

# A JOURNEY INTO DECEPTION BASED SECURITY

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BSIDES CANBERRA  
18TH MARCH 2017






# /usr/bin/whoami

- Adel Karimi <@0x4d31>
  - Senior Security Engineer
  - Member of the HoneyNet Project since 2010
    - Chapter lead (2010-2017)
  - Started Trapbits HoneyPot Community in April 2016
    - Join us @trapbits <trapbits.github.io>
  - Hobbyist {astro}photographer



# /usr/bin/whoami

- Elliott Brink <@ebrinkster>
  - Senior IT Security Consultant @  RSM
  - I do:
    - Internal Penetration Testing
    - External Penetration Testing
    - Social Engineering
  - Speaker at various information security/hacker conferences:
    - DEFCON 23 WoS, GrrCon, BSides Canberra+Indianapolis, others.
  - Former top 10 consulting, sysadmin
  - Honeypot crazy (coworkers/friends agree)

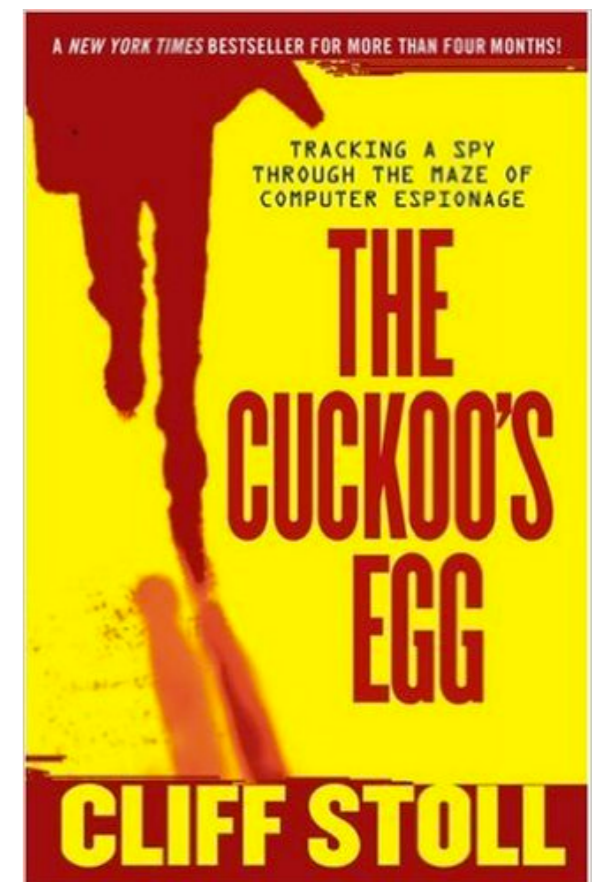
# OUTLINE

- Part 1
  - An intro to deception
  - Honeypot
    - Concept and use-cases
    - Different types
    - Honeytokens
  - Honeypots in production environment
  - Deception as a breach detection tool
- Part 2
  - Hands-on Honeypotting



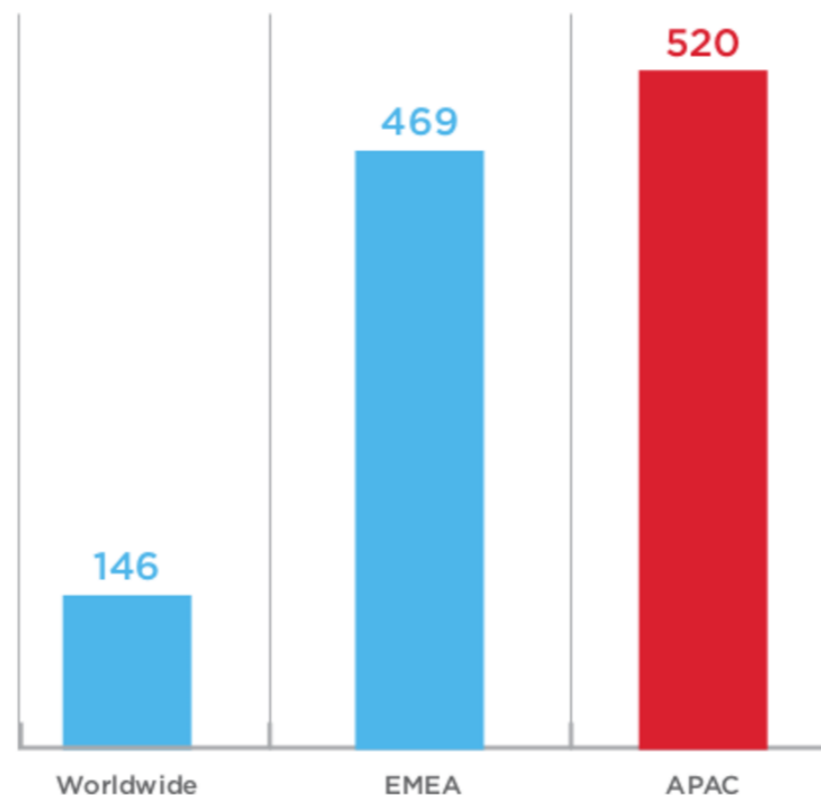
# INTRO

- Clifford Stoll's interesting story of stalking the wily hacker back in the 80s!
- Technology has changed a lot, but the **concept of honeypots and deception** in general has remained the same
- Mostly used by research community for discovering new attacks, collecting malware, and studying the attacker's tools, tactics and motivations
- ... still **not widely accepted** and deployed in production environments



# INTRO II

- Enterprises have shifted their security focus from prevention to detection and response ~> **Breach detection** became a new must-have security tool
- Median time from compromise to discovery



# INTRO III

- **Deception** for *{post} breach detection*
- It's FREE, although... *{CYBER deception vendor\$..}*
- Gartner: by 2018 about **%10** of enterprises will use deception tools and techniques against attackers



# JUST FOR FUN!

- Definition of “honeypot” and “deception” by one of the CYBER deception vendors:
- Unlike a [honeypot](#) (an early stage form of deception), which [was designed to be a low interaction honeypot](#) for detecting automated scanning tools and worms, deception is designed to detect inside-the-network threats and the lateral movement by human attackers.

“All warfare is based on **deception.**”

–SUN TZU <THE ART OF WAR>



**Sergio Caltagirone**

@cnoanalysis

Following



TTST (Time to Sun Tzu) - the amount of time passed from the start of an [#Infosec](#) conference to the first Sun Tzu quote in a presentation

