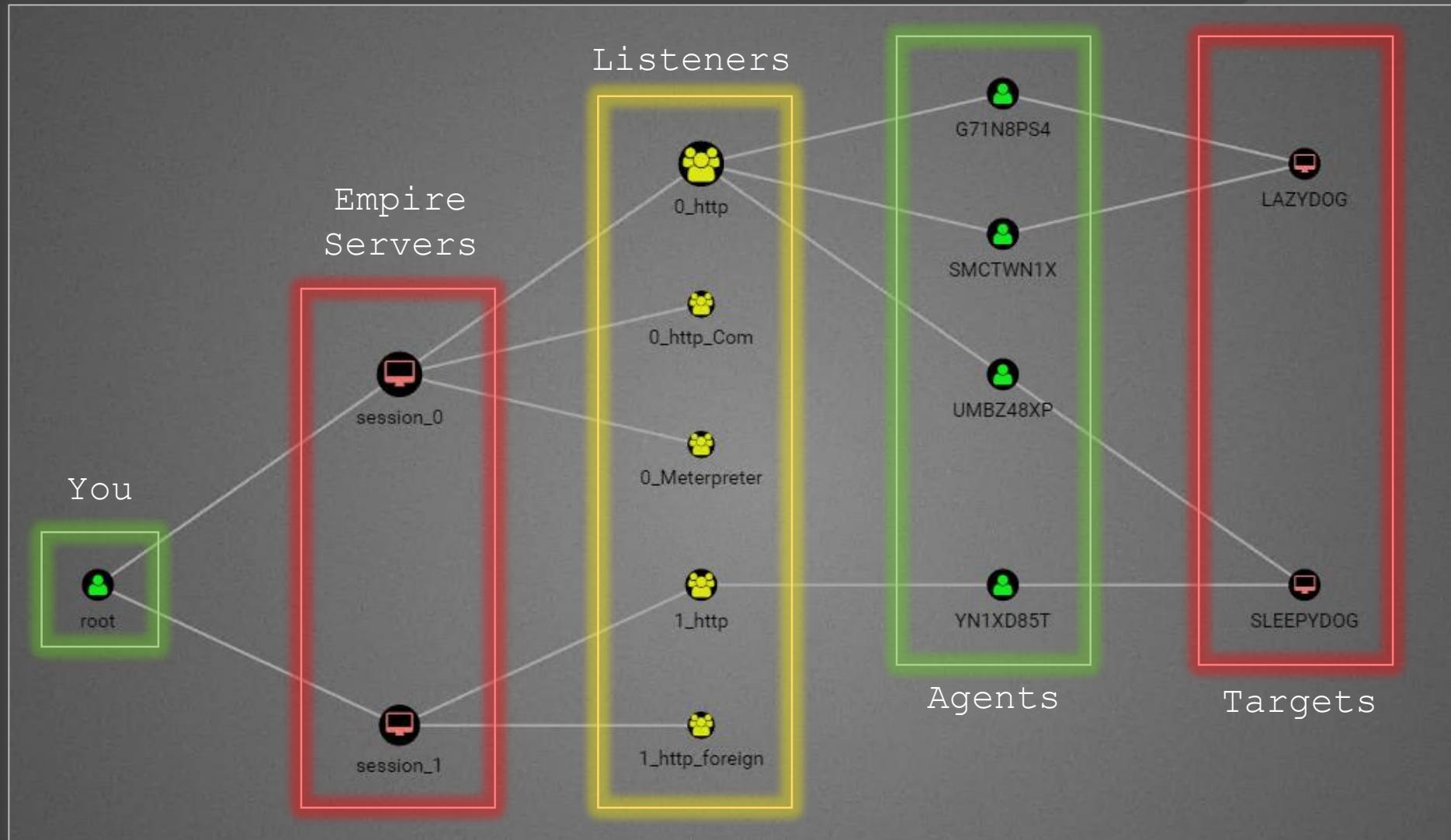
Scripts/Cmdlets for Automated Offense

- > Auto Map Empire as Nodes
- > Auto Elevate/Spawn/Spread Agents
- > Auto Clean Sessions (Stale)
- > More cool stuff...

