

Forum:[Hack Forums](#)

Thread: [recomend good free native or .net rat](#)

SIM-3616989 - April 2, 2026, 12:48 am

any recommendation for good free native or .net rats please

C00Lssh - April 2, 2026, 12:49 am

shoot me a PM boss man

I_H8_KDot - April 2, 2026, 12:16 pm

(Apr 2, 2026 12:48 AM)SIM-3616989 Wrote: [\[CITE\]](#) any recommendation for good free native or .net rats please

Overlord. Native, free, open source, works for windows, mac and linux, fastest you'll ever use, can handle more clients then you will ever put on it, has hvnc, has reset survival, the list goes on.

SIM-3616989 - April 2, 2026, 11:29 pm

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okay thank you buddy

(Apr 2, 2026 12:49 AM)C00Lssh Wrote: [\[CITE\]](#) shoot me a PM boss man
done !

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please any genuine link to download the latest version of it will be appreciated

I_H8_KDot - April 3, 2026, 9:28 am

(Apr 2, 2026 11:29 PM)SIM-3616989 Wrote: [\[CITE\]](#) okay thank you buddy

done !

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<https://github.com/vxaboveground/Overlord>

SIM-3616989 - April 3, 2026, 12:30 pm

(Apr 3, 2026 09:28 AM)I_H8_KDot Wrote: [\[CITE\]](#) <https://github.com/vxaboveground/Overlord>
thank you so much buddy i appreciate you a lot

kings26 - June 13, 2026, 11:20 am

@I_H8_KDot just got overlord set up great job KDot, please any recommend crypter for overlord?
and does overlord capture passwords from window?

I_H8_KDot - June 13, 2026, 11:52 am

(Jun 13, 2026 11:20 AM)kings26 Wrote: [\[CITE\]](#) @I_H8_KDot just got overlord set up great job KDot,

please any recommend crypter for overlord? and does overlord capture passwords from window?
I no longer recommend crypters because basically every crypter service is bound to either give a shit product or exit scam. It's not entirely there fault but for that reason I don't want to take a hit on my rep over a recommendation. As for passwords, there is a plugin called Kematian that you can get from t.me/OverlordPluginz that can do that.

KevenLionardo - June 14, 2026, 12:39 am

write your own, i wouldn't trust anyone since AI is involved now with hallucinated code, where rat works good but you start noticing issues in the future cuz AI can't think of these

my recommendation is C++ Or Pascal languages but needs alot effort order to get where you want.

i wouldn't trust RAT's made in C#, Golang or that is hella complex for no reason which starts to giving headaches not works well after using it for a month, so much complexity literally you will be lost xd.

kings26 - June 14, 2026, 2:09 am

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@I_H8_KDot just got the plugin installed, thanks gat you biggest ?

CyberneticsX - June 14, 2026, 11:56 pm

Overlord and xenonrat.

I_H8_KDot - June 15, 2026, 7:22 am

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What's wrong with golang lmfaoo. It's like a garbage collected C in terms of looks. It's beautiful.

DramaKing - June 15, 2026, 11:18 am

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I was lost just reading that.

KevenLionardo - June 23, 2026, 6:18 pm

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i have been reading about u on this forum, u did a good job with overlord rat buuuuuut worth it ? read below.

- Why Docker?
- Why Code So Complex For No Reason?
- Why Theme Looks AI ?
- Why Setup is that complex? [for beginners tho]
- Why Not Used C# WPF .net core? just like nanocore or orcus rat?
- Why Not Used Delphi like darkcomet?
- Why Not C++ For More Controll / Access Low Level ?

? above RAT's that i listed already amazing and works fine " their features outdated " that's all. you've could done something insane, instead of this golang garbage with billion lines of code " For No Reason "

? Nothing Has Been Changed Nowadays About RAT's, just features. you don't need shiny stuff. " i don't know man whoever thinks overlord rat is very good i think his knowledge is around 10% not much, literally 99% of the rats still can't beat Imminent Monitor or Orcus? ask this question to yourself why they can't

For Stealers what you need? SPEED, then you move C/C++

For Crypters what u need ? low level access you move C/C++ [yea don't tell me C# RunPE windows 11 FIX 100% FUD BAT CRYPT TASKSCH BYPASS FUD FUD] ?