RETWEETS

31

LIKES

63



8:33 PM - 12 Sep 2016

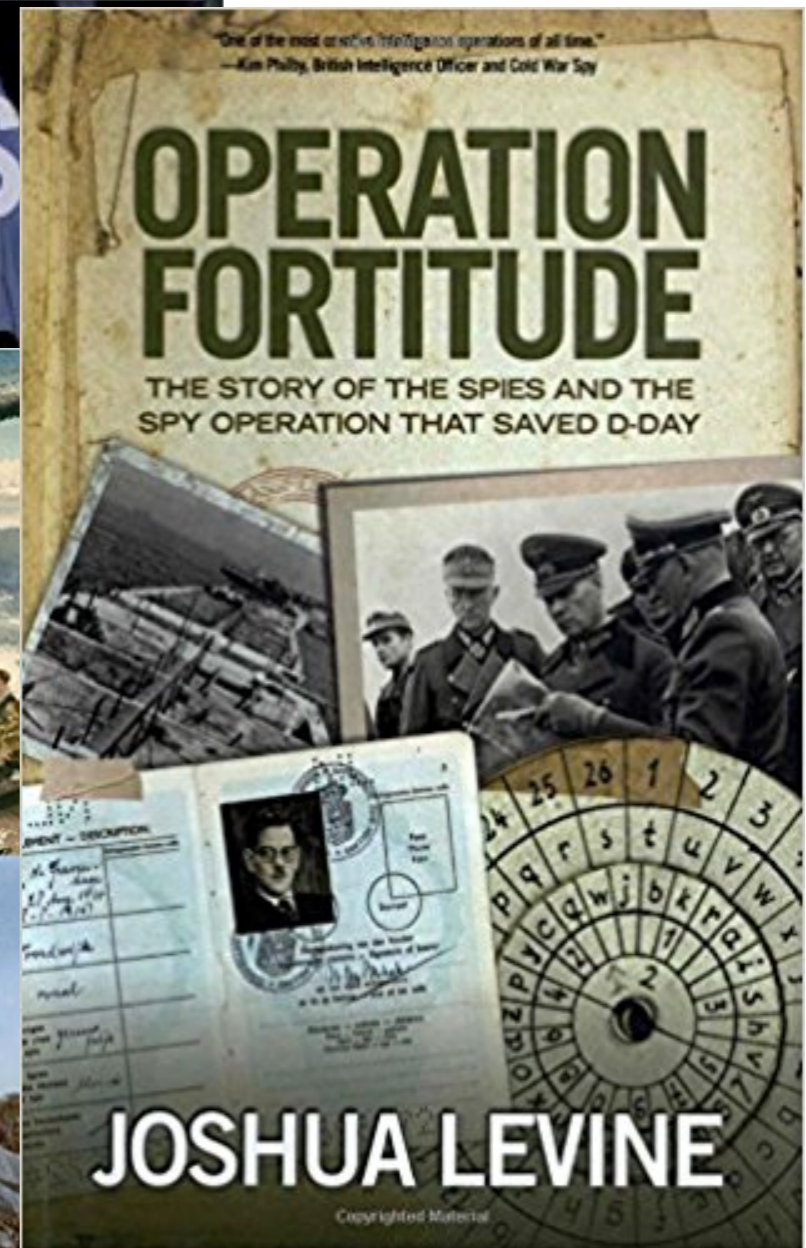
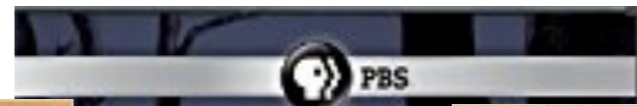
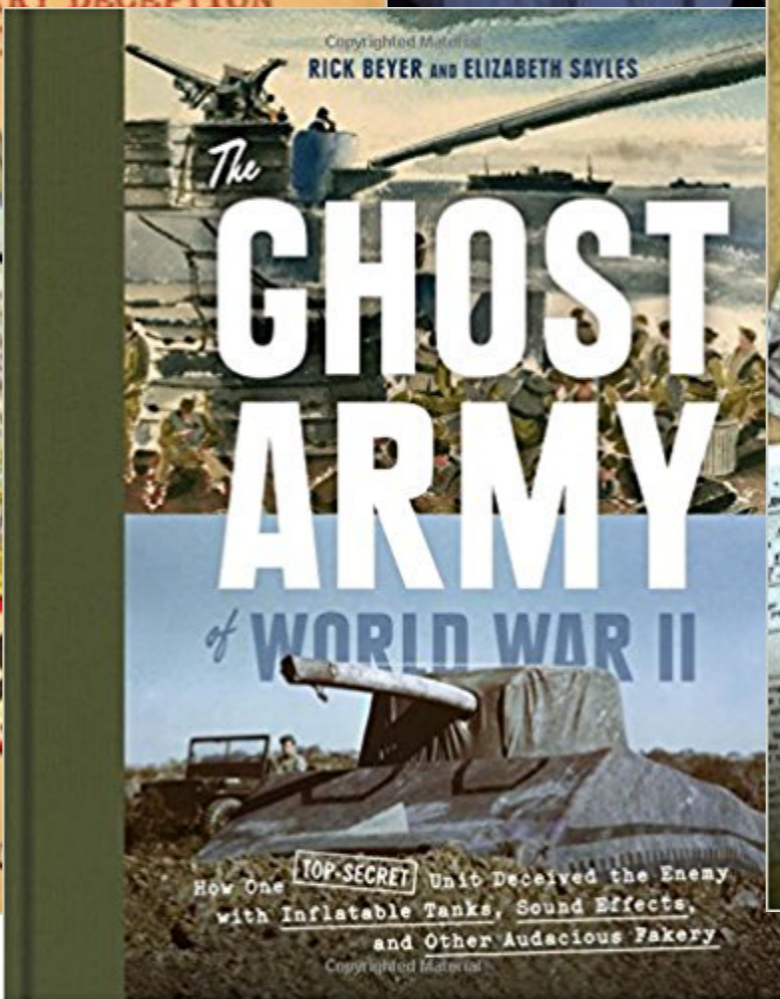
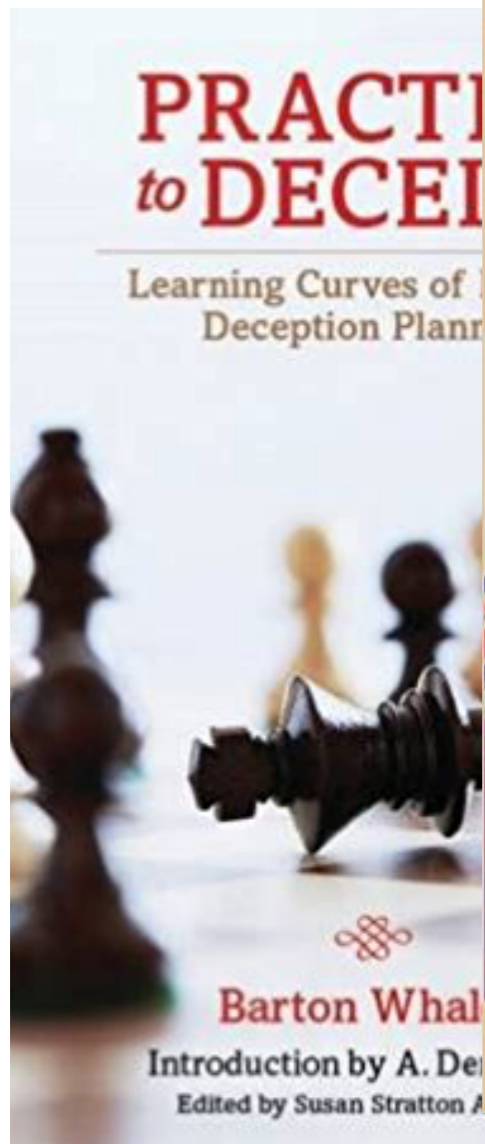
# MILITARY DECEPTION

- Deception as a military strategy
  - refers to attempts mislead enemy forces during warfare
- Operation bodyguard: World War II deception plan
  - Operation Fortitude, Operation Quicksilver, etc.
  - Operation Skye: **radio deception** component of Fortitude North, involving simulated radio traffic between fictional army units
- Fictional field armies
- Faked operations
- **False "leaked" information**
- Inflatable tanks
- Soundtracks
- Fake radio transmissions





# MILITARY DECEPTION II



# DENIAL AND DECEPTION (D&D)

- A theoretical framework for conceiving and analyzing military intelligence techniques pertaining to secrecy and deception.
- Originating in the 1980s, it is roughly based on the more pragmatic Soviet practices of **maskirovka**
- Maskirovka (Russian military deception)

Measure	Western Equivalent	Techniques	Example
<b>Concealment</b>	Camouflage	Awnings, Smoke Screens, Nets, Radio Silence	Building Tanks In An Automobile Plant
<b>Imitation</b>	Mimicry	Decoys, Military Dummies	Dummy Tanks With Radar Reflectors; Decoy Bridges Created By A Line Of Floating Radar Reflectors
<b>Simulation</b>	Simulation	Decoys, Etc.	Dummy Artillery Battery Complete With Noise And Smoke
<b>Disinformation</b>	Disinformation		False Letters; Untrue Information To Journalists; Inaccurate Maps; False Orders; Orders With False Dates
<b>Demonstrative Manoeuvres</b>	Feints	False Trails	Attacks Away From The Main Thrust; Pontoon Bridges Away From Attack Routes



# D & D METHODS MATRIX

Deception Objects:	Deception: Mislead-Type Methods	Denial: Ambiguity-Type Methods
Action:	Revealing	Concealing
Fact	<p>reveal facts: nonessential elements of friendly information (NEFI)</p> <ul style="list-style-type: none"> <li>• <i>publish true information to support your deception story</i></li> <li>• <i>reveal deception capabilities ~&gt; makes the attackers disbelieve info collected from post-compromise. it also has a deterrent effect</i></li> </ul>	<p>conceal facts (dissimulation): essential elements of friendly information (EEFI)</p> <ul style="list-style-type: none"> <li>• hide software using stealth methods</li> <li>• deny access to system resources</li> </ul>
Fiction	<p>reveal fictions (simulation): essential elements of deception information (EEDI)</p> <ul style="list-style-type: none"> <li>• expose fictional systems</li> <li>• allow disclosure of fictional information</li> </ul>	<p>conceal fictions: non disclosable deception information (NDDI)</p> <ul style="list-style-type: none"> <li>• keep deceptive security operations a secret</li> <li>• hide simulated information on honeypots</li> </ul>

