



SILENTTRINITY



Agenda

- Quick recap of the BYOI concept which underpins SILENTTRINITY
- All things SILENTTRINITY!
 - Setup, Navigating the CLI, Sessions, Modules etc...
 - All the Updates
 - Demo
 - Writing your own modules
 - Undocumented features that make your life easier
 - Easily port existing C# tradecraft with this one easy trick!
- Q/A



Links

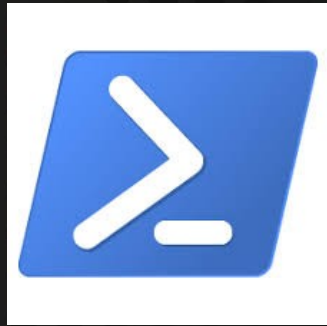
- SILENTTRINITY
 - <https://github.com/byt3bl33d3r/SILENTTRINITY>
- OffensiveDLR
 - <https://github.com/byt3bl33d3r/OffensiveDLR>



BYOI Payloads

- Bring Your Own Interpreter
 - Embed scripting languages into your .NET payloads!
 - Another webcast I did a while covering the topic in more depth
 - <https://www.youtube.com/watch?v=IGMj9paeEWM>
 - DerbyCon Talk:
 - https://www.youtube.com/watch?v=o6m6_Tncrcl

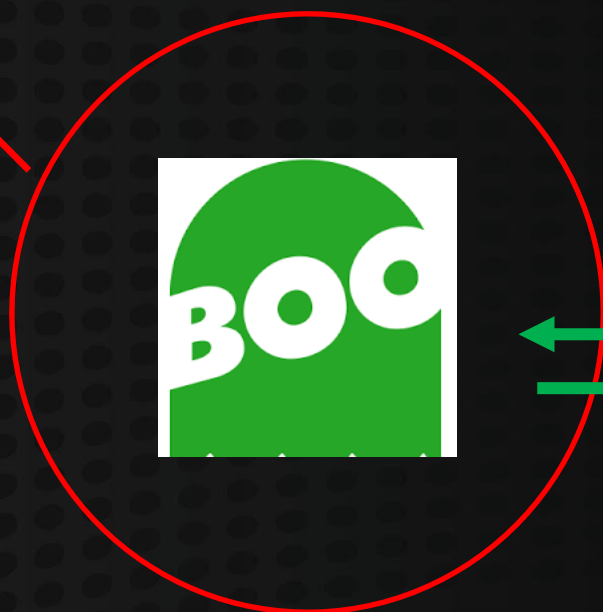
BYOI Payloads



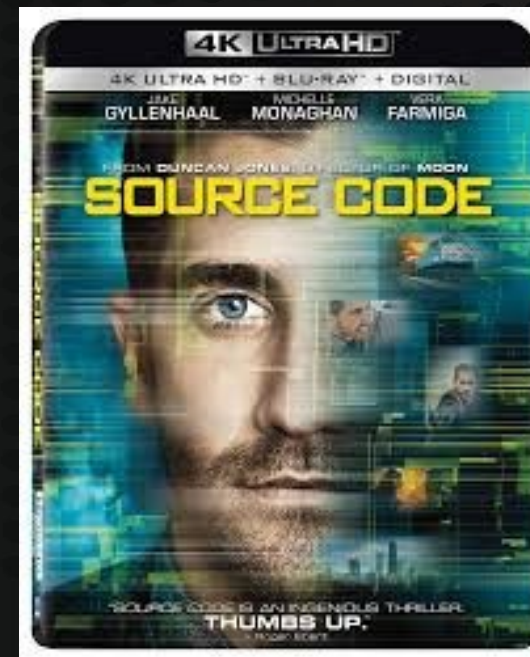
Any .NET scripting Language

BYOI Payloads/SILENTTRINITY In a Nutshell

Any .NET Language
or LOLbin/feature that
ingests a .NET
assembly!



C2 Channel



Pros & Cons

- Pros
 - PowerShell style-like attacks without PowerShell!
 - Not limited to a single language!
 - No compilation, everything is source code, everything is dynamic
 - By design, Anti-RE
 - If you decompile the assembly, nothing inherently malicious
 - Because of the way Dynamic Languages are built in .NET, you never have to worry about AMSI if you instrument payloads correctly
- Cons
 - Embedding languages is sometimes not straight forward
 - ~~Can't take Advantage of existing C# tradecraft~~
 - Somewhat solved ! :)



SILENTTRINITY v0.4.5 (Codename: “Zanzibar”)

- Fresh off the presses
- Around 50 (!!) new modules thanks to some amazing contributions!
 - Process migration/injection
 - Lateral movement
 - UAC bypasses
 - Recon
 - Lulz
- Vastly improved error handling everywhere
- Listener revamp
- Unit tests!





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