For RAT's what u need? = i'll leave that for you to answer, for sake don't tell me stability + scalability

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- 1.) Docker is used in basically every major program now. It gets rid of the need for setups to be perfect since it handles everything.
- 2.) The code isn't complex for no reason? What part is "complex for no reason"
- 3.) Because I would use AI for frontend stuff because I suck at frontend stuff. I made sure to make it fully customizable in settings however with custom css.
- 4.) It's not? If you can't figure out how to use docker compose you should just throw your computer away. The readme perfectly explains everything you could possibly need to know.
- 5.) Because it's web based and runs on linux.
- 6.) Because I don't know delphi?
- 7.) You can use c in golang and even then it's a native lang you can do whatever you want. Only downside is it being garbage collected and even then that isn't a big deal.

How is it "golang garbage" LMFAO. It supports windows, mac, linux, openbsd, freebsd, android and even iphone if you have the patience. The server runs on windows, mac, linux and anything else you can get docker on. Pretty soon it will be native on mac as well without docker desktop being needed due to the new updates apple is doing.

Also, how is Overlord worse than any current RAT? Name a single RAT that supports RBAC, actually uses a fucking codec and not a shit jpeg implementation only, etc. Overlord is the only rat made semi professionally.

For a RAT, you basically need good structure. That's it. If you dig yourself into a hole that you can't get out of like quasar, etc you're stuck. To compare Overlord to something like orcus, etc where you're running on an old ass version of .net it's just going to be worse in basically every case. Overlord can handle over 7k concurrent connections on a 2vcpu and 2gb of ram. I don't know a single other rat that can do that. On top of all of this, it's open source. If you want to complain about something you can just go ahead and fix or change any part that you want. I do everything I do for 100% free. On top of that, it's literally 10 lines of powershell with SGN build in overlord and you're fud runtime on kleenscan for every av.

A little more on docker, it also manages updates, settings, etc and makes sure that if something breaks you can EASILY rollback, choose when to get updates, and makes it easier for linux noobs.

Borris5ranked - June 27, 2026, 5:51 am

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KevenLionardo - June 28, 2026, 2:26 pm

(Jun 23, 2026 07:14 PM)I_H8_KDot Wrote: [CITE](#) 1.) Docker is used in basically every major program now. It gets rid of the need for setups to be perfect since it handles everything.

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Strike- - June 29, 2026, 5:00 am

Take a look at strike rat free edition: <https://hackforums.net/showthread.php?tid=6326417>

I_H8_KDot - June 29, 2026, 9:18 pm

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"the only thing you have is RBAC" are you capable of reading? Or can your mind not comprehend a language other than C#? I've used both C# to make projects and golang and will chose golang any day over C#. C# is slower, more complicated and will always be worse than golang in my opinion. Not to mention cross compilation or CGO which instantly sets golang apart.

Sm87 - June 30, 2026, 6:31 am

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I disagree.

You can prefer Go if you want, but judging C# based on old assumptions is not really accurate anymore. C# is not just a Windows-only, heavy, non-cross-platform language.

C# has NativeAOT support, and with the right knowledge you can cross-compile for different platforms. It is also possible to build for different targets using LLVM and cross tools without being tied to MSVC.

When it comes to GC (garbage collection), Go is not automatically better in every scenario. Go relies heavily on its garbage collector for memory management, and in low-latency scenarios GC behavior can become an important factor. C# on the other hand is not limited to a GC-only approach. With NativeAOT, unsafe code, manual memory management, and features like stackalloc, you can greatly reduce GC pressure and in some designs avoid relying on it completely.

C# also has features like stackalloc that allow allocating memory directly on the stack, while Go relies more on runtime optimizations and garbage collection for memory management. Go is strong when it comes to cross compilation, but that does not mean C# lacks those capabilities.

Performance, complexity, and language design depend on the use case. A language should be evaluated based on its current capabilities and real-world usage, not outdated perceptions.