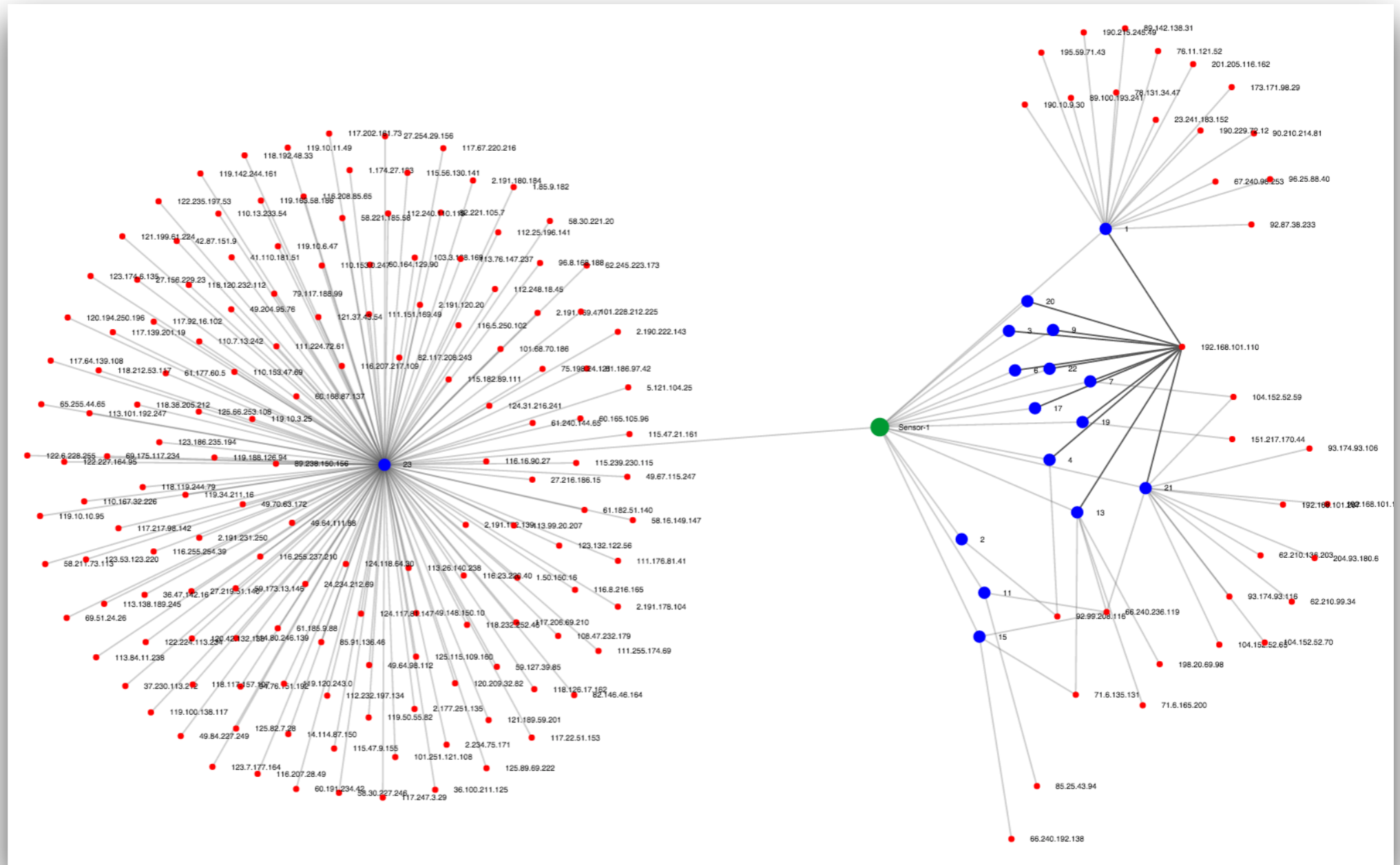


# DECEPTION COMPONENTS

- Honeypots or Decoys
- Honey tokens/bits
- Monitoring and alerting
- Deception stories

# DECEPTION COMPONENTS II

- Data visualization



USE HONEYPOTS TO DECEIVE AND OBSERVE YOUR ENEMIES

# HONEYPOT



# HONEYPOT

- No signatures, no fancy algorithms
  - Solely based on **deception**
- “Honeypot is a security resource whose value lies in being probed, attacked, or compromised.”

*-Lance Spitzner*

- Honeypots are not production systems
  - they don't have any authorized use
  - ~> **ANY** interaction with a honeypot implies malicious or unauthorized activity



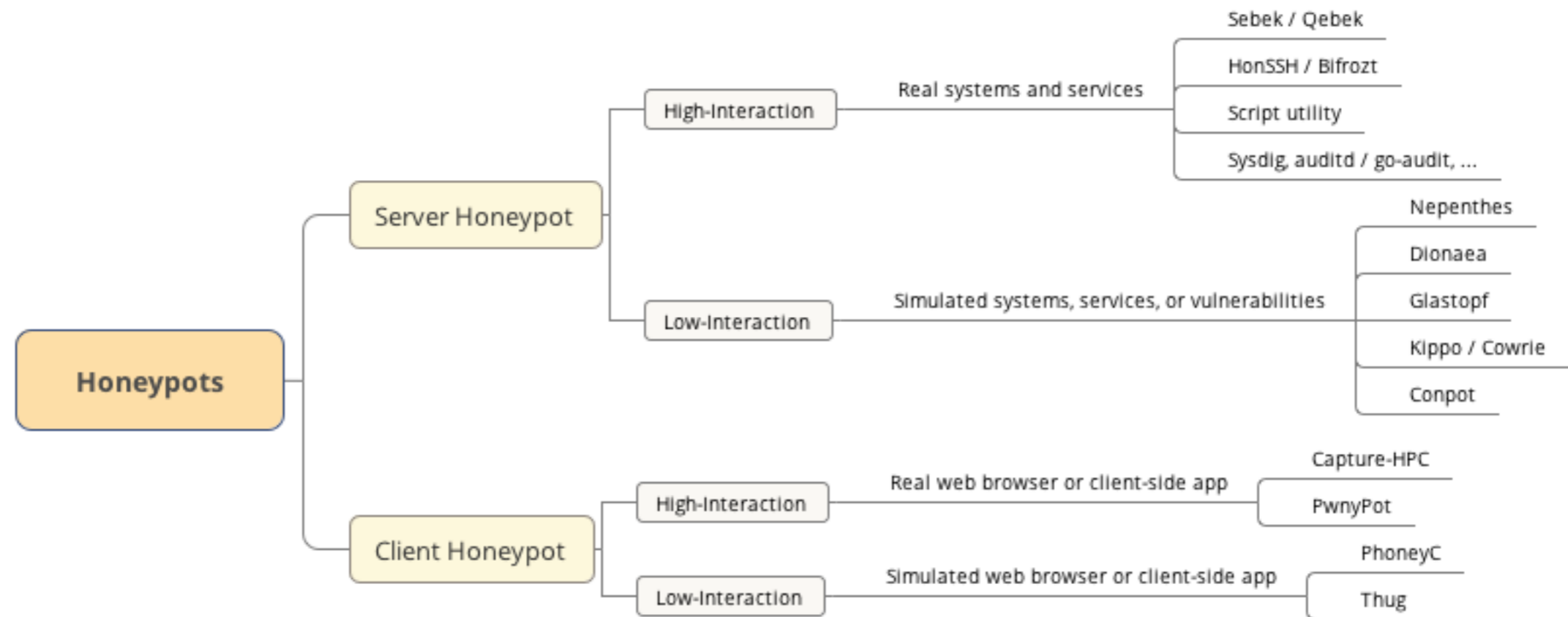
# HONEYPOT USE-CASES

- You can use Honeypots to
  - Detect/track botnets
  - Learn new attack methods and trends
  - Collect malware
  - Detect 0-day attacks!?
  - Detect malicious servers (using client honeypots)
  - Delay and misdirect attackers
  - Detect compromised systems
- It depends on **how** and **where** you use it

# DIFFERENT TYPES

- Low-Interaction vs. High-Interaction
  - Risk, installation and maintenance, data gathering
- Server Honeytrap (traditional) vs. Client Honeytrap
  - Passive vs. Active
  - Detection mechanism
- **Honeytokens**
- *Research vs. Production*

# DIFFERENT TYPES



DETECTING DRIVE-BY DOWNLOADS AND MALICIOUS SERVERS

# THUG DEMO



HONEYTRAP / TRAP / BREADCRUMB / HONEYBITS

# HONEYTOKENS





# HONEYTOKENS

- Honeytokens can be any resources like a bogus file or a fake database record that – just like the honeypots – **don't have any authorized use**. So, any interaction with it can be considered as a potential breach or malicious activity.
- Different types:
  1. Monitored bogus resources
  2. Honeytokens that contain **beacons** that are triggered when they are opened or accessed! ~> not good for catching advanced attackers
    - CanaryTokens
  3. Breadcrumbs / Honeybits: Their value lies in **being used** (not just accessed) and leading the attackers to your decoys.
    - We don't need to monitor the access to these tokens