Custom Bloodhound Cypher Queries

- > **Map Empire in BloodHound Graph**

DogStrike - What?



DogStrike - How?

Commands

```
gcm -Mod DogStrike2.13 | Get-Help | select Name,Synopsis
```

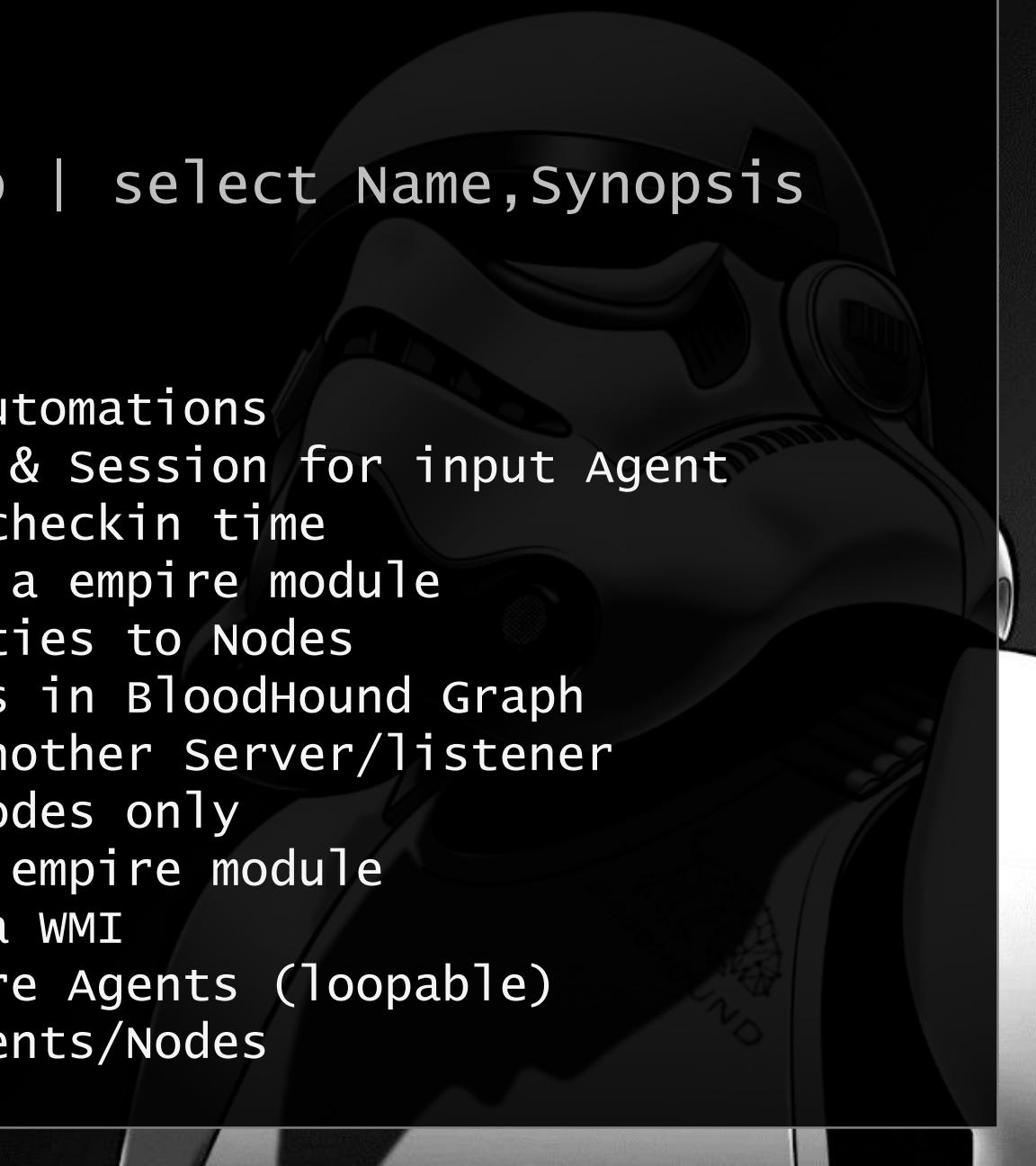
Name	Synopsis
---	-----
Invoke-DogBark	Add Speech to automations
Invoke-DogBite	Return Listener & Session for input Agent
Invoke-DogClock	Get Agent last checkin time
Invoke-DogElevate	Elevate Agent via empire module
Invoke-DogFetch	Bulk Add Properties to Nodes
Invoke-DogMap	Map Empire Nodes in BloodHound Graph
Invoke-DogPass	Pass Agent to another Server/listener
Invoke-DogSearch	Search Empire Nodes only
Invoke-DogSpawn	Spawn agent via empire module
Invoke-DogSpread	Spread agent via WMI
Invoke-DogWatch	Map/Update Empire Agents (loopable)
Invoke-Dogwipe	Remove Stale Agents/Nodes

