The rabbit heard the THUD. The rabbit thought maybe they should do something about it. The Warrenherd didn't seem like he thought it was very important. Our hero knew something needed to be done, however, and so leapt across the river to find the entrance to the Halls of the Ürs.
The rabbit examined the Halls of the Ürs and found several strange machines, but couldn't quite figure out how to work them, but did find a hatch to a wide open space. The rabbit touched it with a forepaw and it opened automatically.

The hero rabbit then crossed the barren landscape until they found the City of Ürs, and asked each Ür in turn how to save the Warren. They didn't seem to care much but our hero was able to interview them and figure out what to do. The most helpful of the Ürs was Ebony, who offered to help our hero using mental powers to take the rabbit all the way to the top of the ancient rabbit tower.

Now, our hero needed to power up the shield protecting the place. There was a pile of rubble; they examined it and saw that it was covering up something important. The rabbit kicked it with all their might and exposed the mechanism.

Now our hero was able to turn on the shield. In the room in the bottom right corner of the Halls of the Ürs they pressed a forepaw against the mechanism, which now turned the shield on and helped protect the whole place.

Now that the Warren was protected from the THUD temporarily, our hero could steer this whole place into a safer area and keep the Warren safe for a very very very long time. The rabbit went to the room with the spheres and adjusted the steering by pressing the right paw print until the large paw print turned green. Then our hero pressed the huge green paw print, and the whole place shifted and turned away from the sky rocks causing the THUD. Now the Warren was finally safe, and our hero could bask in the glory and safety and finally sleep.

Maybe our hero told someone, and maybe not.