LEAD THE ATTACKERS TO YOUR DECOYS/HONEYPOTS

# HONEYBITS

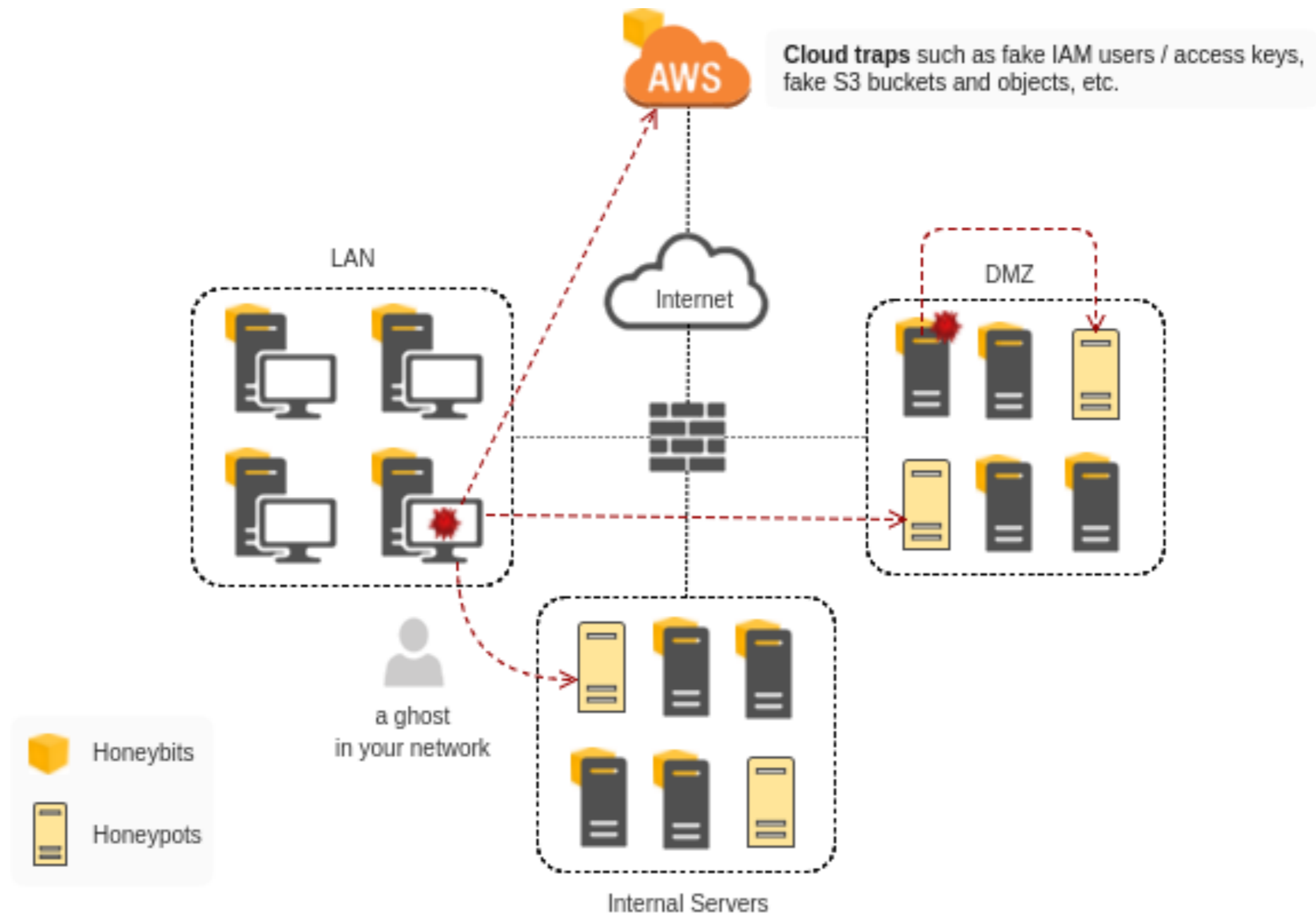


# HONEYBITS

- A simple tool to create and place breadcrumbs, honeypot/traps or as I call it "honeybits", to lead the attackers to your decoys/honeypots!  
<https://github.com/0x4D31/honeybits>
- Features:
  - Insert fake `bash_history` commands including ssh, ftp, rsync, scp, mysql, wget, awscli
  - Fake `AWS` credentials and config files
  - Creating `honeyfiles` and monitoring the access to these traps using auditd or `go-audit`
  - Content generator for honeyfiles and file honeybits (todo)
    - Configuration, connection and backup files
  - Fake entries in hosts file, ARP table and etc.
  - Remote config using a Remote Key/Value Store such as Consul or etcd

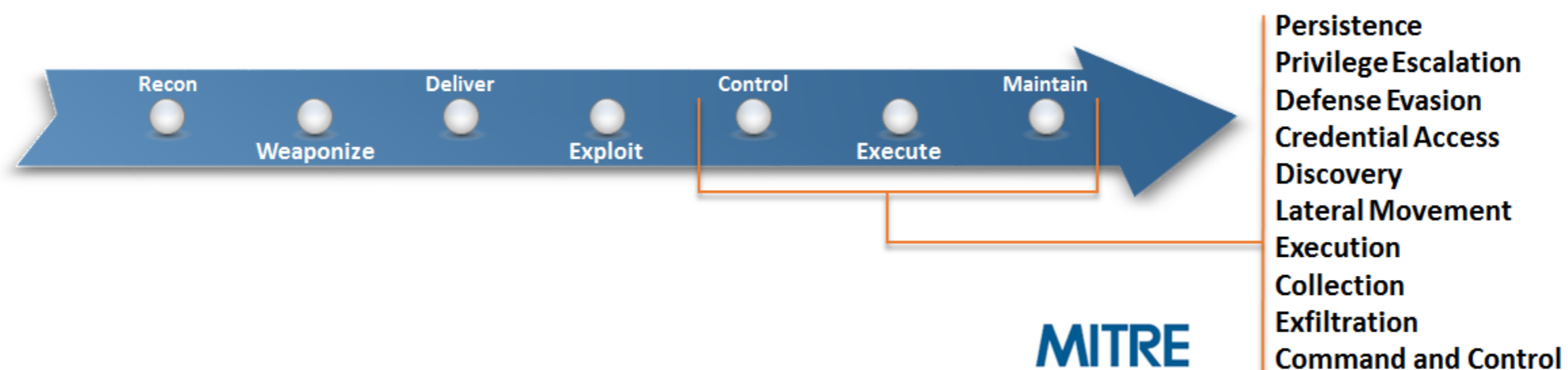


# HONEYBITS II



# PRODUCTION HONEYPOTS

- The problem with the traditional implementation of honeypots in a production environment
  - Honeypots can only be discovered by **network scanning** (which is noisy!)
- Cyber Kill-Chain
- ATT&CK Tactic Categories



# TL;DR

- The **more you plant** false or misleading information in response to the post-compromise techniques (especially the techniques under 'credential access,' 'Discovery,' and 'Lateral movement' tactics in ATT&CK matrix), the **greater the chance** of catching the attackers.

# DECEPTION PLANNING

- Specify deception goal
- Identify the attackers' biases / collect threat information
- Design deception story and tactics
- Implement deception components
- Monitor and so on..



# DECEPTION STORY

- Describing deception stories using the structure used by TDD/BDD\*

```
/*  
Deception Story [DS2]: The attacker gains access  
to the database using bogus user accounts  
Biases exploitation: Confirmation Biases (Look for  
methods that confirm that there is a weak  
password)  
Associated deception tactics: T1  
*/  
Given an attacker guesses the password of the  
bogus account (brute force attack)  
When the attacker authenticates in the DBMS  
Then an alert is sent to management system  
    And the system connects the account with bogus  
    databases  
  
    database using bogus user accounts  
Then an alert is sent to management system
```

AWS S3 TRAP

DEMO

# HONEYPOT CHALLENGES

- Honeypot detection/evasion techniques, e.g.:
  - {Escape from monkey island: Evading high-interaction honeyclients} paper
  - {Breaking Honeypots For Fun And Profit} at BH2015
- New attack vectors / platforms
- ....





# HONEYPOT CHALLENGES

A client honeypot evasion method in Nuclear Pack, April 2012

```
document.onmousemove = function ()
{
  if (window.xyzflag === 0)
  {
    window.xyzflag = 1;
    var head = document.getElementsByTagName("head")[0];
    var script = document.createElement("script");
    script.type = "text/javascript";
    script.onreadystatechange = function ()
    {
      if (this.readyState == "complete")
      {
        window.xyzflag = 2;
      }
    };
    script.onload = function ()
    {
      window.xyzflag = 2;
    };
    script.src = url + Math.random().toString().substring(3) + ".js";
    head.appendChild(script);
  }
}
```

THE FIRST PUBLIC  
ANNOUNCEMENT





# HONEYNET PROJECT WORKSHOP 2017 AT UNSW CANBERRA 15-17 NOVEMBER 2017







# QUESTIONS?

ADEL KARIMI

THE HONEYNET PROJECT

*Twitter Handle: 0x4d31*



# PART 2 | HANDS-ON



# Honeypot Installation

- Blog post with instructions – <http://elliottbrink.com/2017/02/20/bsides-canberra-workshop-preparation/>
- Download [Ubuntu Server 16.04.2 LTS ISO](#) (or workstation)
- Provision the virtual machine with the following specifications:
  - 1 CPU Core
  - 1GB RAM (1024MB)
  - 20GB hard disk space