DogStrike - How?

Commands

```
gcm -Mod DogStrike2.13 | Get-Help | select Name,Synopsis
```

Name	Synopsis
---	-----
Invoke-DogBark	Add Speech to automations
Invoke-DogBite	Return Listener & Session for input Agent
Invoke-DogClock	Get Agent last checkin time
Invoke-DogElevate	Elevate Agent via empire module
Invoke-DogFetch	Bulk Add Properties to Nodes
Invoke-DogMap	Map Empire Nodes in BloodHound Graph
Invoke-DogPass	Pass Agent to another Server/listener
Invoke-DogSearch	Search Empire Nodes only
Invoke-DogSpawn	Spawn agent via empire module
Invoke-DogSpread	Spread agent via WMI
Invoke-DogWatch	Map/Update Empire Agents (loopable)
Invoke-DogWipe	Remove Stale Agents/Nodes



DogStrike - How?

```
## RTFM
```

```
# List all Module Commands
```

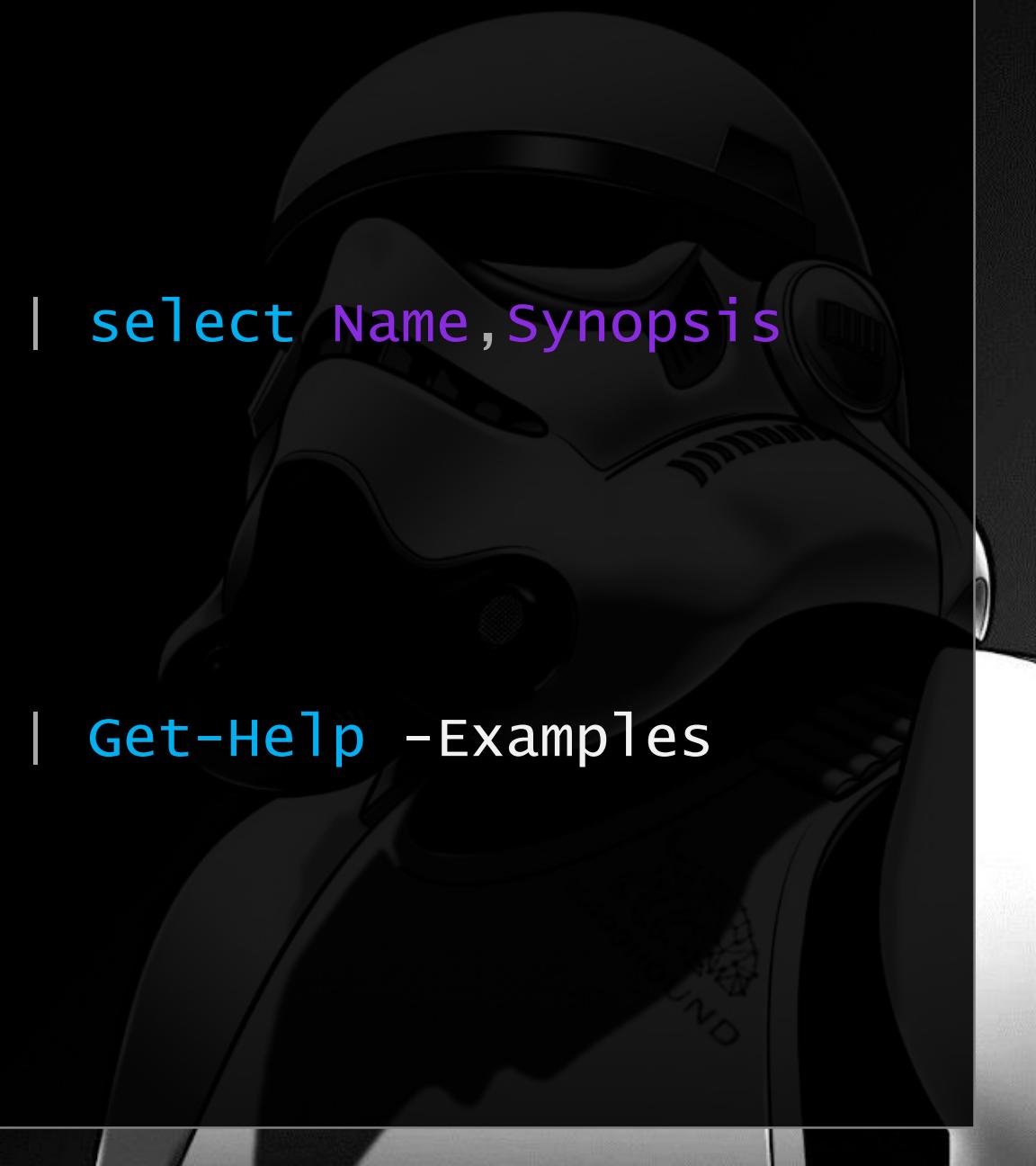
```
gcm -Mod DogStrike2.13 | Get-Help | select Name,Synopsis
```

