For four percussionists, five sounds each. Pick some intentional distribution of sounds, such as one of the following:
* one player wood (graduated in pitch), one player metal (similarly), one player skins, etc.
* the entire ensemble (20 distinct sounds) graduated in pitch, or loudness, or resonance
* each player picks one kind of sounds, perhaps from one instrument, or group of similar instruments
* completely arbitrary sound distribution

Add soloists ad lib at any point, the entire piece may be used as an accompaniment.

Any dynamics, generally fairly constant, ad lib variation.

Alternatively: two percussionists, or even one (playing all four parts).