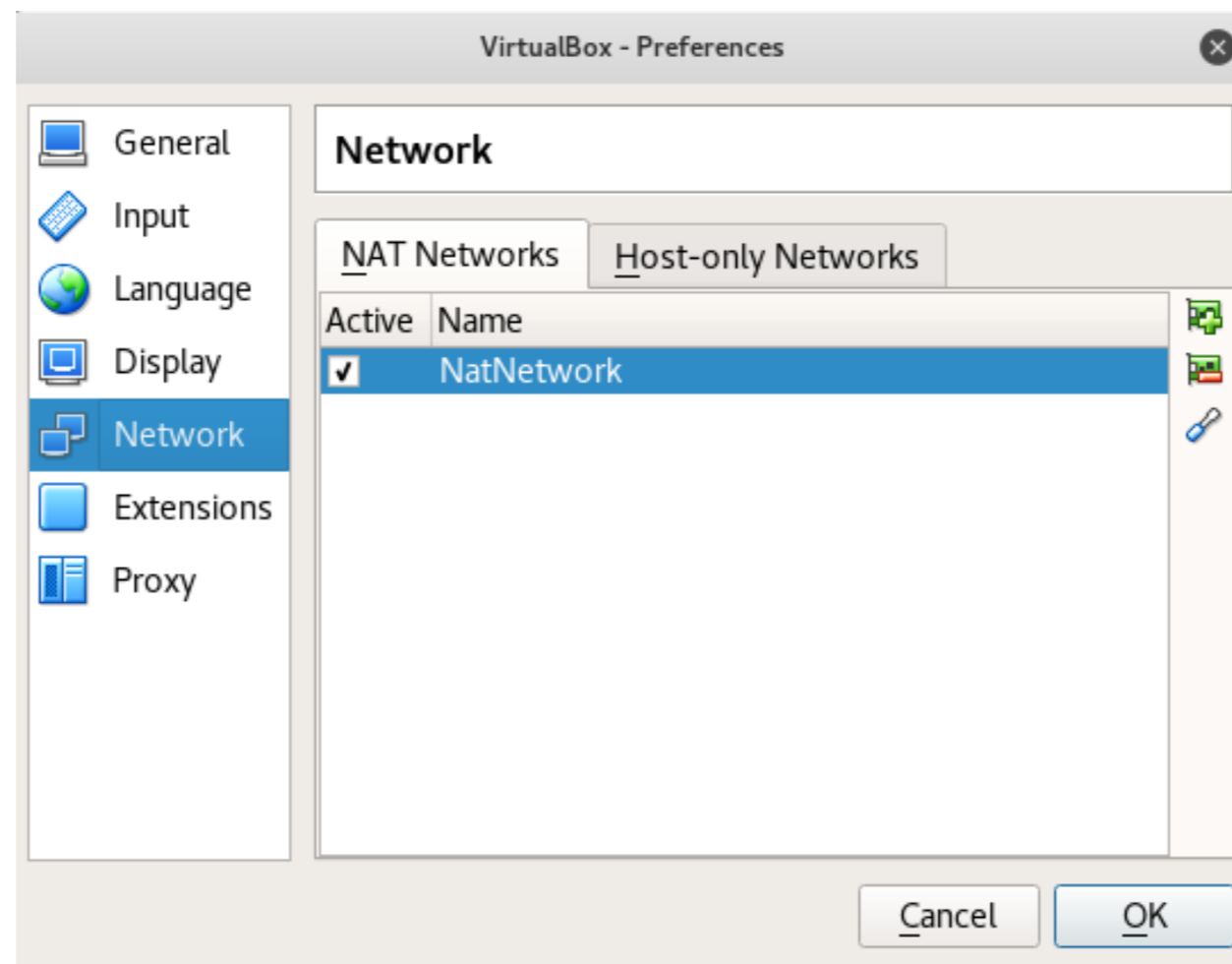


# Ubuntu Workstation Setup

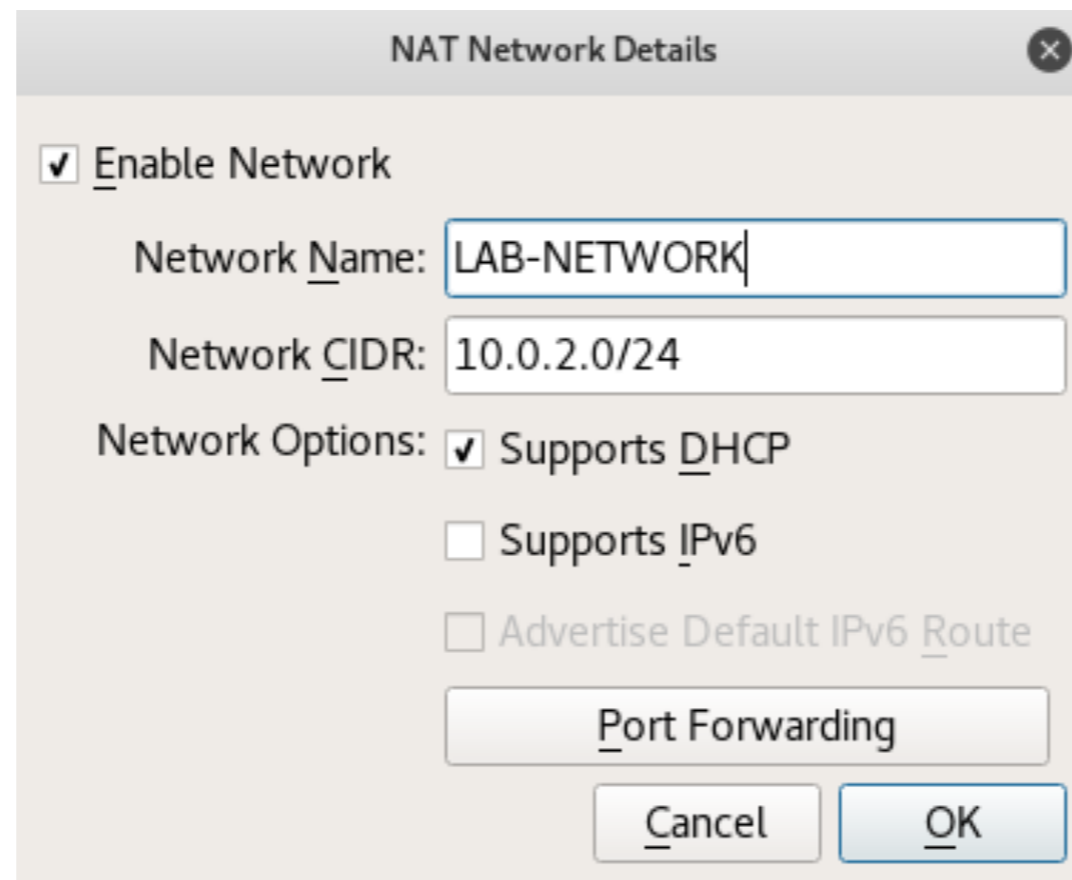
- Let's install openssh-server and openssh-client

```
sudo apt-get install -y openssh-server  
openssh-client
```

# Setup Virtual Networking (System)



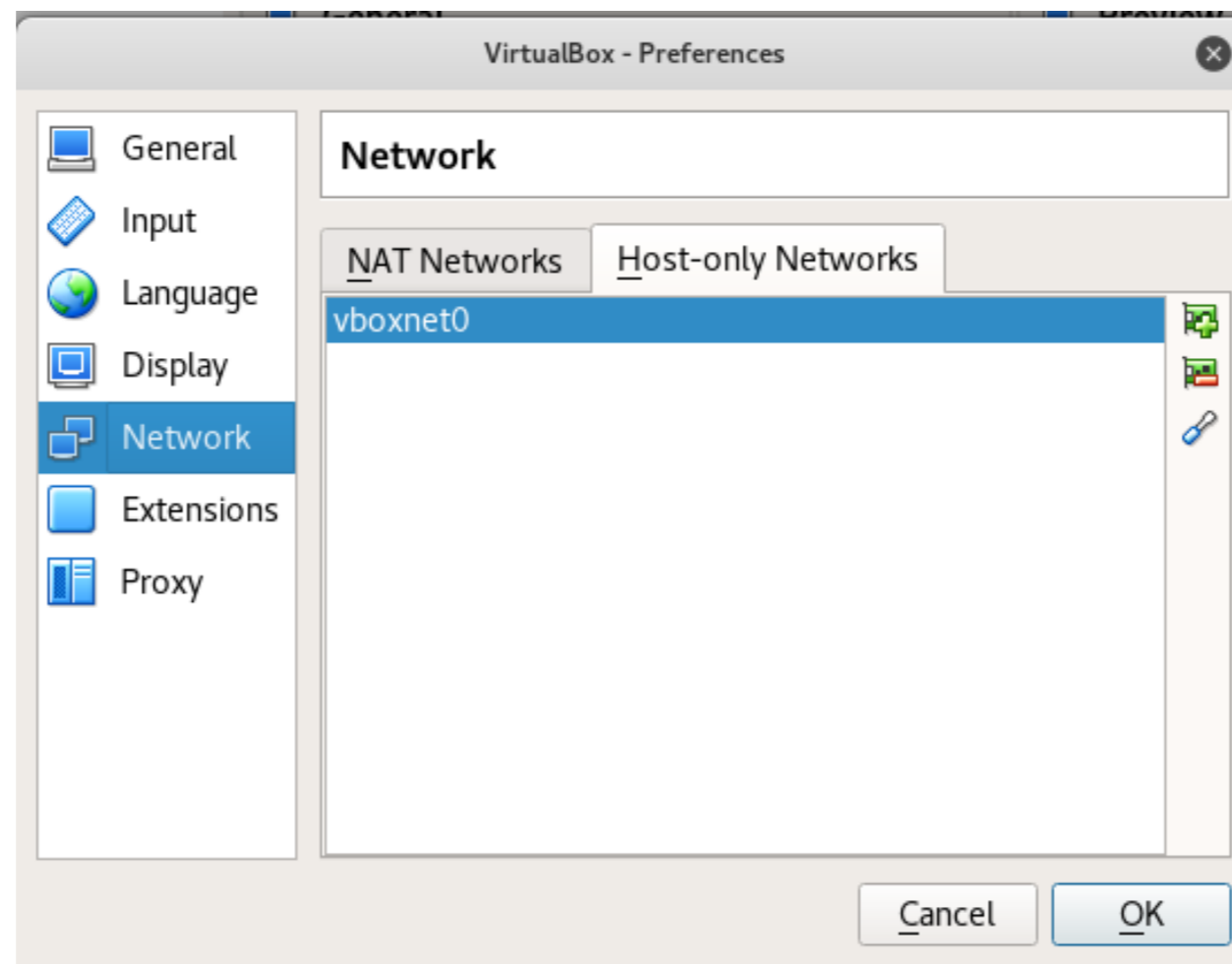
# Setup Virtual Networking (System)



