1. ```sql
   SELECT g.GameName, c.Role, i.ItemName
   FROM Game g
   JOIN Character c ON g.GameID = c.GameID
   JOIN Item i ON c.CharacterID = i.CharacterID AND g.GameID = i.GameID
   WHERE c.isPlayer = false
   GROUP BY g.GameID, c.Role, i.ItemName
   ORDER BY g.GameName;
   ```

   To get a list of NPCs and their items for each game, we need to join the Character and Item tables using the GameID foreign key, filter for only NPCs, and group the results by game.

2. ```sql
   SELECT l.LocationName, g.GameName, c.Role, i.ItemName
   FROM Location l
   JOIN Game g ON l.GameID = g.GameID
   JOIN Character c ON l.GameID = c.GameID
   JOIN Item i ON c.CharacterID = i.CharacterID AND l.GameID = i.GameID
   WHERE c.isPlayer = false
   GROUP BY l.LocationName, g.GameID, c.Role, i.ItemName
   ORDER BY l.LocationName, g.GameName;
   ```

To show each location/environment, the NPCs that could be present in each game, and the items they use in that environment in that game, we will need to join the Location, Game, Character, and Item tables using their respective foreign keys.

3. ```sql
   SELECT i.ItemName, s.SkillName, s.Effect
   FROM Item i
   JOIN Skills s ON i.ItemID = s.ItemID
   JOIN Character c ON i.CharacterID = c.CharacterID AND i.GameID = c.GameID
   WHERE c.isPlayer = true
   ORDER BY i.ItemName;
   ```

4. SELECT g.GameName, i.ItemName, i.Value
   FROM Game g
   JOIN Item i ON g.GameID = i.GameID
   GROUP BY g.GameName, i.ItemName, i.Value
   ORDER BY g.GameName, i.Value DESC;

5. SELECT s.SkillName, s.Effect, i.ItemName
   FROM Skills s
   LEFT JOIN Item i ON s.ItemID = i.ItemID
   ORDER BY s.SkillName;