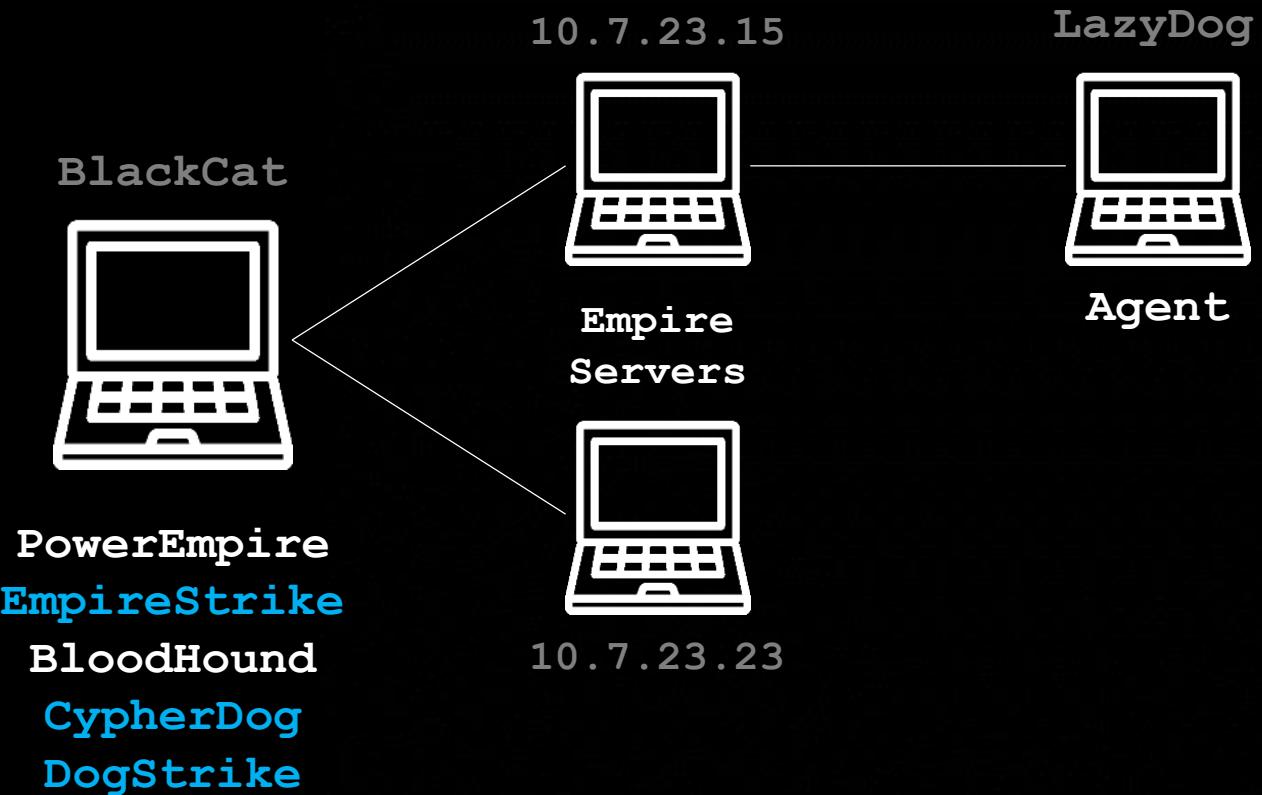
```
# Get Help for specific command
```

```
Get-Help Invoke-DogMap -full
```

```
# tl;dr
```

```
Get-Command -Module DogStrike2.13 | Get-Help -Examples
```





DEMO



Mapping Empire in Bloodhound

Adding New Server

Passing Agent to New Server

<https://www.youtube.com/watch?v=IcbCYy7liNE>

Spawning Agents (at Scale) . . .