The image shows a dialog box titled "NAT Network Details" with a close button in the top right corner. The dialog contains the following elements:

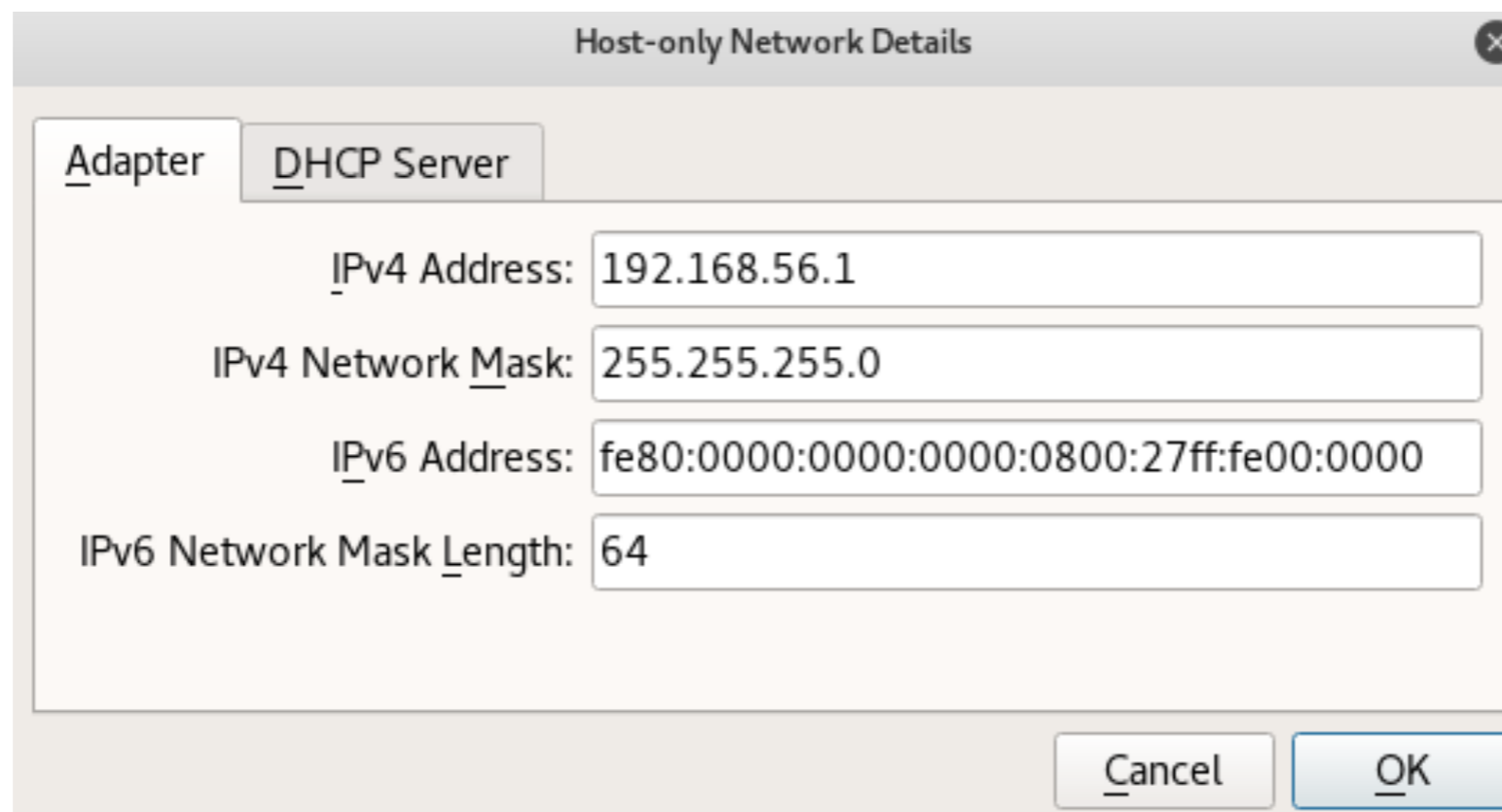
- Enable Network
- Network Name: LAB-NETWORK
- Network CIDR: 10.0.2.0/24
- Network Options:
  - Supports DHCP
  - Supports IPv6
  - Advertise Default IPv6 Route
- Port Forwarding
- Buttons: Cancel and OK

# Setup Virtual Networking (System)





# Setup Virtual Networking (System)



The image shows a dialog box titled "Host-only Network Details" with a close button in the top right corner. It has two tabs: "Adapter" and "DHCP Server". The "DHCP Server" tab is selected. The dialog contains four input fields for network configuration:

- IPv4 Address: 192.168.56.1
- IPv4 Network Mask: 255.255.255.0
- IPv6 Address: fe80:0000:0000:0000:0800:27ff:fe00:0000
- IPv6 Network Mask Length: 64

At the bottom right, there are two buttons: "Cancel" and "OK".