I_H8_KDot - June 30, 2026, 12:23 pm

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C# Native AOT is cool but it's a LONG ways away from being anything useable. Currently it's like a minimum of 100mb and from my experience it was an absolute bitch to get working on a few things. But yes they all have their use cases. I just don't see why you'd use C# AOT over golang. The biggest strengths from C# is from the fact that it's JIT compiled and allows for things like reflection which makes something like a plugin system 1000000x easier and by far more doable. But yes you are correct in saying they have their use cases and strengths. I've used both of them about the same amount (a year of each) and I'd still argue that golang is just better especially if you're not trying to get into all the complicated shit that comes with C#.

<https://learn.microsoft.com/en-us/dotnet/core/deploying/native-aot/?tabs=macOS%2Cnet8#limitations-of-native-aot-deployment>

those are the limitations. Even though it's nothing CRAZY it still gets rid of a lot of the benefits of C#. Either way, if anyone here is going to learn a language from scratch I'd still have to recommend rust + golang. Golang for simple/scripting stuff and rust for your lower level things.

DramaKing - July 1, 2026, 5:55 am

(Jun 28, 2026 02:26 PM)KevenLionardo Wrote: [\[CITE\]](#) sorry i think you didn't read it well, i know how to setup overlord, are you sure golang is better than C# WPF .NET Core?, hmm ok bro you are very professional the only thing you have is RBAC, orcus/nanocore still works like a charm for me. thank you i am not going to use 10 MB exe file.

Orcus and Nanocore have been dead for several years and are Windows-only because of the way that they're built. .NET Core is cross-platform, but WPF is a Windows library or whatever. I'm a firm believer that Overlord's AV evasion characteristics are due to golang (as well as KDot's solid coding). The files are 20+ MB, but it's like a file pumper. Some malware will use null bytes or junk code to inflate sizes into the hundreds of MB.

Also, I generally don't respect people's opinions that don't use proper English.

cryptobuster - July 1, 2026, 6:44 am

(Jul 1, 2026 05:55 AM)DramaKing Wrote: [\[CITE\]](#) Orcus and Nanocore have been dead for several years and are Windows-only because of the way that they're built. .NET Core is cross-platform, but WPF is a Windows library or whatever. I'm a firm believer that Overlord's AV evasion characteristics are due to goLang (as well as KDot's solid coding). The files are 20+ MB, but it's like a file pumper. Some malware will use null bytes or junk code to inflate sizes into the hundreds of MB.

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I am looking to buy a FUD rat , or you can say RAT + Crypter
Can u recommend me any ?

DramaKing - July 1, 2026, 7:40 am

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Don't hijack threads.

KevenLionardo - July 3, 2026, 3:46 am

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anyways for linux i still prefer cobaltstrike, not AI Coded goLang, nodejs junks.

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Terror1533CHVX - July 3, 2026, 7:13 pm

BTMOB is pretty much free, just set up a server and use it

KevenLionardo - July 4, 2026, 1:11 am

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i am talking about the server/host side. the stub is .net framework and still works great today.

but if you want something futuristic advanced. yes golang doing that in a better way. you are right!

but what i'm saying is you can achieve into something insane using C# .NET Core together with .net framework, but on golang order to achieve the same you must put more and more time. like you did on your HVNC and other stuff.

anyways great job on overlord, but you must work on it alot more.

Sm87 - July 4, 2026, 2:27 am

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Please don't talk about AOT without knowing anything about it.

Self-contained and AOT are not the same thing; I recommend you look into r2r and AOT trimming.

asikan34 - July 5, 2026, 11:46 am

Is there a video for the Overlord installation?

I_H8_KDot - July 8, 2026, 6:37 pm

(Jul 4, 2026 02:27 AM)SIM-5428698 Wrote: [\[CITE\]](#) Please don't talk about AOT without knowing anything about it.

Self-contained and AOT are not the same thing; I recommend you look into r2r and AOT trimming. I've looked into both and I still don't think AOT with all the options is all that good. Now, I'm no expert on c# but doesn't AOT HAVE to be self contained? On top of that, I've used it in 1 or 2 projects and both times I used it, it just didn't make sense to have it enabled. With either the massive size or fact that you can only compile windows AOT on a windows machine I just didn't think the trade off was worth it.