https://www.youtube.com/watch?v=oHMt1_YwQfA

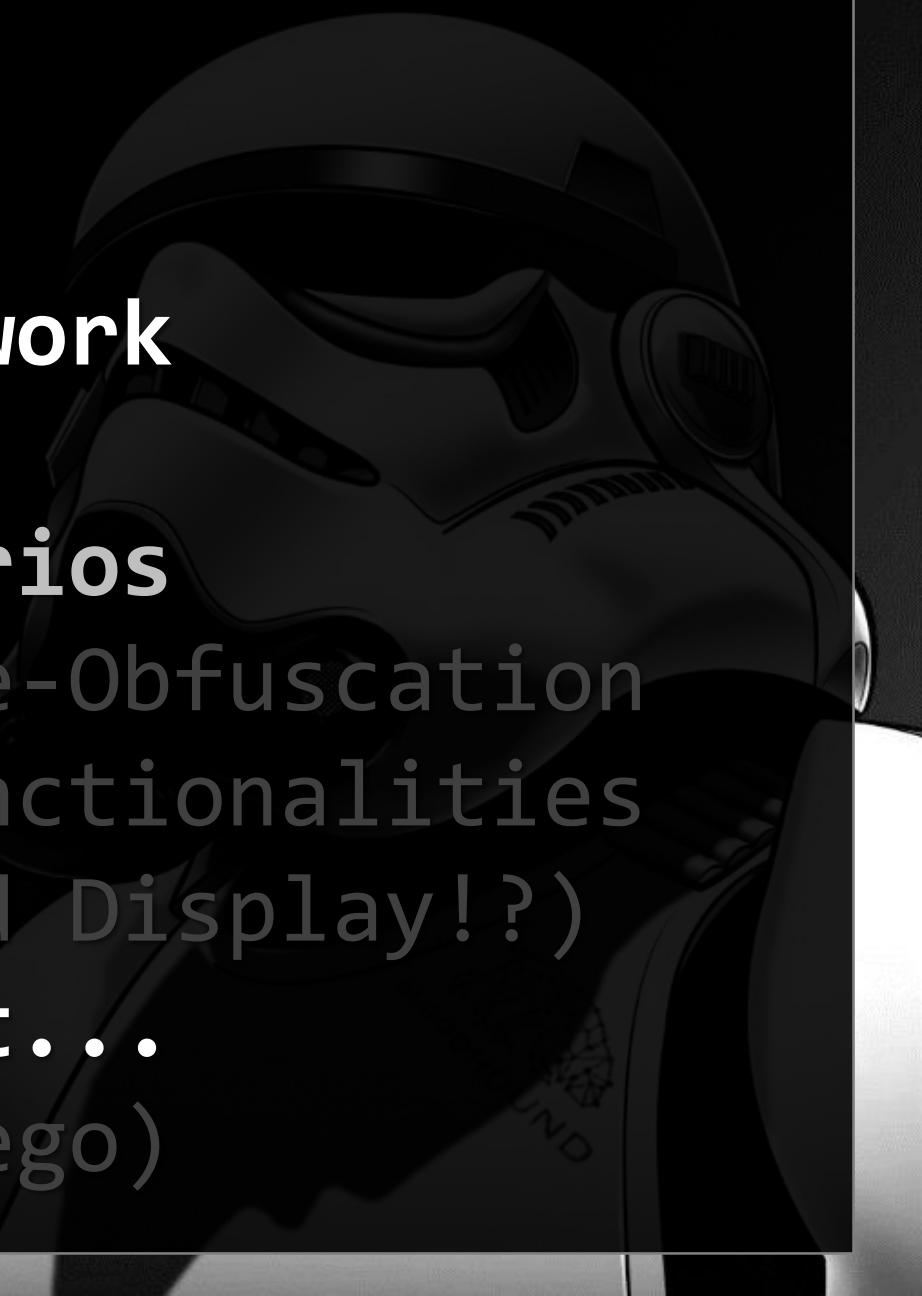
Rolling Your Own Automations...