# Setup Virtual Networking (System)

Host-only Network Details

Applet DHCP Server

Enable Server

Server Address: 192.168.56.100

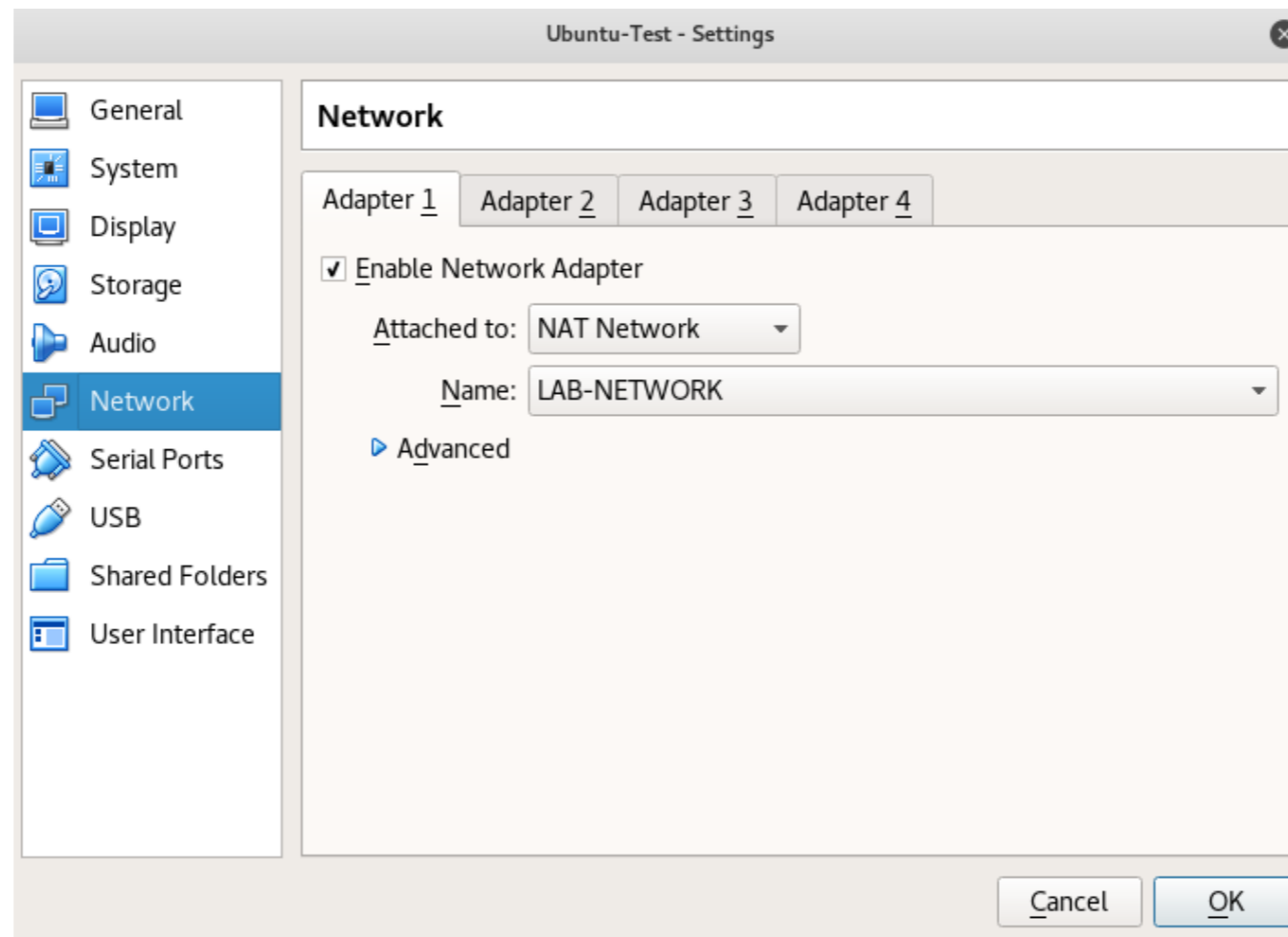
Server Mask: 255.255.255.0

Lower Address Bound: 192.168.56.101

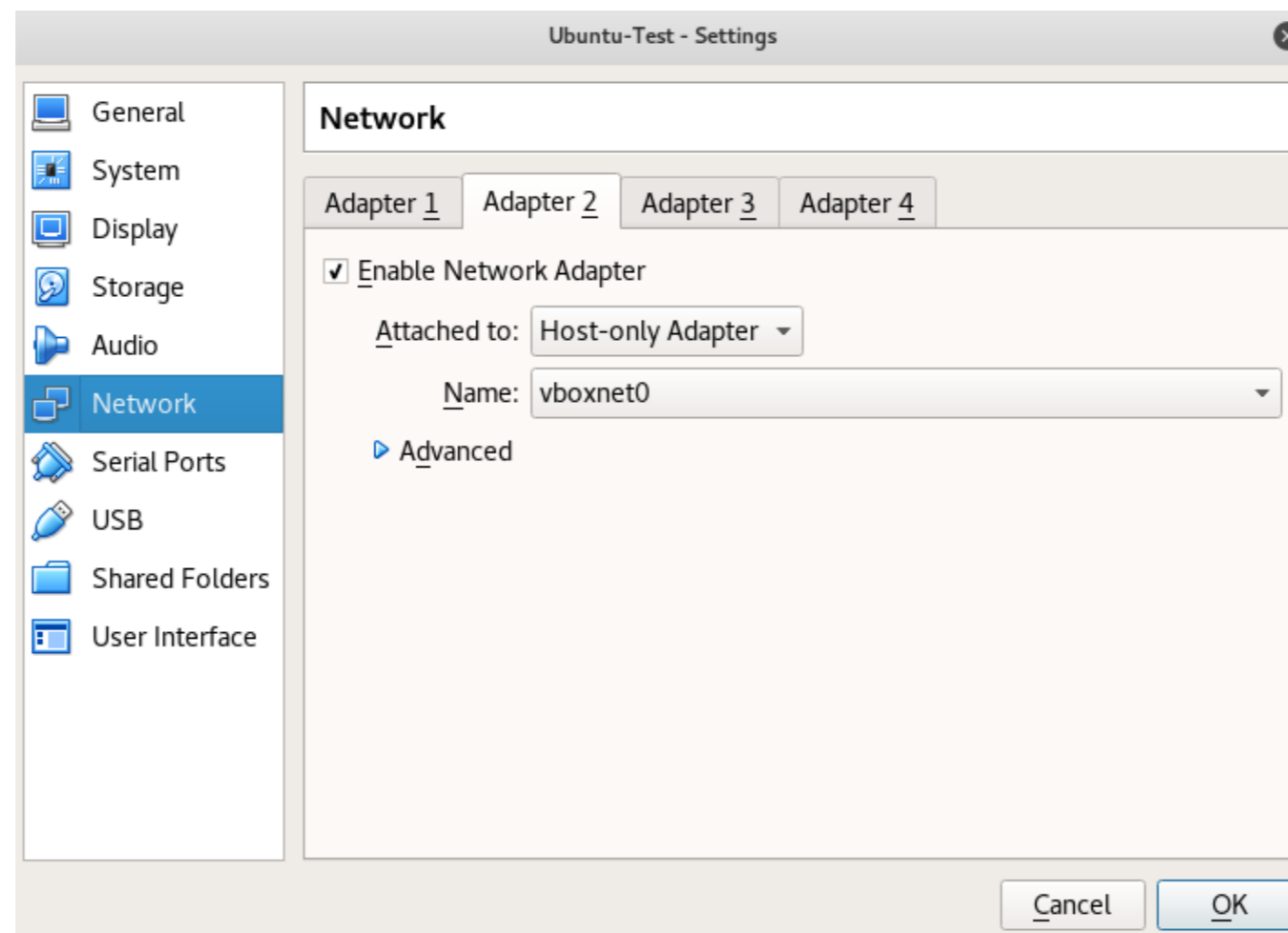
Upper Address Bound: 192.168.56.254

Cancel OK

# Setup Virtual Networking (VM)



# Setup Virtual Networking (VM)





# Confirm Connection

```
nain@main-VirtualBox:~$ ifconfig
enp0s3  Link encap:Ethernet  HWaddr [REDACTED]
        inet addr:10.0.2.5  Bcast:10.0.2.255  Mask:255.255.255.0
        inet6 addr: fe80::f71c:c742:5bae:207e/64  Scope:Link
        UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
        RX packets:78739 errors:0 dropped:0 overruns:0 frame:0
        TX packets:40225 errors:0 dropped:0 overruns:0 carrier:0
        collisions:0 txqueuelen:1000
        RX bytes:112820375 (112.8 MB)  TX bytes:2520608 (2.5 MB)

enp0s8  Link encap:Ethernet  HWaddr [REDACTED]
        inet addr:192.168.56.102  Bcast:192.168.56.255  Mask:255.255.255.0
        inet6 addr: fe80::f32a:1128:8766:f8c3/64  Scope:Link
        UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
        RX packets:5592 errors:0 dropped:0 overruns:0 frame:0
        TX packets:4701 errors:0 dropped:0 overruns:0 carrier:0
        collisions:0 txqueuelen:1000
        RX bytes:440468 (440.4 KB)  TX bytes:890642 (890.6 KB)

lo      Link encap:Local Loopback
        inet addr:127.0.0.1  Mask:255.0.0.0
        inet6 addr: ::1/128  Scope:Host
        UP LOOPBACK RUNNING  MTU:65536  Metric:1
        RX packets:337 errors:0 dropped:0 overruns:0 frame:0
        TX packets:337 errors:0 dropped:0 overruns:0 carrier:0
        collisions:0 txqueuelen:1
        RX bytes:27656 (27.6 KB)  TX bytes:27656 (27.6 KB)
```

# Confirm Connection

```
vboxnet0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
  inet 192.168.56.1 netmask 255.255.255.0 broadcast 192.168.56.255
  inet6 fe80::800:27ff:fe00:0 prefixlen 64 scopeid 0x20<link>
  ether [REDACTED] txqueuelen 1000 (Ethernet)
  RX packets 0 bytes 0 (0.0 B)
  RX errors 0 dropped 0 overruns 0 frame 0
  TX packets 169 bytes 29392 (28.7 KiB)
  TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```

# Confirm Connection

```
root@ [REDACTED]: ~# ssh main@192.168.56.102
main@192.168.56.102's password:
Welcome to Ubuntu 16.04.2 LTS (GNU/Linux 4.4.0-62-generic x86_64)

 * Documentation:  https://help.ubuntu.com
 * Management:    https://landscape.canonical.com
 * Support:       https://ubuntu.com/advantage

0 packages can be updated.
0 updates are security updates.

