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# NetshHelperBeacon

DLL to load from Windows NetShell. Will pop calc and execute shellcode.

## Background

It turns out Windows NetShell (netsh) allows loading of external DLLs. But you cant just load any regular DLL. For successful loading netsh requires the InitHelperDll entry point

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to exist. Once loaded, the DLL will be execute every time netsh is executed.

I got the idea after reading a blogpost(1) and wanted to verify and test its usefulness by making a PoC that executes Cobalt Strike beacon code.

## How to use

- *Yolo mode*: load (x64)Release\NetshHelperBeacon.dll on your production machine
- Fire up Visual studio and import the project
- Read code, modify shellcode, build for your architecture
- Copy (x64)Release\NetshHelperBeacon.dll to your desired location (c:\windows\system32 is the regular path for netsh DLLs)
- run netsh add helper \$PathToYourDll - should return OK and pop calc, but shellcode not yet executed
- run netsh - should pop calc and run your shellcode

## Drawbacks

- Currently spawns a new thread (so netsh remains useful) but will not spawn new process. This means your shellcode will be killed once the netsh process is stopped.
- Only loosely compliant to Microsoft netsh DLL rules. For example the DLL is not registered with a GUID.
- To make it useful for persistence you need to find a way for netsh to run after reboot.

1: <http://www.adaptforward.com/2016/09/using-netshell-to-execute-evil-dlls-and-persist-on-a-host/>

