A # [marker] trait contained an associated item.

Erroneous code example:

```
#![feature(marker_trait_attr)]
#![feature(associated_type_defaults)]

#[marker]
trait MarkerConst {
   const N: usize; // error!
}

fn main() {}
```

The items of marker traits cannot be overridden, so there's no need to have them when they cannot be changed pertype anyway. If you wanted them for ergonomic reasons, consider making an extension trait instead.