Last login: Mon Feb 20 10:49:05 2017 from 192.168.56.1
main@main-VirtualBox: ~$ █
```

# dhclient all the things

- If you're having any issues, run on your vm:

```
sudo dhclient -v enp0s3;sudo dhclient  
-v enp0s8
```



Run my setup script (it's safe I promise,  
inspect if you like)

```
cd ~;wget https://gist.githubusercontent.com/  
ebrinkster/58424ef796eeb8bba844a76bbcc70ab7/  
raw/cabff9c7ac7d5f1b0164e242b6d259bc16160098/  
honeypot-prep.sh -O honeypot-prep.sh;chmod +x  
honeypot-prep.sh; ./honeypot-prep.sh
```

<https://gist.github.com/ebrinkster>

honeypot-prep.sh

Or — <http://bit.ly/2mOp5yU>

# Cowrie Setup

- Script sets it up for you.
- Edit `cowrie.cfg` and edit the following lines:
  - `hostname = svr04`
  - `[output_textlog]`
  - `logfile = log/audit.log`
  - `format = text`

# Cowrie Setup

- Start with `./start.sh`
- Test locally on your system
- `ssh root@localhost -p2222`
- Password: 1234
- You're running commands on the honeypot
- If you run this in production (be careful) you'll want to do port forwarding or if it has a public IP do iptables routing
- More info on how to do this on my blog – [elliottbrink.com](http://elliottbrink.com)

# Telnetlogger Setup

- The script sets it up for you, simple make command
- Runs on port 23, need root for it
- `sudo ./telnetlogger`
- You can edit the C code and edit the port, recompile and do iptables forwarding too.
- Non-interactive, only logs usernames and passwords. Hydra and ncrack, other brute force programs work great against it.

# Telnetlogger Setup

```
/*  
*****  
*****  
*/  
int  
main(int argc, char *argv[])  
{  
    FILE *fp_passwords = stdout;  
    FILE *fp_ips = stdout;  
    FILE *fp_csv = NULL;  
    int i;  
    int port = 23;  
}
```





# T-Pot

The screenshot shows the Kibana interface for the T-Pot 16.10 installation. The top navigation bar includes links for Home, Kibana, ES Head Plugin, UI-For-Docker, WebSSH, and Netdata. The main content area displays a welcome message and instructions for configuring the dashboard. Below the instructions, there are six dashboard widgets showing event counts for different honeypots: Cowrie (0), Dionaea (3), ElasticPot (0), Glastopf (4), Honeytrap (6), and Suricata (253).

Home Kibana ES Head Plugin UI-For-Docker WebSSH Netdata

LIFE IS FOR SHARING. Discover Visualize Dashboard Settings Last 15 minutes

Default

Welcome to T-Pot

## Welcome to your shiny new T-Pot 16.10 installation!

Before you get started tell **Kibana** what installation type you have chosen for T-Pot.

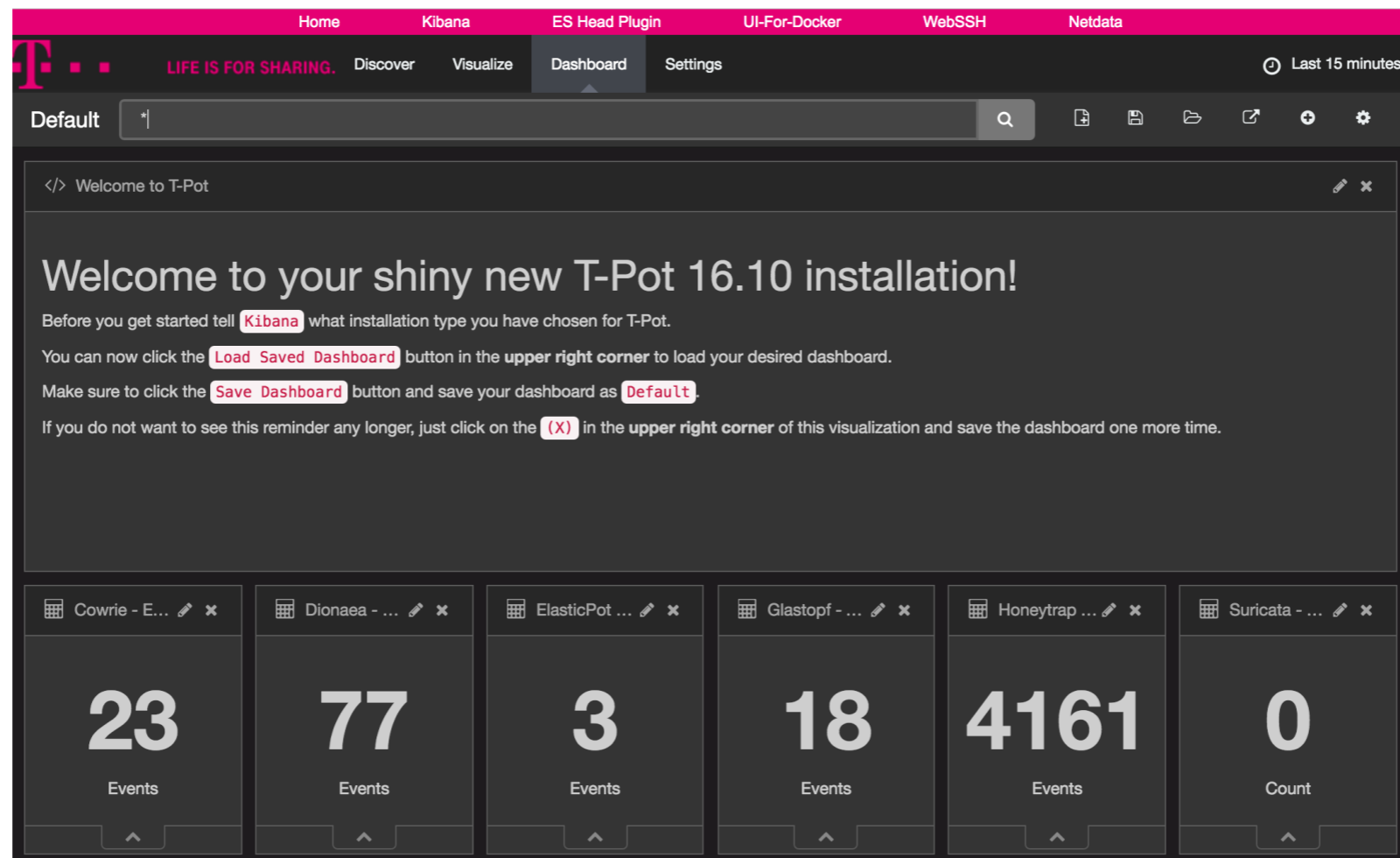
You can now click the **Load Saved Dashboard** button in the **upper right corner** to load your desired dashboard.

Make sure to click the **Save Dashboard** button and save your dashboard as **Default**.

If you do not want to see this reminder any longer, just click on the **(X)** in the **upper right corner** of this visualization and save the dashboard one more time.

Dashboard	Count
Cowrie - E...	0 Events
Dionaea - ...	3 Events
ElasticPot ...	0 Events
Glastopf - ...	4 Events
Honeytrap ...	6 Events
Suricata - ...	253 Count

# T-Pot (after nmap -sS -sV)



The screenshot displays the T-Pot 16.10 dashboard interface. At the top, there is a navigation bar with tabs for Home, Kibana, ES Head Plugin, UI-For-Docker, WebSSH, and Netdata. Below this is a search bar and a toolbar with icons for search, save, share, and settings. The main content area features a welcome message: "Welcome to your shiny new T-Pot 16.10 installation!" followed by instructions on how to load and save a dashboard. Below the text is a row of six dashboard widgets, each representing a different tool and its event count:

Tool	Count	Label
Cowrie - E...	23	Events
Dionaea - ...	77	Events
ElasticPot ...	3	Events
Glastopf - ...	18	Events
Honeytrap ...	4161	Events
Suricata - ...	0	Count

Two large red arrows point towards the dashboard from the left and right sides of the image.

# Awesome Honeypots

- <https://github.com/paralax/awesome-honeypots>

# Artillery

- Installation manual: [https://www.binarydefense.com/files/Artillery\\_Installation\\_Manual.pdf](https://www.binarydefense.com/files/Artillery_Installation_Manual.pdf)
- <https://www.binarydefense.com/project-artillery/>

# Artillery

```
main@main-VirtualBox:~/artillery$ sudo python setup.py

Welcome to the Artillery installer. Artillery is a honeypot, file monitoring, and overall security tool used to protect your nix systems.

Written by: Dave Kennedy (ReL1K)

Do you want to install Artillery and have it automatically run when you restart [y/n]: y
[*] Beginning installation. This should only take a moment.
[*] Adding artillery into startup through init scripts..
[*] Triggering update-rc.d on artillery to automatic start...
Do you want to keep Artillery updated? (requires internet) [y/n]: y
[*] Checking out Artillery through github to /var/artillery
Cloning into '/var/artillery'...
remote: Counting objects: 876, done.
remote: Total 876 (delta 0), reused 0 (delta 0), pack-reused 876
Receiving objects: 100% (876/876), 207.83 KiB | 258.00 KiB/s, done.
Resolving deltas: 100% (568/568), done.
Checking connectivity... done.
[*] Finished. If you want to update Artillery go to /var/artillery and type 'git pull'
Would you like to start Artillery now? [y/n]: y
Starting Artillery...                               Ok
[*] Installation complete. Edit /var/artillery/config in order to config artillery to your liking..
```



# Conclusion

- Follow up blog post with links will be at [elliottbrink.com](http://elliottbrink.com)
- Slides available to BSides Canberra & above
- Have fun with honeypots!
- Thank you!