With Version 1.1 I added custom colliders for every castle piece.

Assets > Castle Ruins - PBR Destroyed Castle Parts > Meshes > **Collisions**
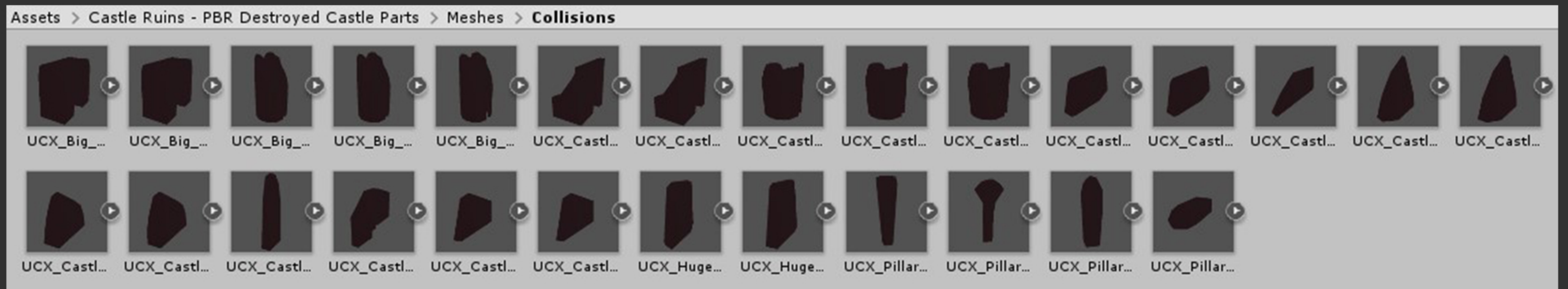
This is great if you want to prototype and quickly use the geometry available to you.

HOWEVER

It is highly recommended for performance that you use simple shapes instead of convex meshes.

Most of the time you can get away with simple planes and cubes as colliders.

It really goes case by case, it depends on how the castle will be accessible, how tall can you go, etc.