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Yes. If you're using only C# for everything then of course you get a lot better support in terms of Visual Studio usage for everything, etc. Pulsar for example was .Net Core server and .net framework client. It was by no means bad I just don't like the fact that .net framework is being faded out. You also have new things to worry about with framework (AMSI). I'm not sure if you used pulsar but at the end of it's life it was plagued by the fact that EVEN WITH DEFENDER TURNED OFF, AMSI would STILL silently detect the pulsar.common.dll being loaded in from costura. .netframework also doesn't have it's own out the box static linker. But technically you can fix all of that by just not having external dependencies like that.

Sm87 - July 9, 2026, 6:58 am

(Jul 8, 2026 06:37 PM)I_H8_KDot Wrote: [\[CITE\]](#) I've looked into both and I still don't think AOT with all the options is all that good. Now, I'm no expert on c# but doesn't AOT HAVE to be self contained? On top of that, I've used it in 1 or 2 projects and both times I used it, it just didn't make sense to have it enabled. With either the massive size or fact that you can only compile windows AOT on a windows machine I just didn't think the trade off was worth it.

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Open a console project and compile it; you'll see its size.

Also, the file size depends on the classes you use; dependencies are added to the file during the build process, which is why the size increases. Additionally, if you configure the csproj and LLVM/MSBuild settings, we can significantly reduce the size.

Also, I don't understand why people use CGO it's better to use C++ or C# instead.

I_H8_KDot - July 9, 2026, 11:13 am

(Jul 9, 2026 06:58 AM)SIM-5428698 Wrote: [\[CITE\]](#) Open a console project and compile it; you'll see its size.

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Also, I don't understand why people use CGO it's better to use C++ or C# instead.

What is wrong with CGO? It's just C code in a go program. Nothing else. C# would still be slower in the end, and on top of that, CGO is never COMPLETELY necessary. You can still do without it and just write everything in pure golang. I can understand c++ instead but even then, I'd recommend everyone starts moving to rust unless you have a strict reason to be using C++ or C.

Sm87 - July 10, 2026, 7:46 am

(Jul 9, 2026 11:13 AM)I_H8_KDot Wrote: [\[CITE\]](#) What is wrong with CGO? It's just C code in a go program. Nothing else. C# would still be slower in the end, and on top of that, CGO is never COMPLETELY necessary. You can still do without it and just write everything in pure golang. I can understand c++ instead but even then, I'd recommend everyone starts moving to rust unless you have a strict reason to be using C++ or C.

The cross-compilation feature of the standard GO is very good in fact, it's the best but CGO ruins it and Go can never be faster because its garbage collection is terrible.

As for Rust, yes, Rust is great because it has excellent memory management, but it's a difficult language to learn for someone used to C or C#.

I_H8_KDot - July 11, 2026, 12:59 am

(Jul 10, 2026 07:46 AM)SIM-5428698 Wrote: [\[CITE\]](#) The cross-compilation feature of the standard GO is very good in fact, it's the best but CGO ruins it and Go can never be faster because its garbage collection is terrible.

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Another thing too that many people don't realize is that CGO works with cross compilation like 90% of the time or you might have to jump through an extra hoop or two to get it to work. Also, I checked the benchmarks and you're correct c# .net 9 AOT was faster than golang 1.23. And you're also correct about rust being MUCH harder than C, C++ and C#. Rust is also going through it's own hell rn with shit like impl and all the bs with half ass classes.

Sm87 - July 11, 2026, 7:47 am

(Jul 11, 2026 12:59 AM)I_H8_KDot Wrote: [\[CITE\]](#) Another thing too that many people don't realize is that CGO works with cross compilation like 90% of the time or you might have to jump through an extra hoop or two to get it to work. Also, I checked the benchmarks and you're correct c# .net 9 AOT was faster than golang 1.23. And you're also correct about rust being MUCH harder than C, C++ and C#. Rust is also going through it's own hell rn with shit like impl and all the bs with half ass classes.

I really wanted to learn Rust and Go, but they're too hard for me, so I'm sticking with the two languages I already know: C# and Delphi, and a little bit of C++.

And I recommend checking out the new features in .NET 11 AOT is no longer experimental.

x64assembler - August 27, 2026, 2:03 am

(Apr 2, 2026 12:48 AM)SIM-3616989 Wrote: [\[CITE\]](#) any recommendation for good free native or .net rats please

Pulsar/Overlord