<https://www.youtube.com/watch?v=a4EtEY37ImQ>

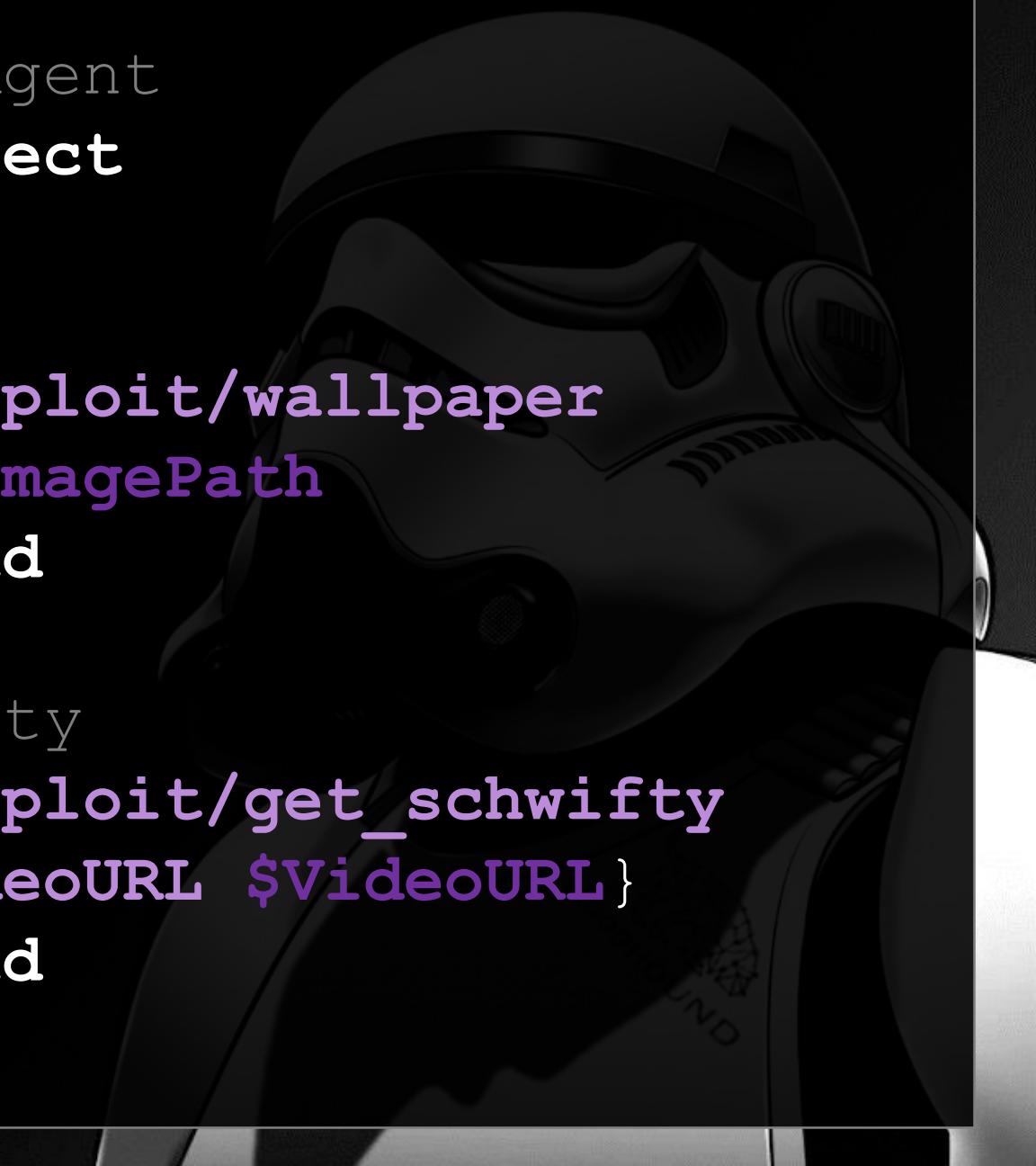
Your Uncle Bob...

Use **PowerShell** as
Offensive Automation Framework

- > Live Action
- > Scripted Sequences/Scenarios
- > Other PoSh Modules Invoke-Obfuscation
- > DIY Cmdlets / Add New functionalities
(Notifications/Slackbot/Led Display!?)
- >> Imagination is the limit...
(PowerShell is just like Lego)



```
Foreach($Agt in $Agent) {  
    # Set Session & Target Agent  
DogBite -Agent $Agt -Select  
  
    # trollsploit/wallpaper  
Module powershell/trollsploit/wallpaper  
Option LocalImagePath $ImagePath  
Strike -Agent $Agt -Blind  
  
    # trollsploit/get-schwifty  
Module powershell/trollsploit/get_schwifty  
    if($VideoURL) {Option VideoURL $VideoURL}  
Strike -Agent $Agt -Blind  
}
```



Tool Drop

Code available on GitHub

> <https://github.com/SadProcessor/EmpireDog>

DIY Guide (PDF)

> <https://www.bsidesams.nl/>

Video Demos

> Youtube : [Brick.IT+Powershell+Empire+Bloodhound](#)



What Next...

More dev projects

- > More automated sequences/Cmdlets
- > Pass output to Go-Fetch/DeathStar?
- > Bloodhound GUI Hacks by [@porterhau5](#)

- > Automated RedTeam CookBook for BlueTeam
- > Auto generate Attack report
- > ???

More Tools...

Other Auto AD post-Exploitation tools

- > **DeathStar** by [@Byt3Bl33d3r](#)
(Bootleg Empire + Python > auto DA)
- > **Go-Fetch** by [@TalTheMaor](#) & [@TalBeerySec](#)
(Bloodhound Path + PS > auto DA)
- > **AngryPuppy** by [@VySecurity](#) & [@001SPARTaN](#)
(BloodHound Path + CobaltStrike > auto DA)

Refs

Empire by @Harmj0y & Co.

GitHub

wiki

Slack

PowerEmpire by DarkOperator

GitLab

BloodHound by @_wald0 @CptJesus & @Harmj0y

GitHub

wiki

Slack

Blogs

Empire & More

BloodHound & More

Cypher & More

SpecterOps Blogs

BH Hacks by @PorterHau5

ADSecurity by @PyroTek3

Invoke-Obfuscation

by @danielbohannon

Other Tools

DeathStar

GoFetch

AngryPuppy

<https://github.com/EmpireProject>

<https://github.com/EmpireProject/Empire/wiki>

<https://adaptiveempire.slack.com>

https://gitlab.com/carlos_perez/PowerEmpire

<https://github.com/BloodHoundAD/BloodHound>

<https://github.com/BloodHoundAD/BloodHound/wiki>

<https://bloodhoundhq.slack.com>

<https://blog.harmj0y.net/>

<https://wald0.com/?p=68>

<https://blog.cptjesus.com/posts/introtocypher>

<https://posts.specterops.io/>

<http://porterhau5.com/blog/>

<https://adsecurity.org/>

<https://github.com/danielbohannon/Invoke-Obfuscation>

<https://github.com/byt3b133d3r/DeathStar>

<https://github.com/GoFetchAD/GoFetch>

<https://github.com/vysec/ANGRYPUPPY>

PART 4

Automated AD Post-Exploitation ?!?

> Q&A





Matt Graeber
@mattifestation

Following

I think Deathstar and GoFetch represent an important inflection point in attack automation that I hope all EDR vendors are taking seriously.

7:07 PM - 6 Jun 2017



Josh Pitts
@midnite_rnrr

Follow

Replying to @nikhil_mitt

A lot of what pentesters do can be automated. It's time. Pilots use automated systems but we still call them pilots not skiddies.

2:49 PM - 4 Aug 2017



Nikhil Mittal
@nikhil_mitt

Following

Not liking the automation of lateral movement. Not that the tools are not good but "fire and forget" is not a good way of security testing.

1:58 PM - 4 Aug 2017



Lee Christensen
@tifkin_

Following

Replying to @Carlos_Perez @SadProcessor @nikhil_mitt

Devil's advocate: "Stealthy" isn't the only valid form of tradecraft :)

10:05 PM - 4 Aug 2017



Darkoperator
@Carlos_Perez

Following

Replying to @nikhil_mitt @SadProcessor

Agree, shows lack of tradecraft when proper controls and mitigations have not been identified. Action and tools should be dictated by env

3:11 PM - 4 Aug 2017



scot berner
@slobtresix0

Following

Replying to @nikhil_mitt

I secretly like keeping those skills as magic, but lowering the bar helps less skilled defenders learn and get better...

2:38 PM - 5 Aug 2017

Q&A

Automated AD Post-Exploitation

- > Pros/Cons?
- > Good/Bad for the industry?
- > Dangerous? Pointless?
- > The future?
- > The end of my job?
- > ...



A dark, high-contrast image of a Stormtrooper's helmet and shoulder armor from Star Wars. The helmet is white with black stripes and a black visor. The shoulder armor is black with white stripes and the word "STORMTROOPER" visible on the side.

What Do You Think??